
GUILD
ARCHVILLAIN
ARCHIVE

ARCHVILLAIN ARCHIVE



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Archvillain Archive

The Archvillain Archive is a compendium of evil people. Far from monsters and creatures, these individuals represent the worst that personhood has to offer. Each villain comes with a backstory designed to demonstrate their motives and history, which can easily be inserted into any game. A custom stat block is included for every villain, including Legendary—and even Mythic—actions. With Challenge Ratings spanning 15 to 30, each character included in this text is capable of being the final boss of a campaign! From warlords to wizards to reality-warping liches, your next Archvillain is here!

Mythic Encounters

A typical villain has a certain amount of health that gets worn down by heroes until they're eventually defeated—but where's the fun in that? That doesn't feel like something worthy of ending several (or dozens!) of games worth of effort. Every villain in this archive is designed with Legendary or Mythic traits. Many also have lairs and lair actions!

A mythic encounter is the ultimate challenge, taking a legendary threat and making them even more powerful. Mythic villains aren't defeated when they reach 0 HP—instead, they get right back up with new abilities as the battle transforms into something new. After activating a mythic trait, the villain gains access to mythic actions.

Mythic encounters are meant to be truly memorable and challenging. Full details of each villain's legendary and mythic traits are provided in the villain's text. Use them responsibly!

Using this Text

Each villain includes some form of unique reward—items, spells, even particularly deadly plants. These rewards are compiled in Appendix A. When a spell or item is tagged with a * you should reference the appendix for full details. When you see a bolded creature name, you should reference that creature's stats in the *Monster Manual*.

Villains By Challenge Rating

Villain	CR
The Architect	15
Gideon Brightburn, the Black Sheep	15
Gel'Varr The Dark Wolf	16
Horrak Lighthead	16
The Lawman	16
The Queen Under the Mountain	16
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Aconite, Lady Poison

Aeriwynn Greenstar was a renowned botanist, herb-sage and healer. She loved to tend to nature and plants, finding joy in the calm tranquility of the world around her. Her village was small and remote, nestled along a mountainside with few travellers who passed through. Those who knew of the village would bring back tales of strange plants that only seemed to grow in the area. No one who came was ever refused aid.

When a mining company wanted to build a tunnel through the mountain that would intersect with the village, the elders politely but firmly refused. Again the company came, this time with sacks of gold, but they were rebuffed. The third time they came it was with flamethrowers and metal machines which tore through the village, leaving devastation in their wake.

Neriwynn attempted to protect her home alongside other noble defenders, but was struck down. Thinking herself lost, she lay broken in the charred and scorched earth of her home, amongst the corpses of her friends and family—but Neriwynn had a special connection with the plants that she had nurtured and cared for. Like a chrysalis, the plant life lovingly wrapped around her, shielding her from further harm and healing her injuries. How long Neriwynn stayed in that protective pod, she did not know—but when she emerged, nothing remained of the life she had once known. The mining company had set up camp in the wreckage and were using large drilling machines to bore their way through the mountainside. They would be the first to feel the sting of her poisonous wrath, though not the last; with her village avenged, she turned her sights on the menace that was civilization and all the destruction and sorrow that it brought. Her rebirth had given her an even closer affinity with the plants and nature she had cared for all her life—and in this second life, she would make sure that no one would harm them ever again.

Aspiration. Technology is a scourge. I will return the land to its natural state.

Bond. Those born of nature are the only beings that I trust. People are flawed and must be brought to see the light.

Flaw. I will not hesitate to protect the smallest part of nature, even if that means my potential sacrifice.

Aconite's Lair

Aconite built her lair in the ruins of her former home. Like seed pods that require a forest fire to grow, the land around her former village has grown back stronger and more deadly than ever. The thick undergrowth is nearly impenetrable and the canopy overhead makes it hard to see into the forest below. In this protective grove, Aconite has built herself a lair that responds to her every thought and mood. There are deadly plants that prey upon unsuspecting travelers and enticing scents that make it hard to resist being called into this siren's lair. At any given time, 1d2 + 1 **treants** are stationed around the grove, alert to any and all dangers.

Lair Actions. On initiative count 20 (losing initiative ties), Aconite takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row.

- Grasping vines and roots rise up from the ground in a 50-foot radius centered on Aconite, making it difficult terrain until initiative count 20 of the next round. Any creature currently standing on the ground must succeed on a DC 25 Strength saving throw or be restrained until the end of its next turn.
- Aconite creates 1d4 + 1 **saplings** (see below for statistics). They appear in unoccupied spaces within 30 feet of her and last for 1 hour or until they are destroyed. They obey her commands and act on their own initiative count.
- A sweet smelling pollen is released in a 30-foot radius centered on Aconite. Creatures within the radius must succeed on a DC 25 Wisdom saving throw or be charmed by Aconite for the next minute, regarding her as an ally or friend. If the creature takes damage, it can repeat its saving throw. On a success, it is immune to this lair action for 1 hour.



Aconite, Lady Poison

Medium humanoid (firbolg), true neutral

Armor Class 19 (25 with Nature's Wrath)
Hit Points 237 (25d8 + 125)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	20 (+5)	16 (+3)	22 (+6)	18 (+4)

Saving Throws Dex +9, Con +12, Wis +13
Skills Acrobatics +9, Deception +11, Medicine +13, Nature +10, Perception +13, Survival +13
Damage Resistances bludgeoning, slashing and piercing damage from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 21
Languages Common, Druidic, Sylvan, Terran
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Evasion. If Aconite is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw and only half damage if she fails, provided Aconite isn't incapacitated.

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

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

Nature's Wrath (Mythic Trait; Recharges after a Short or Long Rest). If Aconite is reduced to 0 hit points, she doesn't die or fall unconscious. Instead, she gives in to her bond with nature and draws on its power, regaining 237 hit points and increasing her AC to 25. She then moves up to her speed without provoking opportunity attacks.

Speak with Beasts and Plants. Aconite can communicate with beasts and plants as if they shared a language.

Spellcasting. Aconite is a 12th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). She requires no material components to cast its spells. Aconite has the following druid spells prepared:

Cantrips (at will): *druidcraft, infestation* (4d6), *thorn whip* (4d6)
1st level (4 slots): *animal friendship, beast bond, faerie fire, fog cloud*
2nd level (3 slots): *earth bind, lesser restoration, moonbeam, pass without a trace*
3rd level (3 slots): *call lightning, plant growth, tidal wave*
4th level (3 slots): *freedom of movement, grasping vine*
5th level (2 slots): *commune with nature, contagion*
6th level (1 slot): *wall of thorns*

Regrowth. Aconite regains 20 hit points at the start of each of her turns. This trait does not function if Aconite is unconscious or dead.

Toxic. Aconite is immune to diseases and poisons, both magical and nonmagical.

Twisted Charge. Aconite temporarily transforms into a mass of twisting roots as she charges towards her enemy. If Aconite moves at least 20 feet straight towards a creature and then hits it with a Bramble Slam attack on the same turn, the target must succeed on a DC 20 Constitution saving throw or be restrained until the start of its next turn. While moving in this way, Aconite does not provoke opportunity attacks.

Actions

Multiattack. Aconite makes two Vine Lash attacks, or a Vine Lash and a Bramble Slam attack.

Vine Lash. *Melee Weapon Attack:* +10 to hit, reach 30 ft., one target. *Hit:* 16 (3d10) slashing damage. If the target is a creature, it is grappled (escape DC 14). Until the grapple ends, the target is restrained. Aconite has four vines, each of which can grapple one target.

Bramble Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) bludgeoning damage and the creature must succeed on a DC 20 Strength or Dexterity saving throw (creature's choice) or be pushed back 10 feet. If the creature fails by 5 or more, it cannot take reactions until the end of its next turn.

Paralyzing Kiss. *Melee Spell Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 16 (3d10) cold damage. If the target is a creature, it must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pheromones (Recharge 6). Aconite releases a cloud of pollen in a 20-foot radius around her. Each creature of her choice must succeed on a DC 20 Charisma saving throw or be charmed by her for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Dream Dust (Recharge 6). Aconite exhales sleeping dust in a 90-foot cone. Each creature in that area must succeed on a DC 20 Wisdom saving throw or fall unconscious for 1 minute, or until someone uses an action to shake or slap the sleeper awake.

Nature's Grasp (Recharge 6). A line of brambles and thorns 60 feet long and 20 feet wide bursts across the ground from Aconite. Each creature in the line must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) piercing damage and is restrained until the end of its next turn. On a success, it takes half as much damage and isn't restrained. Until the start of Aconite's next turn, the area is filled with brambles and is difficult terrain.

Reactions

Protective Pod. If a successful attack is made against Aconite, she can withdraw into a protective plant pod, gaining a +6 bonus to AC until she emerges. While in the pod, she is resistant to all damage but has disadvantage on Dexterity saving throws. Aconite can emerge from as a bonus action on her turn.

Deep Roots. When Aconite is subjected to an effect that would move her, knock her prone, or both, she can use her reaction to be neither moved nor knocked prone.

Legendary Actions

Aconite can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Aconite regains spent legendary actions at the start of its turn.

Cantrip. Aconite casts a cantrip.

Tree Stride. Aconite moves from inside one tree to another, magically teleporting along with any equipment she is wearing or carrying, up to 120 feet to an unoccupied space she can see.

Paralyzing Kiss (Costs 2 Actions). Aconite uses her Paralyzing Kiss.

Cast a Spell (Costs 3 Actions). Aconite casts a spell from her list of prepared spells, using a spell slot as normal.

Mythic Actions

If Aconite's mythic trait is active, she can use the options below as legendary actions as long as she has temporary hit points available from Nature's Wrath.

Reel. Aconite pulls any creatures grappled by her Vine Lash into an unoccupied space within 5 feet of her.

Pheromones (Costs 2 Actions). Aconite uses Pheromones.

Devour (Costs 3 Actions). Aconite targets one creature grappled by her. The creature must make a DC 20 Dexterity saving throw, taking 68 (8d6 + 40) necrotic damage on a failed save or half as much damage on a success. Aconite is healed for half of Wthe necrotic damage dealt. The target is disintegrated if this damage leaves it with 0 hit points.

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

Sapling

Small plant, unaligned

Armor Class 14 (natural armor)
Hit Points 28 (8d6)
Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	10 (+0)	6 (-2)	18 (+4)	10 (+0)

Saving Throws Dex +7, Wis +6
Skills Acrobatics +7, Nature +0, Perception +6, Stealth +7
Damage Immunities acid, poison
Condition Immunities charmed, poisoned
Senses tremorsense 60 ft., passive Perception 14
Languages Druidic, Terran
Challenge 1 (200 XP) **Proficiency Bonus** +2

Adhesive Blossoms. The sapling adheres to anything that touches it. A Medium or smaller creature adhered to the sapling is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

At the end of each of the sapling's turns, anything grappled by it takes 3 (1d6) acid damage.

Death Burst. When the sapling dies, it explodes in a burst of sticky sap. Each Medium or smaller creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or be restrained until the end of the creature's next turn.

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

False Appearance. While the sapling remains motionless, it is indistinguishable from an ordinary tree.

Unusual Nature. The sapling doesn't require air, food, or drink.

Actions

Headbutt. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage.

Seed Sling. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Poison Breath (Recharge 6). The sapling exhales a 15-foot cone of poisonous pollen. Each creature in that area must succeed on a DC 15 Dexterity saving throw or be poisoned for 1 minute. A creature poisoned in this way has its speed halved. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Natural Shelter. The sapling magically takes shelter inside a rock, a living plant, or a natural source of fresh water in its space. The sapling can't be targeted by any attack, spell, or other effect while inside this shelter, and the shelter doesn't impair the sapling's vision. The sapling can emerge from a shelter as a bonus action. If its shelter is destroyed, the sapling is forced out and appears in the shelter's space, but is otherwise unharmed.

Aconite
As a Mythic Encounter

Aconite serves as a potent threat against even higher-level characters, but you can increase the challenge by using the Nature's Wraith trait. When this happens, Aconite heals many of her wounds and slips away from danger, and then she can choose one of her mythic actions when she uses a legendary action.

You might foreshadow Aconite using her mythic trait by describing vines and flowers growing out of her wounds as she takes damage.

Read or paraphrase the following text when Aconite finally uses her Nature's Wrath trait:

> With a feral cry that pierces the grove, Aconite starts to tear at her skin, pulling pieces away as if it were tissue paper. In its place, all manner of plant life starts to sprout forth; flowers, and vines start wrapping her in a protective cocoon, rendering her nearly unrecognizable in her fury.

Rewards

Fighting Aconite as a mythic encounter is equivalent to taking on three challenge rating 18 creatures in one encounter. Award a party 75,000 XP for defeating Aconite after she uses Nature's Wrath.

Characters who defeat Aconite will not find any monetary wealth or treasures in her grove. Instead there are several curious plants that characters can harvest and propagate for potions, herbal remedies and tonics. Characters wanting to successfully harvest a plant must succeed on a DC 20 Intelligence (Nature) or Wisdom (Medicine or Survival) check. For full details, see *Aconite's Garden**.

THE ARCHITECT

Looming in the shadows, lurks the Architect. A master of connections, it seems the agents of this mysterious figure can and likely will worm their way into any faction in the world. The most dangerous of threats wear a friendly face, someone who can ingratiate themselves into any group of allies.

Many rumors exist about the Architect and there are as many accurate ones as those designed to mislead any who might try to uncover the truths. Something that is known about the Architect includes a lifespan that spans centuries, making many presume the Architect is an elf, dwarf, or other long-lived individual. The fact that anyone in any faction could be working for the Architect is mostly true, although particularly small groups are difficult to gain entrance into and so tiny cult cells or other tight groups are unlikely to fall under the sway of the Architect.

Something that's not known is what the purpose of this shadowy information network might be. A being who wields this much power often exposes themselves sooner rather than later, and yet that's never happened with the Architect. It isn't even clear if they're a force for good or ill will in the world, but the care that has gone into protecting themselves shows they're not to be trifled with.

Aspiration. I will secure my control over the world via the yoke of perceived friendship.

Bond. Only a mind like my own could maintain the careful political balance out there. Without me, the world would BURN.

Flaw. Although I'll always blame it on the incompetence of others, my plans are bound to fail simply because they can never account for the emotional factors of others. Fake friendship isn't real control.

FOR THE DM

The Architect is mysterious, to the point that they literally could be anyone in your game. It's recommended you can make them the focal point of your campaign, starting at low levels with characters discovering the network, and by the time they're ready to face the Architect, whatever master plan has been brewing for decades or centuries can finally come to fruition.

Below are some suggestions if no suitable NPC exists in your campaign (their statistics remain the same in each form, but their creature type changes as specified below):

- Joxeer Multus - A **doppelganger** who seeks to establish "The Third Court" to counter that the seelie and unseelie courts of the feywild (the Architect's creature type becomes monstrosity (shapechanger)).
- Malplexus - A **balor** who wants to trick factions into battling one another, in order to remove any resistance to a demonic incursion (the Architect's creature type becomes fiend).
- Risus Locus - A gnome who is only one of many Architects. Risus is the current one, passing the title onto the next worthy being to be called Architect. Risus uses the position as a way to insert humor into the world (the Architect's creature type becomes humanoid (gnome)).

Architect's Lair

The lair of the Architect is always one to suit their current goals, keeping them close to their target while remaining easy to defend and navigate. The Architect sees their lair only as another tool in their arsenal, and would abandon it if it could result in saving their hide.

Lair Actions. On initiative count 20 (losing initiative ties), the Architect takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- Preparations allow the Architect to be more maneuverable around their lair. They may teleport

as though they had cast *misty step*, using no action. This is not actually a spell and can't be countered.

- Traps laid meticulously for characters invading the lair of the Architect allow them to position them into danger. Choose a character and then choose Strength, Dexterity, or Constitution. At the start of that character's next turn, they must succeed on a DC 17 saving throw of the appropriate ability or suffer one of the following conditions of the Architect's choice: blinded (Constitution), deafened (Constitution), grappled (Strength), poisoned (Dexterity), or knocked prone (Strength).

  This condition lasts until initiative count 20 on the next round.
- Special defensive features of the lair block incoming attacks against the Architect. Until the Architect moves or uses another lair action, they gain +2 to AC and Dexterity saving throws.



THE ARCHITECT
AS A MYTHIC ENCOUNTER

The Architect is a powerful encounter on their own, but if the adventurers want a true challenge fit for the gods, you can use their Best Laid Plans trait. Using this trait marks a drastic turn in the encounter as the Architect summons allies to their side and leads them into battle. Once the Architect has used this trait, they can choose one of their mythic actions when they use a legendary action.

Read or paraphrase the following text when the Architect uses their Best Laid Plans trait:

> Blood streams from the various wounds you've inflicted upon the Architect. Fear, for the first time, enters their eyes. And quickly, soundly, it's over. As your own heartbeat fades within your eardrums, you make out a gentle slow clapping from a figure watching over the battle you hadn't noticed before.
>
> "My minions really do wear the moniker well, but let's be honest, they're nothing compared to the real deal. Greetings, I am the Architect and while you may be wondering if this is another trick, I'll have no problem showing you that my proxies are only an illusion of the power I wield."

REWARDS

Fighting the Architect as a mythic encounter is equivalent to fighting two CR 15 creatures in one encounter. Award a party 26,000 XP for defeating the Architect after they use their Best Laid Plans feature. You can also reward the party with the *mastermind kit**, or the *mask of anonymity**, in addition to any other treasure they might hold.

The Architect

Medium humanoid (any race), chaotic evil

Armor Class 17 (+2 studded leather)
Hit Points 234 (36d8 + 72)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

Skills Acrobatics +9, Deception +5, Perception +5, Stealth +9
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 15
Languages Common, Draconic, and Thieves' Cant
Challenge 15 (13,000 XP) **Proficiency Bonus** +7

Assassinate. In the first round of combat, The Architect has advantage on attack rolls against any creature that hasn't taken a turn. Any hit it scores against a surprised creature is a critical hit.

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

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

Best Laid Plans (Mythic Trait; Recharges on a Short or Long Rest). When The Architect is reduced to 0 hit points, it does not die. Instead, it is healed for 117 health and gains an equal number of temporary hit points. While it possesses these temporary hit points, whenever the Architect could use a Legendary action, the Architect can select from the Mythic actions if they wish.

Additionally, when this feature triggers, the Architect can immediately conjure allies. Either four NPCs with individual CRs no higher than 1/4 the average level of the party, or two NPCs with individual CRs no higher than 1/2 the average level of the party, or one NPC with a CR no greater than the average party level.

Sneak Attack. Once per turn, The Architect deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of it that isn't incapacitated and The Architect doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Architect makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Legendary Actions

The Architect can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. The Architect regains spent legendary actions at the start of its turn.

Attack. The Architect makes a short sword attack.

Parry Stance. The Architect takes a stance which allows them to parry the next attack against it until the start of its next turn. The next creature who makes an attack that hits The Architect has the attack redirected to a creature within 5 feet of The Architect, and this stance ends.

Flourishing Defense (Costs 3 Actions). The Architect uses the Dash, Disengage, and Dodge actions in any order of its choosing.

Mythic Actions

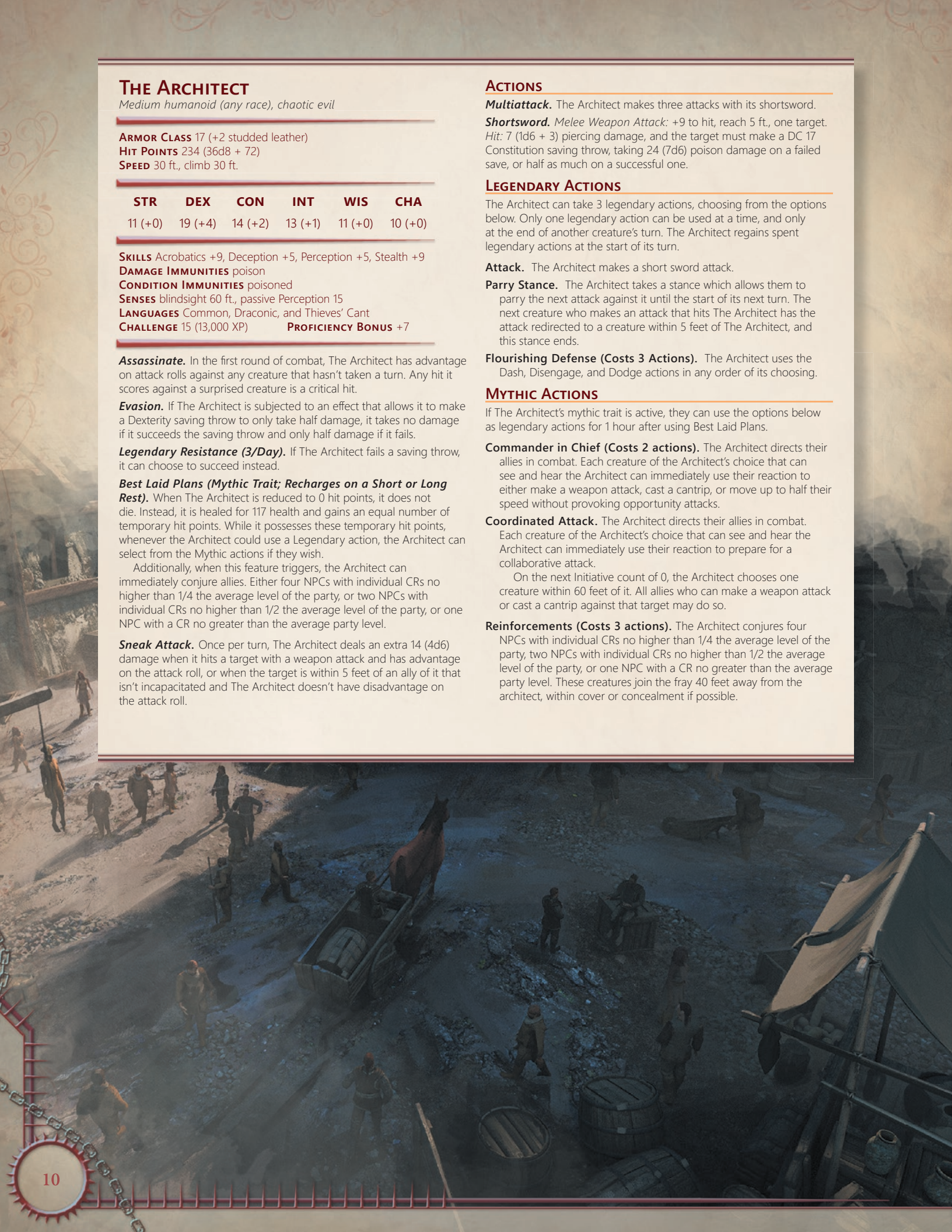
If The Architect's mythic trait is active, they can use the options below as legendary actions for 1 hour after using Best Laid Plans.

Commander in Chief (Costs 2 actions). The Architect directs their allies in combat. Each creature of the Architect's choice that can see and hear the Architect can immediately use their reaction to either make a weapon attack, cast a cantrip, or move up to half their speed without provoking opportunity attacks.

Coordinated Attack. The Architect directs their allies in combat. Each creature of the Architect's choice that can see and hear the Architect can immediately use their reaction to prepare for a collaborative attack.

On the next Initiative count of 0, the Architect chooses one creature within 60 feet of it. All allies who can make a weapon attack or cast a cantrip against that target may do so.

Reinforcements (Costs 3 actions). The Architect conjures four NPCs with individual CRs no higher than 1/4 the average level of the party, two NPCs with individual CRs no higher than 1/2 the average level of the party, or one NPC with a CR no greater than the average party level. These creatures join the fray 40 feet away from the architect, within cover or concealment if possible.



ASSHAINII VEY, THE ROTBRINGER

Cursed by an archfey to be the carrier of terrible diseases, Asshainii Vey was once a druidic adventurer who traveled the planes of existence, aiming to discover as much new life as possible. After becoming involved in the bitter rivalry of two demon lords, Asshainii was cursed with the mantle of Rotbringer and doomed to be the carrier of terrible disease for all eternity.

At first, Asshainii tried to use their curse for good, fighting alongside other adventurers to fend off mighty foes and help prevent the outbreak of war in many kingdoms. However, with each passing day, their curse grew, and soon any settlement the once-proud druid passed through fell to mysterious illnesses within a matter of days, their remains left to quietly decompose as part of an empty ghost town. Eventually, Asshainii turned to the Shadowfell for guidance, aiming to draw power from the plane of undeath to reverse the damage the curse had wrought.

When others learned of the druid's plight, Asshainii found themselves hunted by groups of adventurers and torch-wielding mobs, each believing they are behind the terrible diseases plaguing the land. After many extensive battles against once-close friends and terrified crowds of superstitious folk, Asshainii was defeated. With the final remnants of their magic, the druid fled, taking refuge in long-forgotten tombs hidden away in the deep corners of the world. There they waited, scorned by those they believed were allies, with only the corrupting influence of the Shadowfell and the demonic whispers of the Abyss itself as company.

As the years passed, the world forgot about Asshainii Vey, their name slowly changing with each retelling of their defeat, and instead learned of the terrible Rotbringer, an evil disease-riddled creature that was slain before it could plunge the world into darkness. Sealed away in the darkness, Asshainii lurked, their curse's corrupting influence transforming them into a loathing shadow of their former self, now sour, bitter, and hateful of the world they once tried to protect. Now, many years later, the Rotbringer has emerged once again, but with a new goal—to create the world anew by opening the gates of the Abyss.

Aspiration. "I will bring the world to its knees and reform it in my image. Only through destruction will they see rebirth."

Bond. "The common folk are easily misled and fearful of what they do not understand."

Flaw. "Though my work is necessary, I can't help but empathize with the innocents that will get caught in the crossfire."





ASSHAINII VEY
AS A MYTHIC ENCOUNTER

Asshainii is an exceptionally powerful foe to face. However, if you wish to make an encounter with Asshainii as a truly legendary, world-shattering enemy, they might use their Corrupted Form mythic trait. When this happens, Asshainii draws upon their last mote of strength and succumbs to their curse, transforming just as they appear to be vanquished. After this transformation occurs, Asshainii can choose one of their mythic actions when they use a legendary action.

Read or paraphrase the following text when Asshainii activates their Mythic Trait:

> Asshaini's defeated form shudders and begins to exude a terrible, foul ooze. Lashing vines manifest from within the ichor, covering the druid in an abyssal suit of living armor. With a mighty roar, Asshainii rises up once more, their terrible curse finally unleashed.

REWARDS

Fighting Asshainii Vey as a mythic encounter is equivalent to taking on two CR 26 creatures in one encounter. Award a party 180,000 XP for defeating Asshainii after they have assumed their Corrupted Form.

Characters who defeat Assainii Vey can recover the *Cursed Root** from their body, a powerful and dangerous item which still harbours elements of Assainii's druidic fey magic.

Asshainii Vey

Medium humanoid (elf), lawful evil

Armor Class 17 (20 in Corrupted Form)
Hit Points 300 (40d8 + 120)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	18 (+4)	26 (+8)	14 (+2)

Saving Throws Int +12, Wis +16
Skills Animal Handling +16, Nature +12
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Common, Elvish, Draconic, Druidic
Challenge 27 (105,000 XP) **Proficiency Bonus** +8

Corrupted Form (Mythic Trait; Recharges after a Short or Long Rest). If Asshainii is reduced to 0 hit points, they don't die or fall unconscious. Instead, they gain 100 hit temporary hit points, and become covered by thorny vines, which exude a foul smelling ichor and grant a + 3 bonus to AC. Creatures that start their turn within 10 feet of Asshainii or move within 10 feet of them for the first time on a turn take 10 (3d6) poison damage. If this damage would reduce a creature to 0 hit points, it dies and its body rots away after 10 minutes. If Asshainii uses their Wild Shape while in their Corrupted Form, their weapon attacks deal poison damage instead of bludgeoning, piercing, or slashing damage.

Cursed Fey Ancestry. Asshainii can't be magically put to sleep. Additionally, Asshainii is immune to disease, and has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). When Asshainii fails a saving throw, they can choose to succeed instead.

Trance. Asshainii need only meditate for 4 hours to gain all the benefits of a long rest.

Wild Shape (2/Short Rest). As an action, Asshainii can transform into any beast for up to 13 hours. The transformation ends early if Asshainii is knocked unconscious, or chooses to end it as a bonus action. While transformed, Asshainii maintains their Intelligence, Wisdom, and Charisma scores, skill proficiencies, saving throws, proficiency bonus, and can cast spells. If damage reduces Asshainii to 0 hit points, they revert to their normal form and take any remaining damage from their own hit points.

Spellcasting. Asshainii is a 20th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). Asshainii has the following druid spells prepared:

Cantrips (At will): *produce flame, thorn whip, thunderclap, guidance, mending*
1st level (5 slots): *create or destroy water, thunderwave, fog cloud, detect poison and disease, detect magic*
2nd level (4 slots): *locate animals or plants, animal messenger, flaming sphere, locate object*
3rd level (4 slots): *daylight, tidal wave, plant growth, conjure animals*
4th level (4 slots): *stone shape, giant insect, ice storm, stoneskin*
5th level (3 slots): *wrath of nature, transmute rock, greater restoration*
6th level (3 slots): *wall of thorns, find the path, druid grove*
7th level (3 slots): *whirlwind, fire storm, plane shift*
8th level (2 slots): *tsunami, control weather*
9th level (2 slots): *shapechange, foresight*

Actions

Multiattack. Asshainii makes three attacks with their staff. They can replace one attack with a Tinderstrike or Thunderbolt.

Staff. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Tinderstrike. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 28 (8d6) fire damage, and if the target is Large or smaller, it must succeed on a DC 24 Constitution saving throw or be burned for 1d4 rounds. A burned target takes 10 (3d6) fire damage at the start of each of its turns.

Thunderbolt. *Ranged Weapon Attack:* +16 to hit, range 120 ft., one target. *Hit:* 28 (8d6) lightning damage, and if the target is Large or smaller, it must succeed on a DC 24 Constitution saving throw or paralyzed until the end of Asshainii's following turn.

Touch of Corruption (Recharge 5-6). Asshainii emits a flood of corrupting energy in a 50-foot radius sphere centered on themselves. Creatures in the area other than Asshainii must make a DC 24 Constitution saving throw. A creature takes 90 (20d8) poison damage and is afflicted with Cackle Fever, Sewer Plague, or Sight Rot (Asshainii's choice) on a failed save, and takes half as much damage and isn't afflicted on a successful one. The terrain in a 50-foot-radius then becomes corrupted with disease for 24 hours, if not corrupted already by this feature. While corrupted, no plant life can grow in the area, and a creature that begins its turn in the area takes 3 (1d6) poison damage. If a creature dies within the corrupted area, it rises as a corpse fungus in 1d4 hours. A corpse fungus uses the statistics of a **zombie**, but has AC 13, and is a plant instead of undead.

Legendary Actions

Asshainii can take 3 legendary actions, choosing from the options below. One one legendary action option can be used at a time, and only at the end of another creature's turn. Asshainii regains spent legendary actions at the start of their turn.

Druid's Malice. Asshainii casts a spell.

Druid's Strike (Costs 2 Actions). Asshainii makes a Thunderbolt or Tinderstrike attack.

Mark of Corruption (Costs 2 Actions). Asshaini recharges their Touch of Corruption.

Mythic Actions

If Asshainii's mythic trait is active, they can use the options below as legendary actions, as long as they have temporary hit points available from their Corrupted Form.

Druid's Hatred. Asshainii casts a spell of 1st level or higher, or two cantrips.

Druid's Assault (Costs 2 Actions). Asshainii makes a Thunderbolt or Tinderstrike attack, and the attack's damage increases to 10d6.

Invoke Corruption (Costs 3 Actions). Asshainii recharges and uses their Touch of Corruption.

AVEND'RIL, THE DARK PIPER

Once a humble farmhand, Avend'ril was always a malicious and calculating child, blessed with the magical ability to commune with creatures and charm them to do his bidding. His dark path began when he started manipulating rats into stealing his master's food stores to feed himself, but then quickly progressed into more nefarious deeds — stealing fine clothes, wines, and jewelry from passing merchants and nobles.

When the farmer discovered his farmhand's talents, he sought to ally himself with the young elven boy, aiming to manipulate Avend'ril's powers for his own monetary gains. However, it was to be short lived. At the tender age of fifteen, three years after their agreement, Avend'ril decided to move onto pastures new. He longed for more. More clothes, more wealth, and more power. And he had no intention of sharing, least of all with the farmer that once had the audacity to call himself "master." With a plan growing in his mind, Avend'ril set a trap atop the pig shed, luring the farmer atop it and sending him plunging into the muddy pens below.

Though it was the pigs that dealt the grisly work, Avend'ril considered this his first kill, and it certainly wouldn't be his last.

As Avend'ril grew, so too did his powers. Eventually, he transitioned from rats to wolves, and from wolves to humanoids. By the time he had reached maturity at fifty years of age, Avend'ril had mastered his otherworldly powers, and earned the moniker of "The Dark Piper."

Creatures followed his lead wherever he went, drawn in by his dark magic to serve him in whatever way he saw fit. Villages were overrun with packs of ravenous wolves, while towns suffocated

AVEND'RIL AS A MYTHIC ENCOUNTER

Avend'ril's charming presence and potent magic makes him an excellent end-game foe for your adventuring party to face. However, if you would like to increase Aven'dril's threat further and make him a true enemy worthy of remembrance, he might use his Tide of Vermin mythic trait. When this happens, Aven'dril uses his magical might to call all manner of beasts to his aid, riding atop the chittering tide and hiding within it for protection. After this transformation occurs, Avend'ril can choose one of his mythic actions when he would use a legendary action.

Read or paraphrase the following text when Aven'dril activates his mythic trait:

> "With a furious, blood-curdling howl, Avend'ril climbs to his feet, drawing forth all manner of creatures to aid him. Rats and other vermin cover him in an armor of writhing flesh, while wolves, cats, dogs, and larger beasts flood beneath him, raising him upwards atop a towering platform of tooth, fang, and claw."

REWARDS

Fighting Aven'dril as a mythic encounter is equivalent to taking on two CR 27 creatures in one encounter. Award a party 420,000 XP and the *Armor of the Piper** for defeating Aven'dril after he has assumed his Tide of Vermin form.

under hordes of vermin that once lived within its sewers. And with each attack, Avend'ril's power and infamy grew.

He now stalks the lands of the Material Plane in search of a powerful artifact, said to bestow upon it's bearer the blessing of eternal life. Whether such an artifact truly exists still remains a mystery to The Dark Piper, though one thing remains certain — if it does exist, he will stop at nothing to possess it.

Aspiration. There is a great artifact of magical potency somewhere in the world. I will find it, and take its power for my own.

Bond. People are tools to be used and discarded in equal measure. Humans, in particular, are exceptionally easy to manipulate…

Flaw. I can't help but be drawn to the promise of a better prize — My greed will be my downfall.

Piper's Swarm

Huge swarm of small beasts, unaligned

Armor Class 14 (natural armor)
Hit Points 45 (6d12 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	2 (-4)	10 (+0)	1 (-5)

Damage Resistance bludgeoning, piercing, and slashing damage
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 20 ft., passive Perception 10
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Horde Clearing. The swarm takes an additional 4d6 damage from attacks that specify an area of effect, such as the explosion of a *fireball*, or the area of a *lightning bolt*.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small beast. The swarm can't regain hit points or gain temporary hit points, unless by means of Avend'ril's Swarm Master trait.

Actions

Claws and Fangs (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., up to two targets in the swarm's space. *Hit:* 28 (8d6) piercing damage.

Claws and Fangs (swarm has half HP or less). *Melee Weapon Attack:* +5 to hit, reach 0 ft., up to two targets in the swarm's space. *Hit:* 14 (4d6) piercing damage.

Aven'dril, The Dark Piper

Medium humanoid (half-elf), neutral evil

Armor Class 22 (Armor of the Piper)
Hit Points 330 (60d8 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	20 (+5)	12 (+1)	22 (+6)	20 (+5)	30 (+10)

Saving Throws Dex +13, Con +9, Int +14, Wis +13, Cha +18
Skills Acrobatics +13, Animal Handling +13, Arcana +14, Athletics +11, Deception +18, History +14, Insight +13, Intimidation +18, Investigation +14, Medicine +13, Nature +14, Perception +21, Performance +18, Persuasion +26, Religion +14, Sleight of Hand +13, Stealth +21, Survival +13
Damage Resistances cold, fire, radiant; bludgeoning, piercing and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, frightened, incapacitated, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 31
Languages Abyssal, Common, Deep Speech, Elvish, Infernal, Undercommon
Challenge 28 (120,000 XP) **Proficiency Bonus** +8

***Armor of the Piper**.* Avend'ril wears a magical amulet which amplifies his already monumental power and grants him the following benefits, which are included in his stat block:

- Avend'ril has an AC of 22 (included above). This AC can't be reduced or changed in any way.
- Resistance to radiant damage, and bludgeoning, piercing and slashing damage from nonmagical attacks (included above).
- Advantage on saving throws against spells and other magical effects. If Avend'ril fails a saving throw against one of the aforementioned effects, this trait ceases to function until the next dawn.

Deflecting Charm. Avend'ril's charming magic is so powerful it can deflect all but the strongest of spells. When a creature targets Avend'ril with a spell of 6th level or lower, it must first succeed on a DC 20 ability check using its spellcasting ability. On a failed check, the creature must choose a new target or the casting is wasted and the spell slot is lost. This trait doesn't affect creatures immune to being charmed.

Fey Ancestry. Magic can't put Avend'ril to sleep.

Legendary Resistance (3/Day). When Avend'ril fails a saving throw, he can choose to succeed instead.

Unbreakable Charm (3/Day). If a creature Avend'ril attempts to charm effect is immune to the condition or succeeds on the saving throw, Avend'ril can use his reaction to remove that creature's charm immunity to that effect and force it to reroll the saving throw.

Swarm Master. Avend'ril can use his action to summon a Huge swarm of small beasts, composed of rats, wolves, dogs, cats, racoons, foxes, and other vermin, which arrives in an unoccupied space within 30 feet of him at the start of his following turn. The swarm uses the Piper's swarm stat block, acts on its own initiative in combat, and uses Avend'ril's proficiency bonus in place of its own. The swarm is friendly to Avend'ril and his allies, and hostile to all other creatures. Avend'ril can communicate with and issue orders to each swarm telepathically (no action required by him), which the swarm follows to the best of its ability. If Avend'ril is reduced to 0 hit points, killed, or knocked unconscious, the swarm disperses and flees. Avend'ril can have 2 swarms summoned at a time. If he uses his Swarm Master action while both swarms are summoned, each swarm within 60 feet of him instead regains 8d6 hit points. Avend'ril can't use this trait if his Tide of Vermin mythic trait is active.

Tide of Vermin (Mythic Trait; Recharges after a Short or Long Rest). If Avend'ril is reduced to 0 hit points, he doesn't die or fall unconscious. Instead,he regains 100 hit points, and he summons 2 Piper's Swarms, which rush toward him and form a vast tide of beasts that he rides atop of. Any other swarms currently summoned by Avend'ril are also drawn into the tide and vanish. While riding atop the tide, Avend'ril's size becomes Gargantuan, his Strength score increases to 30 (+10), small vermin cover his body, granting him resistance to bludgeoning, piercing, and slashing damage, and larger beasts form a wall of gnashing jaws and fangs beneath him, which Avend'ril can direct using his Swarm Strike mythic action. The tide has AC 15 and 150 hit points, a Strength of 30 (+10), Dexterity of 16 (+3), Constitution of 30 (+10), uses Avand'ril's Intelligence, Wisdom and Charisma scores, and can't be frightened, grappled, paralyzed, poisoned, or knocked prone. Avend'ril can't be targeted as long as the tide has more than 75 hit points. When the tide is reduced to 0 hit points, it disperses, and Avend'ril's size becomes Medium.

Actions

Piper's Pain. *Ranged Spell Attack:* +18 to hit, range 120 ft., one creature. *Hit:* 45 (10d8) psychic damage, and the creature must succeed on a DC 26 Charisma saving throw or be stunned until the end of Avend'ril's next turn.

Piper's Lure. Avand'ril targets up to three humanoids within 60 feet of him that can see or hear him, and forces them to make a DC 26 Wisdom saving throw. On a failure, a target becomes charmed by Avend'ril for 1 hour, or until they take damage. While charmed in this way, Avend'ril can use a bonus action to telepathically issue a course of activity to the creature, such as walking toward him, impaling themselves on a spear, or endlessly dancing themselves to exhaustion, and the creature can't willingly attack Avend'ril or his allies.

Swarm Strike (Mythic Action). *Melee Weapon Attack:* +18 to hit, reach 30 ft., up to three targets within 5 feet of each other. *Hit:* 32 (5d12) slashing damage plus 32 (5d12) piercing damage, and if the target is Large or smaller, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Legendary Actions

Avend'ril can take 4 legendary actions, choosing from the options below. One one legendary action option can be used at a time, and only at the end of another creature's turn. Avend'ril regains spent legendary actions at the start of his turn.

Torrent of Vermin (Costs 2 Actions). Avend'ril uses his Swarm Master trait.

Rush of Fangs. Avend'ril directs one of his swarms to move up to half its speed and make a melee weapon attack against a target within range.

Gnawing Tide (Costs 3 Actions). Avend'ril directs one of his swarms to form a line that measures up to 20 feet wide and 10 feet high, and moves up to 30 feet in a direction of his choice before reverting back to its original size and shape. Creatures the tide passes through take 35 (10d6) piercing damage, and if they are Large or smaller, must succeed on a DC 26 Strength saving throw or be carried along by the swarm until it stops moving, landing prone in an unoccupied space within 10 feet of the swarm. The swarm doesn't count as occupying a space for the purposes of this movement.

Mythic Actions

If Avend'ril's mythic trait is active, he can use the options below in place of his legendary actions, as long as his Tide of Vermin still has hit points remaining.

Assault of Fangs (Costs 2 Actions). Aven'dril makes a Swarm Strike attack.

Piper's Howl (Costs 2 Actions). Aven'dril's Tide of Vermin unleashes a screeching roar, audible out to 500 feet. Creatures within 60 feet of the tide and can hear it must make a DC 26 Constitution saving throw. A creature takes 35 (10d6) thunder damage on a failed save, or half as much on a successful one.

Draw of Vermin (Costs 3 Actions). Avend'ril draws more beasts to his cause; his tide of vermin regains 35 (10d6) hit points.

AZUL MAGUS

Some people are born with a thirst for power—an insatiable need to be on the top of the food chain. Those people usually spend their lives at the bottom of the pecking order, scraping and scrounging just to make ends meet. They never ascend, never become more, due to the cruel nature of the world. The Azul Magus is not one of those people. Born Robert Thorn, a high noble, he displayed great magical prowess in his early years and was bought the best wizard tutors in all the land. Eventually, he reached the summit of what his mortal body could handle learning. Still, he hungered for more.

It first came to him as he was studying outsiders, creatures who came from other planes of existence. They were beings of pure ideological intent given physical form. If thought was all they were, then couldn't those thoughts be subsumed, changed and repurposed into another form? His form? The Azul Magus decided to test this theory out, first summoning lesser beings like pixies and imps, and inventing a new spell to process their power. With a crunch of bone and ripping of flesh, he was able to devour these beings and add their power to his own.

After that first experiment nearly four years ago, the Azul Magus has swept across the planes, devouring increasingly powerful beings in order to grow his own power. He has his sights set on three rulers of the outer planes: Asmodeus, Primus, and Queen Titania.

Aspiration. I will mount the pinnacle of the planes and devour its rulers, absorbing their power and taking over the multiverse.

Bond. Allies and enemies are tools to advance my rise to power, and can be picked up and discarded at my leisure.

Flaw. I am incredibly greedy and will almost always choose power over my own self-preservation.

THE AZUL MAGUS AS A MYTHIC ENCOUNTER

The Azul Magus is a powerful encounter on his own, but if you want to give your players a challenge fit for the gods, then you can use his Wretched Chimera trait. Using this trait marks a drastic turn in the battle as the Azul Magus forces his body to metabolize the essence of the creatures he's absorbed in order to fully manipulate their power.

Read or paraphrase the following text when the Azul Magus activates their Mythic Trait:

> Stumbling almost drunkenly, the Azul Magus glares through greasy hair at you. "You will not stop me! I just need... more power." He traces an arcane sigil in the air and screams in agony as his body morphs, changing shape. A white dragon's neck and head replace his left arm, the long clawed arm of a bearded devil replaces his right. Powerful hooved legs replace his bottom half and long horns curl out of his brow as he sprouts barbed tentacles from his back. Finally, a large bloodshot eye opens up on his chest. With a feral look, he rejoins the fray.

REWARDS

Fighting the Azul Magus as a mythic encounter is equivalent to fighting two CR 24 creatures in one encounter. Award 122,000 XP for defeating the Azul Magus after he uses his Wretched Chimera trait. You can also reward them with the *devour essence** mythic spell.



The Azul Magus

Medium humanoid (human), chaotic evil

Armor Class 19 (natural armor)
Hit Points 360 (42d8 + 168)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	22 (+6)	15 (+2)	21 (+5)

Saving Throws Dex +8, Con +11, Wis +9
Skills Arcana +20, Persuasion +12, Religion +13, Medicine +9
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses passive perception 10, darkvision 120 ft.
Languages Common, Allspeak
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the Azul Magus fails a saving throw, he can choose to succeed instead.

Wretched Chimera (Mythic Trait; Recharges after a Short or Long Rest). When the Azul Magus reaches 0 hit points, he does not die or fall unconscious. Instead, he forces his body to fully metabolize the magical essence of the monsters he's absorbed, warping his body into an abomination, regaining 180 hit points and gaining 180 temporary hit points and he becomes a Large monstrosity.

Rakshasha's Magic Immunity. The Azul Magus can't be affected or detected by spells of 3rd level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Devil's Sight. Magical darkness does not impede the Azul Magus's darkvision.

Actions

Multiattack. The Azul Magus uses Lesser Manifestation twice. He cannot use the same option twice in the same multiattack.

Lesser Manifestation. The Azul Magus pulls on one of the lesser creatures he has consumed, manifesting it as a single action, choosing from the options below.

- ***Hurl Flame (Barbed Devil).*** *Ranged Spell Attack:* +12 to hit, range 150 ft., one target. Hit: 35 (10d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.
- ***Crushing Hug (Annis Hag).*** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 46 (9d6 + 5) bludgeoning damage, and the target is grappled (escape DC 20) if it is a Large or smaller creature. Until the grapple ends, the target takes 36 (9d6 + 5) bludgeoning damage at the start of each of the Azul Magus's turns. The Azul Magus can't make Crushing Hug or Hurl Flame attacks while grappling a creature in this way.
- ***Blinding Gaze (Solar).*** The Azul Magus targets one creature it can see within 30 feet of it. If the target can see the Azul Magis, it must succeed on a DC 20 Constitution saving throw or be blinded. This blindness can only be removed through spells such as lesser restoration.
- ***Mind Blast (Elder Brain).*** The Azul Magus magically emits psychic energy. Creatures of the Azul Magus's choice within 60 feet of it must succeed on a DC 20 Intelligence saving throw or take 32 (5d10 + 5) psychic damage and be stunned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on a success.

White Dragon's Breath (Recharge 5-6). The Azul Magus exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 90 (20d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The Azul Magus can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Azul Magus regains spent legendary actions at the start of his turn.

Lesser Manifestation. The Azul Magus uses one of his Lesser Manifestations.

Teleport. The Azul Magus teleports, along with any equipment it is wearing or carrying, up to 120 feet to a point it can see.

Antimagic Cone (Costs 3 Actions). The Azul Magus emits a 60-foot cone of antimagic in a direction he chooses. This cone moves with the Azul Magus and lasts until the end of the Azul Magus's next turn.

Mythic Actions

If the Azul Magus's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Wretched Chimera.

White Dragon Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d10+5) piercing damage, and the target must succeed on a DC 20 Constitution saving throw or be stunned until the end of its next turn. While stunned, the target gains 10 temporary hit points and vulnerability to fire damage. If these temporary hit points are depleted before the end of the target's next turn, the target ceases to be stunned.

Displacer Field (Costs 2 Actions). The Azul Magus activates a blurring field of arcane power. Until the end of his next turn, melee and ranged weapon attacks are made with disadvantage against the Azul Magus. This effect ceases to function if the Azul Magus takes damage from any source.

Goristro Gore (Costs 3 Actions). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 82 (14d10 + 5) piercing damage. The Azul Magus can move up to 60 feet before making this attack.

CAERIE FIREMANE

Near the end of her schooldays, Caerie learned the legend of a marilith, a feminine demon with six arms and the body of a snake. Every night she dreamed of being able to wield swords and inspire fear the way a marilith could. One night, a voice called back, offering to make this dream a reality. "Want to cause some fear and shed some blood? Want to get a lot of power without others constantly telling you what to do? Let's make a deal."

"Who makes offers like this?" Caerie asked.

"A being who may one day need commanders, but has learned mortals often serve me better when allowed to follow their heart's basest desires. I have learned that mortals are much more receptive when, like you, Caerie, they think about what they want and not the demon lord who will grant your wish. When people see you, some will envy you, and turn their souls towards me without even realizing it."

"Are there any side effects?"

"The way you see the world shall become like a marilith as well."

"Right. I meant are there any *negative* side effects?"

"No, I stopped asking for blood in these pacts aeons ago" replied the demon lord. Next to Caerie's name they wrote a note: "Ideological conversation was almost too easy...this should be fun to watch! But disavow direct connection."

With that, Caerie signed a warlock pact. She didn't grow extra arms or undergo any other obvious physical change to her elvish form. However, when she picked up a blade, she could swing it with supernatural speed, striking as frequently as a marilith. Caerie decided she needed practice to hone her skills, so she went to the local tavern and provoked drunks to show what a young woman could do with a sword. Every day she went looking for trouble, quickly discovering that inventing malicious lies was almost as much fun as winning duels.

After years of killing overmatched strangers, Caerie developed a fearsome reputation. When young women started looking up to her and asking for guidance, she was terrified by the range of complicated feelings and prospect of possibly having to be responsible for others. So she ran away to a secret lair, where she plots to humiliate and murder a hero. She tells lies to everyone – including herself – to make it easier to take pleasure in killing and run away from deeper thoughts. In combat, Caerie prefers to use spells like *spirit shroud* to augment her swordplay or solve problems that swords cannot.

Aspiration. I must demonstrate my superiority over others, even if I have to invent fake grievances to justify it.

Bond. I looked in the mirror and saw evil smiling back at me. I felt so much joy I didn't have to think about others or explain myself.

Flaw. If only I could stab complex thoughts, feelings, and potential allies like I stab everything else.

REWARDS

Defeating Caerie Firemane awards 41,000 XP and the *Severed Rot** longsword.



Caerie Firemane

Medium humanoid (elf), chaotic evil

Armor Class 18 (studded leather)
Hit Points 304 (32d8 + 160)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	20 (+5)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Str +11, Dex +13, Con + 12, Wis +8
Skills Acrobatics +13, Athletics +11, Deception +12, Perception +8, Stealth +13
Damage Resistances necrotic; choose one more other after a long rest
Senses darkvision 60 ft., passive Perception 18
Languages Common, Abyssal, Elvish, Sylvan
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Special Equipment. Caerie is attuned to the unique longsword *heart of a giant** and a *ring of free action*.

Fey Ancestry. Caerie has advantage on saving throws against being charmed, and magic can't put her to sleep.

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

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

Reactive. Caerie can take one reaction on every turn in a combat.

Innate Spellcasting. Caerie's innate spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 20), requiring no material components:

At Will: *alter self, detect magic, misty step, silent image, speak with dead*
1/day: *feeblemind, finger of death, true seeing*

Pact Magic. Caerie is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. Caerie knows the following warlock spells:

Cantrips (at will): *eldritch blast, friends, mage hand, minor illusion*
1st-5th level (4 5th-level slots): *banishment, command, counterspell, dispel magic, fireball, fly, hex, scrying, spirit shroud*, wall of fire*

Actions

Multiattack. Caerie Firemane can make six attacks with Severed Rot.

Severed Rot (Longsword). *Melee Weapon Attack:* +15 to hit, reach 5 feet, one target. *Hit:* 12 (1d8 + 8) slashing damage plus 4 (1d8) necrotic damage. If Caerie hits a creature twice on the same turn with this attack, the target must succeed on a DC 20 Constitution saving throw or be poisoned until the start of Caerie's next turn.

Eldritch Blast. *Ranged Spell Attack:* +12 to hit, range 120 feet, four beams that can be aimed at the same or different targets. *Hit:* 11 (1d10 + 6) force damage.

Reactions

Parry & Riposte. Caerie adds 7 to her AC against one melee attack that would hit her. To do so, she must be able to see the attack and be wielding a melee weapon. If this turns the hit into a miss, Caerie may immediately attack with Severed Rot as part of the same reaction.

Legendary Actions

Caerie can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Caerie regains spent legendary actions at the start of her turn.

Teleport. Caerie casts *misty step*.

Blade Rondo. Caerie makes an attack with Severed Rot against every creature within 5 feet.

Disrupt Magic (Costs 2 Actions). Caerie emits a horrid telepathic scratching sound in the head of all creatures within 30 feet. Targets who can hear the message must make a DC 20 Charisma saving throw. On a failure, a target takes 33 (6d10) psychic damage and all spells of 5th level or lower on them are dispelled, per *dispel magic*. On a success, they take half damage and no additional effect.

Cryvrel

At one point, Cryvrel was a hero known for slaying devils and demons. He managed to learn not only bladesinging, but every spell known to wizards. Eventually, he learned the ancient high magic ritual to seal a portal connecting his homeland to The Abyss. When the queen would not send soldiers to help deal with the demons, Cryvrel and his best friend Karo dealt with the problem themselves. Karo died in the fight, but Cryvrel preserved a portion of the paladin's soul to eventually build him a new body.

When Cryvrel returned to the keep without a hair on his body as a clear side effect casting forbidden high magic, the queen would not grant him an audience for a week. Cryvrel felt so betrayed and dismissed, he decided the queen must die. All of her advisers who downplayed the demonic threat must die. Once Cryvrel finally got his audience, he decided he must show the court all the wounds he suffered. As soon as he removed the last stitch of clothing, he invoked a long forgotten high magic spell. The entire court stared in awe from the beginning of the spell, then dropped dead at once.

Cryvrel walked out of the castle without saying a word, cutting down three knights who tried to stop him. Since then he has traveled from kingdom to kingdom, offering his services as a court mage. However, he (mistakenly) sees every kingdom as insufficiently vigilant against the forces of evil. Their leaders must die, and any blood spilled along the way is a worthy sacrifice.

As people heard rumors of an aasimar wizard destroying royal houses for "aligning with fiends," they spread word of an "avenging angel." Cryvrel encouraged these rumors of a new god of purification and war. He stopped hiding his angelic features and started building an army of militantly devout followers. Bards debate whether the "avenging angel" has any remaining interest in purging fiends from the mortal realms, or if his army will go from kingdom to kingdom purging the land of all its rulers. Cryvrel has yet to stop and consider the morality of his path, killing any who question him.

In combat, Cryvrel prefers to use a mass control or damaging spell to try and disrupt a group of enemies, then cut down challengers one-by-one. He has no qualms about incapacitating a foe with laughter and then stabbing them to death, but refuses to turn away from a duel or stay away from even a demon lord.

Aspiration. I must crush every fiend beneath my blade, and will sacrifice anything or anyone to do so.

Bond. I must purify the hearts of everyone around me, because the people in charge always turn at least one blind eye to evil!

Flaw. Honor demands that I never back away from a challenger to deal with an easier target, no matter how threatening the other person is.

Cryvrel's Lair

Cryvrel moves from kingdom to kingdom, starting by acquiring a small keep to serve as a base of operations. He cares little for aesthetics, just fortification and a possible home for minions. Socializing is quite draining for this wizard, so he likes to relax by casting *glyph of warding* and *symbol* to vent his frustrations and fortify his new homes. Before moving in, Cryvrel casts a pair of high magic rituals. One alerts Cryvrel to any active spell or magical effect throughout the lair and casts *counterspell* at 9th level any time someone tries to cast



counterspell in the lair (including him). The other is a stronger version of *forbiddance*, dealing 55 (10d10) radiant damage per turn to any fiend, summoned creature, or simulacrum in the lair, along with the spell's normal effects.

Lair Actions. On initiative count 20 (losing initiative ties), Cryvrel takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- A *wall of force* appears in a space Cryvrel can see. It does not require his concentration, and lasts until initiative count 20 of the next round.
- Up to five creatures Cryvrel can see within 30 feet of him are teleported to a space in the lair within 120 feet. A creature who does not want to be teleported can make a DC 24 Wisdom saving throw, avoiding the effect on a success.
- Cryvrel tries to cancel a single magical effect he is aware of, as per *dispel magic* cast at 7th level.

CRYVREL
AS A MYTHIC ENCOUNTER

Cryvrel is a powerful encounter on his own, but if the adventurers want a true challenge fit for the gods, you can use his Stolen Soul. Using this trait marks a drastic turn in the encounter as Cryvrel devours Karo's soul to stay alive. Once Cryvrel has used this trait, he can choose one of her mythic actions when he uses a legendary action.

Read or paraphrase the following text when Cryvrel activates his Mythic Trait:

> Cryvrel drops to one knee, a look of defeat on his face, then says "I didn't want to do this, but purging some evildoers requires the ultimate sacrifice." Cryvrel takes a small crystal blade from his belt and stabs himself directly in the heart. Blinding light pours from the wizard's eyes as he stands once more. "Now only one of us will leave this room alive!"

REWARDS

Fighting Cryvrel in a mythic encounter is equivalent to fighting two CR 29 creatures. Award a party 270,000 XP for defeating Cryvrel after he uses his "Stolen Soul" Mythic Trait. You can also award them his *belt of fire giant strength*, *periapt of proof against poison*, and artifact longsword *Searing Songblade**.

Cryvrel

Medium humanoid (aasimar), lawful evil

Armor Class 24 (breastplate +1, *ballad of the everlasting blade*)
Hit Points 294 (28d8 + 168)
Speed 50 ft. with *longstrider* always cast

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	22 (+6)	24 (+7)	18 (+4)	9 (-1)

Saving Throws Int +16, Wis +13, Cha +8
Skills Acrobatics +20, Arcana +16, History +16, Insight +13, Investigation +16, Perception +13, Religion +16
Damage Resistances fire, necrotic, radiant
Damage Immunities poison, psychic (mind blank)
Condition Immunities blinded, charmed, frightened, incapacitated, paralyzed, petrified, poisoned, stunned
Senses truesight 60 ft., passive Perception 23
Languages Common, Abyssal, Celestial, Draconic, Elvish, Infernal, Undercommon
Challenge 29 (135,000 XP) **Proficiency Bonus** +9

Special Equipment. Cryvrel wields the artifact *Searing Songblade*. Additionally, he is attuned to a belt of fire giant strength and wears a periapt of proof against poison.

Ballad of the Everlasting Blade. Cryvrel can add his Intelligence modifier to his Armor Class and damage dealt with a melee weapon (already included).

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

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

Spellcasting. Cryvrel is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). Cryvrel has the following wizard spells prepared:

Cantrips (at will): *booming blade*, fire bolt, mage hand, mending*
1st level (at will): *longstrider, shield, Tasha's hideous laughter*
2nd level (at will): *blindness/deafness, hold person, misty step*
3rd level (at will): *dispel magic, fireball, slow, spirit shroud**
4th level (3 slots): *dimension door, fire shield*
5th level (3 slots): *modify memory, passwall, wall of force*
6th level (3 slots): *arcane gate, chain lightning, disintegrate*
7th level (3 slots): *plane shift, prismatic spray, reverse gravity*
8th level (2 slots): *incendiary cloud, mind blank, sunburst*
9th level (2 slots): *gate, meteor swarm*

Stolen Soul (Mythic Trait; does not recharge). When Cryvrel is reduced to 0 hit points, he does not die. Instead, he consumes Karo's soul, and bright light starts pouring from his eye sockets. Cryvrel recovers 147 hit points, gains 147 temporary hit points, and gains the following abilities for the next minute.

- He gains resistance to bludgeoning, piercing, and slashing damage.
- His melee attacks deal an additional 18 (4d8) force damage. Whenever he attacks, he recovers a number of hit points equal to the force damage he deals.
- He gains proficiency in all saving throws.
- At the end of his turn, Cryvrel and all creatures within 20 feet of him take 20 radiant damage. A creature reduced to 0 hit points by this damage dies instantly.

Unbending Magic. Cryvrel adds his Intelligence modifier to any check to maintain concentration and rolls concentration checks at advantage.

Actions

Battle Magic. Cryvrel can cast a spell or use his *Purifying Wave* action. He can then attack once with Searing Songblade as a bonus action.

Searing Songblade*. *Melee Weapon Attack:* +19 to hit, reach 5 feet, one target. *Hit:* 21 (1d8 + 17) slashing damage plus 10 (3d6) fire damage. All damage from this weapon ignores damage resistances (but not immunity). A creature hit by this weapon can't regain hit points until the start of your next turn.

Booming Blade. Cryvrel makes an attack with Searing Songblade. On a hit, the target takes an additional 13 (3d8) thunder damage and is sheathed in booming energy until the start of Cryvrel's next turn. If the target willingly moves 5 feet or more, it takes 18 (4d8) thunder damage and the spell ends.

Purifying Wave (Recharge 6). Cryvrel releases a wave of fire and holy energy from his sword. All creatures in a 30-foot radius centered on him must make a DC 24 Constitution saving throw. On a failure, the target takes 54 (12d8) fire damage, 54 (12d8) radiant damage, and is knocked prone. On a success, a creature takes half damage and is not knocked prone.

Legendary Actions

Cryvrel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Cryvrel regains spent legendary actions at the start of his turn.

At-Will Spell. Cryvrel casts one of his at-will spells.

Duel. Cryvrel moves up to his speed in a straight line toward the last creature who damaged him, without provoking opportunity attacks. If he ends this move within 5 feet of the target, he can attack with *Searing Songblade*.

Clouded Vision (Costs 2 Actions). Cryvrel creates illusory fog in a 20-foot radius, centered at a point within 120 feet that Cyvrel can see. All targets in the cloud must make a DC 24 Intelligence saving throw. On a failure, the target takes 21 (6d6) psychic damage and can't see any creature or object more than 15 feet away until the end of Cryvrel's next turn.

Mythic Actions

If Cryvrel's mythic trait is active, he can use the options below as legendary actions for 1 minute after using Stolen Soul.

Sudden Slash. Cryvrel casts *booming blade*, and the attack is made with advantage. If he rolls a 20 on the d20 for the attack, he recharges his Purifying Wave.

Renewed Purification (Costs 3 Actions). Cryvrel moves up to his movement speed without provoking opportunity attacks, recharges Purifying Wave, and then immediately uses it.

Final Judgment. Cryvrel releases a wave of radiant energy from a hole in his chest. He and all creatures within 20 feet must make a DC 24 Constitution saving throw, suffering 28 (8d6) radiant damage on a failure and half damage on a success. If a creature is reduced to 0 hit points by this ability, it dies instantly and Cryvrel regains 30 hit points.

DR. HESS, A.K.A. "SPLICE"

Doctor Gregory Hess started his career in taxidermy, making a good living for himself off the trophies that adventurers would bring him to have stuffed and displayed. There was something so soothing about reconstructing a creature to look like it was about to jump off its stand and come back to life. But Dr. Hess took it one step further, pushing the boundaries between life and death with experiments that involved a great deal of alchemy and necromancy; he took those creatures and gave them "life" once more, and the user the ability to harness their unique properties via masks. Dr. Hess put out advertisements to adventurers for more and more exotic specimens, paying exorbitant amounts of gold in the process. He would then turn around and sell these masks and creations to less-than-reputable clientele, making a name for himself on the black market. Soon, those who would come for custom orders were calling him by the nickname "Splice."

Dr. Hess enjoyed his rise in wealth and status, getting clients from all over the continent, though he kept the most interesting creatures for himself. However, being a one-man operation became taxing, and he hired on several apprentices who could conduct themselves discreetly, never telling them the true intention behind his unusual work—discovering the secrets of immortality. Even with additional help, it still takes time and skill to produce the work that his clients have come to expect, and he continues to advertise for more and more outlandish creatures to expand his knowledge and push the boundaries between life and death.

Aspiration. I will traverse the boundaries between immortality to ensure that my work lives on forever.

Bond. Experimentation requires subjects, and it's often fascinating to see how individuals react to different stimuli.

Flaw. Sometimes the best solutions are the simplest, but I very rarely see that pathway.

DR. HESS
AS A MYTHIC ENCOUNTER

Dr. Hess is a powerful encounter on his own, but if the adventurers want a true challenge, you can use his Corrupted Masks trait. When activated, the last mask he was wearing becomes affixed to his face, warping his body as it mutates with necromantic energy flaring out from around him. The other masks drop to the ground, becoming inert and cease to function. While in control, the mask retains Dr. Hess's traits, actions, and mythic actions (minus other masks' traits and actions not currently being worn), while adding its own additional traits, actions, and mythic actions, detailed separately below.

Read or paraphrase the following text when Dr. Hess activated his Mythic Trait:

> Dr. Hess drops to his knees, an ear-splitting scream ripping through the room. His body begins to writhe, dark necrotic energy wrapping him in a sickly purple cocoon. All the masks, save the one he was wearing, drop to the ground, losing the magical energies that powered them. With another, more predatory roar, the cocoon bursts, and a warped creature lumbers forth from the space Dr. Hess once occupied.

REWARDS

Fighting Dr. Hess as a mythic encounter is equivalent to taking on three CR 18 creatures in one encounter. Award a party 100,000 XP for defeating Dr. Hess after he uses Corrupted Masks. You can also award the party with Dr. Hess's *helm of awareness**, *arcane propulsion armor**, and *boots of the winding path**.

Splice's Lair

At first glance, "Counterspell" seems to be an innocuous shop front filled with magical items and masks. But behind the counter and past the work room, there is a cellar hatch that leads to a large, expansive basement with several more peculiar projects in various stages. Dr. Hess has warded the basement against any and all magical detection, and the location is impervious to all manner of *scrying* spells. Not even his apprentices know about this secret lair, as he keeps it guarded even from them.

Lair Actions. On initiative count 20 (losing initiative ties), Dr. Hess takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Dr. Hess triggers a snare trap that he has placed around his lair. One creature that he can see must succeed on a DC 24 Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside down 3 feet off the ground. The creature is restrained for 1 minute. A restrained creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can make a DC 24 Intelligence (Arcana) check as an action. On a success, the snare is dismantled and the effect ends.
- Dr. Hess triggers an explosive rune placed around his lair. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a DC 24 Dexterity saving throw. A creature takes 31 (7d8) acid damage on a failed save, or half as much damage on a success.
- Dr. Hess animates a taxidermied creature in his lair. Creatures animated in this fashion can only take one action on their turn and have no Multiattack, reactions, or legendary actions. They are undead, are immune to necrotic damage, and start combat with half of their normal hit point maximum. Roll 1d4 and consult the table below for the creature animated, rerolling for duplicates. Once a creature is animated in this fashion, it cannot be animated again until it has been defeated.

1d4	Creature
1	Beholder
2	Displacer Beast
3	Giant Crocodile
4	Young Gold Dragon



Dr. Hess, a.k.a. "Splice"

Medium humanoid (human), lawful evil

Armor Class 19 (25 with Corrupted Masks)
Hit Points 314 (37d8 + 148)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	18 (+4)	30 (+10)	14 (+2)	20 (+5)

Saving Throws Dex +10, Int +18, Wis +10
Skills Arcana +18, History +18, Medicine +10, Perception +10, Sleight of Hand +10
Damage Resistances poison
Senses passive Perception 18
Languages Common, Undercommon, Thieves' Cant, Sylvan, Celestial, Primordial
Challenge 24 (62,000 XP) **Proficiency Bonus** +8

Corrupted Masks (Mythic Trait; Recharges after a Short or Long Rest). If Dr. Hess is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, he regains 250 hit points and his AC increases to 25. In addition, the last mask he was wearing becomes affixed to his face, warping his body. The other masks drop to the ground, becoming inert and ceasing to function. While in control, the mask retains Dr. Hess's traits, actions, and mythic actions (minus other masks' traits and actions not currently being worn), while adding its own additional traits, actions, and mythic actions, detailed separately below. The mask is immune to bludgeoning, piercing, and slashing damage from nonmagical attacks, as well as necrotic damage.

Helmet of Awareness*. Dr. Hess has advantage on initiative rolls and cannot be surprised while not incapacitated.

Legendary Resistance (4/Day). If Dr. Hess fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity (Mythic Trait). Dr. Hess can't be affected or detected by spells of 6th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

Regeneration (Mythic Trait). If Dr. Hess has at least 1 hit point, he regains 30 hit points at the start of his turn.

Magic Weapons. Dr. Hess's weapon attacks are magical.

Mask Shuffle. At the start of Dr. Hess's turn he can choose to swap to a different mask as a free action. When not in use, the masks rotate around him giving him a +5 to his AC (included above). Each mask has 100 HP and an AC of 22. If reduced to 0 hit points, they drop to the ground and can no longer be used. They are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks and are immune to all conditions. If they are forced to make a saving throw, they use Dr. Hess's ability scores. If Dr. Hess finishes a short or long rest, any destroyed masks regenerate.

Spellcasting. Dr. Hess is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 26, +18 to hit with spell attacks). Dr. Hess has the following artificer spells prepared:

Cantrips (At will): *acid splash* (4d6), *guidance*, *mage hand*, *poison spray* (4d12)
1st level (4 slots): *cure wounds*, *faerie fire*, *feather fall*, *longstrider*, *shield*
2nd level (3 slots): *blur*, *enlarge/reduce*, *lesser restoration*, *web*
3rd level (3 slots): *blink*, *dispel magic*, *glyph of warding*, *haste*
4th level (3 slots): *fabricate*, *freedom of movement*, *stoneskin*
5th level (2 slots): *Bigby's hand*, *greater restoration*

Turn Resistance (Mythic Trait). Dr. Hess has advantage on saving throws against any effect that turns undead.

Actions

Multiattack. Dr. Hess can make two attacks with his Arcane Gauntlets.

Arcane Gauntlets. *Melee Weapon Attack:* +18 to hit, reach 20/60 ft., one target. *Hit:* 14 (1d8 + 10) force damage.

Bonus Actions

Boots of the Winding Path*. Dr. Hess can teleport up to 15 feet to an unoccupied space he can see. He must have previously occupied that space at some point during the current turn.

Magical Tinkering (Recharge 5-6). As a bonus action Dr. Hess tosses a tiny magical device up to 60 feet away from him. He can choose one of the following effects:

- The object flashes with a bright blinding light. Each creature in a 5-foot radius must succeed on a DC 24 Dexterity saving throw or be blinded until the end of its next turn.
- The object starts to squawk, making a loud distracting noise. Each creature that can hear it within 30 feet must succeed on a DC 24 Constitution saving throw or have disadvantage on its attack rolls and saving throws until the end of its next turn. Creatures concentrating on spells lose concentration on a failed save.
- The object releases a noxious odor. Each creature in a 10-foot radius must succeed on a DC 24 Wisdom saving throw or be poisoned until the end of its next turn.

Reactions

Flash of Genius (5/Day). When Dr. Hess or another ally makes an attack roll or saving throw within 30 feet of him, he can use his reaction to add a +10 bonus to the roll.

Legendary Actions

Dr. Hess can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dr. Hess regains spent legendary actions at the start of his turn.

Tinker Toss. Dr. Hess uses Magical Tinkering.

Cast (Costs 2 Actions). Dr. Hess casts a spell of 3rd level or lower.

Tactical Edge (Costs 2 Actions). Roll a d6. At any point in the next minute, Dr. Hess can subtract the result from an attack roll made against him or an ally of his choice.

Mythic Actions

If Dr. Hess's Mythic trait is activated, he gains new legendary actions depending on which mask was last in use before his transformation. Each mask has its own mythic actions, only available when it is in control of Dr. Hess's body, listed separately. Dr. Hess can use the options given with each mask as legendary actions for 1 hour after using Corrupted Masks.

Beholder Mask

Medium undead, unaligned

This mask uses Dr. Hess's statistics, while adding its own additional traits and mythic actions.

Speed 60 fly ft. (hover)
Senses darkvision 120 ft.

Traits

Antimagic Cone. The beholder mask creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of his turns, Dr. Hess decides which way the cone faces and whether the cone is active. The area works against the beholder mask's own eye rays.

Actions

Necrotic Claws (Mythic Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) necrotic damage.

Eye Ray. The beholder mask uses a random magical eye ray, choosing a target that it can see within 60 feet of it.

1. *Paralyzing Ray.* The targeted creature must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
2. *Fear Ray.* The targeted creature must succeed on a DC 24 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Enervation Ray.* The targeted creature must make a DC 24 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
4. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 24 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.
   If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger nonmagical object or creation of magical force, this ray disintegrates a 10-foot cube of it.

Mythic Actions

Eye Ray. The beholder mask uses one random eye ray.

Mind-Numbing Claws. The beholder mask makes two attacks with its Necrotic Claws. If both attacks hit the same creature, it takes an extra 10 (3d6) psychic damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.

Medusa Mask

Medium undead, unaligned

This mask uses Dr. Hess's statistics, while adding its own additional traits and mythic actions.

Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Speed 50 ft.
Senses darkvision 60 ft., tremorsense 30 ft.

Traits

Petrifying Gaze. When a creature that can see the medusa mask starts its turn within 30 feet of it, Dr. Hess can force it to make a DC 24 Constitution saving throw if he isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, on a failed save the creature 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 Dr. Hess until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa mask in the meantime, it must immediately make the save. If Dr. Hess sees himself reflected on a polished surface within 30 feet of him and in an area of bright light, he is affected by the mask's gaze.

Actions

Necrotic Claws (Mythic Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) necrotic damage.

Snake Hair. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 23 (2d12 + 10) bludgeoning damage plus 10 (3d6) necrotic damage, and the target is grappled (escape DC 24). The medusa mask can pull the target up to 5 feet closer if it is a Large or smaller creature.

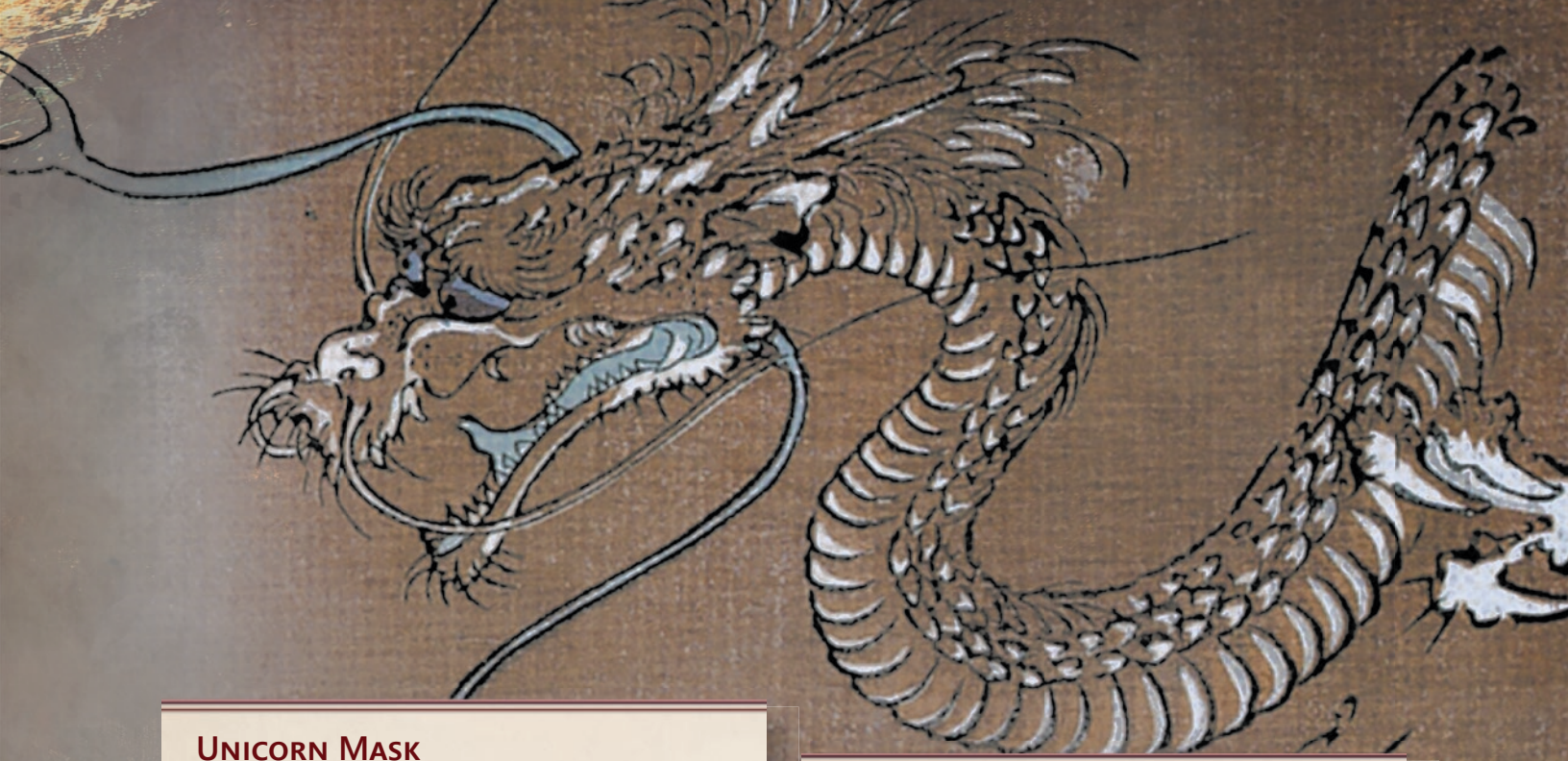
Mythic Actions

Mind-Numbing Claws. The medusa mask makes two attacks with its Necrotic Claws. If both attacks hit the same creature, it takes an extra 10 (3d6) psychic damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.

Snake Hair. The medusa mask makes one attack with its Snake Hair.

Look at Me (Costs 3 Actions). The mask can force a creature within 15 feet of it to see its eyes and be affected by its gaze.





Unicorn Mask

Medium undead, unaligned

This mask uses Dr. Hess's statistics, while adding its own additional traits and mythic actions.

Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Speed 50 ft.
Senses truesight 120 ft.

Traits

Charge. If Dr. Hess moves at least 20 feet straight toward a target and then hits it with a Horn attack on the same turn, the target takes an extra 21 (3d12) piercing damage. If the target is a creature, it must succeed on a DC 26 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicorn mask's innate spellcasting ability is Intelligence (+18 to hit, spell save DC 26). The unicorn mask can innately cast the following spells, requiring no components:

At will: *chill touch* (4d8), *toll the dead* (4d8; 4d12), *vicious mockery* (4d4)
1/day each: *arms of Hadar* (8d6), *circle of death* (10d6), *confusion* (25-foot radius), *vampiric touch* (7d6)

Actions

Necrotic Claws (Mythic Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) necrotic damage.

Horn. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 15 (3d8 + 2) piercing damage.

Healing Touch. Dr. Hess touches a creature while wearing the unicorn mask. The target magically regains 21 (2d8 + 10) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Mythic Actions

At-Will Spell. The unicorn mask casts an at-will spell.

Mind-Numbing Claws. The unicorn mask makes two attacks with its Necrotic Claws. If both attacks hit the same creature, it takes an extra 10 (3d6) psychic damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.

Teleport (Cost 2 Actions). The unicorn mask magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, up to 300 feet away.

Bronze Dragon Mask

Medium undead, unaligned

This mask uses Dr. Hess's statistics, while adding its own additional traits and mythic actions.

Damage Immunities lightning
Speed 40 ft., fly 80 ft., swim 40 ft.
Senses blindsight 60 ft., darkvision 120 ft.

Traits

Frightful Presence. Each creature of Dr. Hess's choice that is within 120 feet of the dragon mask and aware of it must succeed on a DC 24 Wisdom saving throw or be 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 mask's Frightful Presence for the next 24 hours.

Actions

Necrotic Claws (Mythic Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) necrotic damage.

Lightning Breath (Recharge 5-6). The dragon mask exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath (Recharge 5-6). The dragon mask exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon mask.

Mythic Actions

Detect. The dragon mask makes a Wisdom (Perception) check with advantage.

Mind-Numbing Claws. The dragon mask makes two attacks with its Necrotic Claws. If both attacks hit the same creature, it takes an extra 10 (3d6) psychic damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.

Wing Attack (Costs 2 Actions). The dragon mask beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon mask can then fly up to half its flying speed.

Water Elemental Mask

Medium undead, unaligned

This mask uses Dr. Hess's statistics, while adding its own additional traits and mythic actions.

Speed 40 ft., swim 120 ft.
Damaged Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft.

Traits

Water Form. Dr. Hess can enter a hostile creature's space and stop there. He can move through a space as narrow as 1 inch wide without squeezing.

Actions

Necrotic Claws (Mythic Only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) necrotic damage.

Summon Elementals (1/Day). The water elemental mask summons up to three *water elementals* and loses 10 hit points for each elemental it summons. Summoned elementals have maximum hit points, appear within 100 feet of Dr. Hess, and disappear if Dr. Hess is defeated.

Whelm (Recharge 4–6). Each creature in the water elemental mask's space must make a DC 24 Strength saving throw. On a failure, a target takes 23 (3d8 + 10) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 24). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the water elemental mask's space.

The water elemental mask can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the water elemental mask's turns, each target grappled by it takes 19 (2d8 + 10) bludgeoning damage. A creature within 5 feet of the water elemental mask can pull a creature or object out of it by taking an action to make a DC 24 Strength check and succeeding.

Mythic Actions

Mind-Numbing Claws. The water elemental mask makes two attacks with its Necrotic Claws. If both attacks hit the same creature, it takes an extra 10 (3d6) psychic damage and must succeed on a DC 24 Constitution saving throw or be stunned until the end of its next turn.

Water to Acid (Costs 3 Actions). The water elemental mask transforms its watery body into acid. This effect lasts until its next turn. Any creature that comes into contact with it or hits it with a melee attack while standing within 5 feet of it takes 11 (2d10) acid damage. Any creature grappled by the water elemental mask takes 22 (4d10) acid damage at the start of its turn.

Dytherin Orleas, Knight of Grief

In their youth, Dytherin Orleas was one half of a renowned adventuring duo. Together with their twin Lorelana, Dytherin traveled far and built a reputation as a valiant and powerful hero. Dytherin wielded the iconic sword *Bloom*, spreading beautiful flowers in their wake, while Lorelana flew above the battlefield with the *Eagle's Mantle*. These iconic items became calling cards, and soon villains and monsters alike fled at the sound of mighty wings on rose-scented wind.

Then the duo faced the day that comes to all adventurers. Having angered a mighty orc chieftain, the Orleas twins found themselves cornered with no escape from a horde of enemies. They fought for hours and slew many foes, but it was obvious that this was the end. Rather than allowing both siblings to die, Lorelana swept Dytherin up and flew them both away—taking several serious wounds in the back while doing so. Dytherin reached safety, but Lorelana lost her life.

Dytherin continued adventuring for years, but their tales changed. No longer the valiant hero, the tales told of a reckless and brash warrior who threw themselves into danger at every opportunity, as if wishing to die—but they never did. Now wielding both *Bloom* and the *Eagle's Mantle* with little self-regard, Dytherin became a dark rumor, leaving blood and thorns in their wake.

Now a new generation of adventurers has emerged, and Dytherin will dissuade them from their path. No one else should feel the all-encompassing loss that they have, so it has become their duty to cut off these would-be heroes early. Minor threats at first, then a coordinated campaign to discourage the adventurers on their path. If all else fails, the Knight of Grief themself will put an end to these adventurers. Dytherin will never kill—but surely a serious maiming will do the job.

Aspiration. I will stop others from following the path my sister and I took—at any cost.

Bond. I wield my legend as needed, pressing others into service for me.

Flaw. I cannot see past my own grief, and have no regard for my own life.

REWARDS

Defeating Dytherin Orleas awards 22,000 XP, the *Bloom** rapier, and the *Eagle's Mantle** wonderous item.



Dytherin Orleas

Medium humanoid (human), neutral

Armor Class 18 (plate)
Hit Points 190 (24d8 + 96)
Speed 30 ft., fly 50 ft. (Eagle's Mantle)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	19 (+4)	14 (+2)	13 (+1)	16 (+3)

Saving Throws Str +11, Con +10, Cha +9
Skills Athletics +11, Insight +7, Perception +13
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, stunned
Languages Common, Elvish
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

Magic Weapons. Dytherin's weapon attacks are magical. When Dytherin hits with *Bloom*, the attack deals an extra 5d8 poison damage (included in the attack). Additionally, while wielding *Bloom*, Dytherin can cast the following spells without requiring material components (spell DC 15):

At will: *druidcraft*
2/day each: *entangle*, *faerie fire*
1/day: *plant growth*

War Magic. When Dytherin uses their action to cast a spell, they can make one weapon attack as a bonus action.

Actions

Multiattack. Dytherin makes two attacks with *Bloom*.

Bloom (+2 Rapier)*. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+7) piercing damage plus 20 (5d8) poison damage.

Reactions

Parry. Dytherin adds 5 to their AC against one melee attack that would hit them. To do so, Dytherin must see the attacker and be wielding a melee weapon.

Reactions

Parry. Dytherin adds 5 to their AC against one melee attack that would hit them. To do so, Dytherin must see the attacker and be wielding a melee weapon.

Legendary Actions

Dytherin can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Dytherin regains spent legendary actions at the start of their turn.

Attack (Costs 2 Actions). Dytherin attacks once with Bloom.

Fly. Dytherin moves up to their flying speed without provoking attacks of opportunity.

Spike Growth. Dytherin casts *spike growth* without requiring material components.

Eshiel, the Flame That Cleanses the Land

Ire rises and scorches the land, and an immense hoard of devout followers to a lost god tramples all in its path—and at its head, an aasimar, with the word of his god literally stamped onto his skin.

Eshiel is a religious devotee of the Silent God, a deity who, according to his doctrine, was bound and imprisoned in the heart of the world by a pantheon of evil gods (the pantheon being the normal good-aligned gods of whatever setting you are using him in). Eshiel was raised from a young age to be an Avatar for the Silent God, training in multiple forms of combat, both magical and mundane.



As he came of age, his body and soul was prepared for a baptism in flame. As the priests of his sect lowered him into burning holy oil, any shred of childlike trepidation was burned away; only Eshiel's zealotry and determination remained. He emerged, his white angelic wings burnt black and grey by the holy fire. His transformation was only half complete, however, as the priests etched the entirety of their holy doctrine on every single surface of Eshiel's body, tattooing the words of their god on his skin. Lastly, the reforged relic of another god, a *holy avenger*, was infused with an everburning flame and given to Eshiel—a symbol of his authority to speak for the Silent God.

Eshiel has spent the last 10 years gathering mercenaries and militias to his cause, indoctrinating them to spread the teachings of his order. These people have become zealots, and the smell of burning wood and thatch heralds their approach as they sweep across the land.

Aspiration. I will cleanse this land in holy fire. I will bore a hole to the center of the world and free my god from his bondage. With him, we will usher in a new age of prosperity for our followers on the ashes of the old world.

Bond. It is my solemn duty to shepherd my flock to embrace the divine, just as I have done.

Flaw. I have been raised my entire life believing I am likened to a deity, and sometimes I forget that I am still mortal—and therefore vulnerable.



ESHIEL
AS A MYTHIC ENCOUNTER

Eshiel is a powerful encounter on his own, but if your players want a true challenge fit for the divine, you can use his The Word Alive trait. Using this trait marks a drastic turn in the encounter as Eshiel sheds his armor and pours his holy fire into the doctrine etched into his skin, breathing life to the words of his god. Once Eshiel uses this trait, he can choose one of his mythic actions whenever he uses a legendary action.

Read or paraphrase the following text when Eshiel uses The Word Alive:

> Eshiel staggers back, a wild look in his emerald eyes. His face contorts into a mask of rage, and he throws away his weapon, laughing maniacally. "You do not understand. I am not some lowly crusader or maddened zealot." He reaches behind his back, and the sound of unclasping straps can be heard. "I am the living will of my god. I am the Word." His breastplate falls to the ground, revealing the ink etchings that blanket his body. Charcoal wings stretch out from his back, and his eyes glow with crimson power. "And the Word.. is... alive!"

REWARDS

Fighting Eshiel as a mythic encounter is equivalent to fighting two CR 19 creatures in one encounter. Award 44,000 XP for defeating Eshiel after he uses his The Word Alive trait. You can also reward them with the *Burning Avenger** greatsword.

Eshiel, the Flame that Cleanses the Land

Medium humanoid (aasimar), lawful evil

Armor Class 19 (plate + Defense Fighting Style, or The Word Alive)
Hit Points 263 (31d8 + 124)
Speed 35 ft.; fly 60 ft. (The Word Alive)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	13 (+1)	11 (+0)	21 (+5)

Saving Throws Str +10, Dex +10, Cha +11
Skills Athletics +10, Acrobatics +10, Religion +7, Intimidation +17
Damage Resistances radiant, necrotic
Damage Immunities fire (*Burning Avenger*)
Senses passive Perception 10, darkvision 120 ft.
Languages Common, Celestial
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

The Word Alive (Mythic Trait; Recharges after a Short or Long Rest). When Eshiel is reduced to 0 hit points, he does not die or fall unconscious. Instead he regains 130 hit points and gains 135 temporary hit points as he sheds his armor and imbues the Word with his power. He gains an unarmored AC of 19 and a flying speed of 60 feet for the next hour.

Burning Avenger*. Eshiel possesses the Burning Avenger, a +3 greatsword. While wielding the Burning Avenger, Eshiel has the following benefits:

- Eshiel and all creatures of his choice within 30 feet of him deal an extra 14 (4d6) fire damage on all weapon attacks (included in Eshiel's stat block).
- Eshiel is immune to fire damage.

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

At will: *heat metal, fire shield, control flames*
1/day each: *fireball* (9th level), *flame strike, firestorm*

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

Actions

Multiattack. Eshiel makes three Burning Avenger attacks.

Burning Avenger. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage, plus 14 (4d6) fire damage. Additionally, when a target is hit with the *Burning Avenger*, Eshiel can choose an additional effect from below:

- *Conflagration.* The creature's weapon ignites. The creature must succeed on a DC 19 Constitution saving throw or be forced to drop whatever weapon it is wielding.
- *Superiority.* The creature is buffeted by the martial supremacy of Eshiel. It must succeed on a DC 19 Strength saving throw or be knocked prone or pushed back 10 feet (Eshiel's choice).

Inflame (Recharge 6). Eshiel touches one creature within 5 feet of himself, imbuing it with holy fire. The creature gains 23 (4d8 + 5) temporary hit points. While the creature possesses these hit points, it is resistant to fire damage and can cast *fire bolt* as an action, with a +9 spell attack modifier.

Legendary Actions

Eshiel can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Eshiel regains spent legendary actions at the start of his turn.

Burning Avenger. Eshiel makes one *Burning Avenger* attack.

Lash of Flame. Eshiel conjures a flaming whip and lashes out at a creature within 30 feet. The creature must succeed on a DC 19 Dexterity saving throw or take 7 (2d6) slashing damage and 22 (4d10) fire damage.

Cleanse (3 actions). Eshiel pulls from the depth of his power and utters a word in the language of the gods. Until the end of his next turn, Eshiel and every allied creature under the extra damage effect of his *Burning Avenger* ignores resistance and immunity to fire damage.

Mythic Actions

If Eshiel's mythic trait is active, he can use the options below as legendary actions for 1 hour after using The Word Alive.

Suffocation. A word emblazoned on Eshiel's chest glows as he utters the word "suffocate", targeting one creature within 120 feet of him. The creature must succeed on a DC 19 Constitution saving throw or begin suffocating. While suffocating, the creature is grappled and can hold its breath for a number of rounds equal to 1 + its Constitution modifier. On subsequent turns, the creature can repeat the saving throw, ending the effect on a success. If the creature runs out of air, it drops to 0 hit points and the effect ends.

Sever. A word emblazoned on Eshiel's arm glows as he utters the word "sever", targeting one creature within 40 feet of him. The creature must succeed on a DC 19 Charisma saving throw or be unable to cast spells for 1 minute. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Servant (Costs 2 Actions). A word emblazoned on Eshiel's cheek glows as he utters the word "servant", targeting one creature that has died in the last minute that is within 30 feet of Eshiel. The creature revives with 55 (10d10) hit points and is charmed by Eshiel for 1 minute. While charmed, the creature is permanently under the extra damage effect of the *Burning Avenger*, regardless of the distance between it and Eshiel. Additionally, it is immune to fire damage. If the creature is no longer charmed by Eshiel, it immediately dies.

ETHIL-VAAN

Ethil-Vaan was once a humble botanist who showed an affinity for plants and the natural world from an early age. They loved nothing more than to spend their days enjoying nature and tending their little garden. When Ethil-Vaan reached his maturity, they opened up a florist and herbology shop to support themselves and their growing hobby. Eventually Ethil-Vaan began to not only care for and sell plants, but also experiment with them. He sought out the rarest, most delicate specimens they could find, learning a great deal in the process. It wasn't long before Ethil-Vaan was bioengineering their own special varieties of plants. One such experiment led them to creating Y'redrua, a very special plant with a mind of its own. Ethil-Vaan delighted in Y'redrua, nurturing the plant's growth to the best of his abilities, and Y'redrua had quite a voracious appetite that Ethil-Vaan struggled to keep contained at times. Both learned a great deal from one another.

It was on one such day that Ethil-Vaan complained to Y'redrua about some disgruntled clientele who were dissatisfied with the wares that he had tried to sell them. The plant discreetly suggested that Ethil-Vaan show the customers the work room where it was kept—to showcase the scope of Ethil-Vaan's talent, of course. The wood elf agreed, and ushered the unsuspecting customers into the work room, whereupon Y'redrua consumed them. At first Ethil-Vaan was horrified, but they eventually saw the potential of this new scheme. Slowly but surely, Ethil-Vaan's competition started to disappear—even those known to have petty disagreements with the botanist. It is through this partnership that Ethil-Vaan sees a window of opportunity he had never envisioned before.

Aspiration. I will be the greatest botanist known in the history of naturalists.

Bond. People are curious and I tolerate them, especially if they buy from my store.

Flaw. I never know when it's enough, and continue to push the boundaries of what is known and acceptable.



REWARDS

Defeating Ethil-Vaan awards 18,000 XP and the *Y'redrua's Vine** whip.

Ethil-Vaan

Medium humanoid (wood elf), chaotic neutral

Armor Class 18 (studded leather)
Hit Points 137 (25d8 + 25)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	12 (+1)	16 (+3)	22 (+6)	24 (+7)

Saving Throws Str +11, Con +7, Wis +12
Skills Animal Handling +12, Arcana +9, Medicine +12, Nature +9, Perception +12, Performance +13
Damage Immunities poison, acid
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Common, Elvish, Druid, Sylvan
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Fey Ancestry. Ethil-Vaan has advantage on saving throws against being charmed and magic cannot put them to sleep.

Speak with Plants. Ethil-Vaan can communicate with plants as if they shared a language.

Spellcasting. Ethil-Vaan is an 18th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 18, +12 to hit with spell attacks). They have the following druid spells prepared:

Cantrips (at will): *druidcraft, infestation, mending, poison spray*
1st level (4 slots): *cure wounds, entangle, faerie fire, speak with animals*
2nd level (3 slots): *animal messenger, heat metal, hold person*
3rd level (3 slots): *conjure animals, meld into stone, water breathing*
4th level (3 slots): *dominate beast, locate creature, stoneskin, wall of fire*
5th level (3 slots): *commune with nature, mass cure wounds, tree stride*
6th level (1 slot): *heal, sunbeam, wall of thorns*
7th level (1 slot): *fire storm*
8th level (1 slot): *animal shapes*
9th level (1 slot): *foresight*

Legendary Resistance (3/Day). If Ethil-Vaan fails a saving throw, they can choose to succeed instead.

Magic Resistance. Ethil-Vaan has advantage on saving throws against spells and other magical effects.

Magic Weapons. Ethil-Vaan's weapon attacks are magical.

Mask of the Wild. Ethil-Vaan can attempt to hide when they are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Actions

Multiattack. Ethil-Vaan makes three Double-bladed Scimitar attacks, or two Double-bladed Scimitar attacks and one Vine Whip attack.

Double-bladed Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage, plus 10 (3d6) poison damage, and the target must succeed on a DC 20 Constitution saving throw or take 3 (1d6) poison damage at the start of each of its turns. The creature can repeat its saving throw at the end of each of its turns. On a failed save, the poison damage increases by 1d6. On a successful save, the effect ends.

Vine Whip. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage, plus 10 (3d6) poison damage, and the target must make a DC 20 Dexterity saving throw or be grappled. While grappled this way, the target takes 9 (2d8) poison damage at the start of its turn. The target can try and break the grapple with a DC 20 Strength check as an action. Ethil-Vaan can only have one creature grappled at a time.

Legendary Actions

Ethil-Vaan can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ethil-Vaan regains spent legendary actions at the start of their turn.

Move. Ethil-Vaan moves up to their movement speed without provoking opportunity attacks and makes a Double-bladed Scimitar attack.

Feed Me. Ethil-Vaan directs Y'redrua to make one Bite attack if it doesn't already have a creature grappled.

Poison Splash (Costs 2 Actions). Ethil-Vaan tosses a vial of poisonous acid up to 30 feet. Each creature in a 10-foot radius of the vial when it breaks must make a DC 20 Constitution saving throw or take 13 (3d8) poison damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Ethil-Vaan's Lair

Ethil-Vaan's lair is discreetly concealed as his flower and herbology shop "The Second Bloom." Behind the shopfront where there should be a work room, they house Y'redrua and the other "not for sale" items they have been experimenting on.

Lair Actions. On initiative count 20 (losing initiative ties), Ethil-Vaan takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- Ethil-Vaan activates a glyph within 10 feet of him, which shoots a noxious poison into the air. Each creature within 20 feet of the glyph must make a DC 20 Constitution saving throw or be poisoned for 1 minute. A poisoned creature can repeat its saving throw at the start of each of its turns, ending the effect on itself on a success. Once a creature has resisted this poison, it is immune to this lair action for the next 24 hours.
- Ethil-Vaan shouts a command to the plants in his lair. All creatures in the lair must succeed on a DC 20 Strength saving throw, as tendrils and vines whip out to ensnare them. On a failure, they are grappled. Creatures that fail by 5 or more are restrained and pulled to an unoccupied area against the nearest wall. A creature can attempt to break its bonds as an action, making a DC 20 Dexterity or Strength check and freeing itself on a success.
- Ethil-Vaan pulls a lever, showering everyone within a 10-foot radius of the center of the room with acidic rain. Each creature must make a DC 20 Dexterity saving throw, taking 16 (3d10) acid damage on a failed save or half as much damage on a success.



Y'redrua

Huge plant, unaligned

Armor Class 20 (natural armor)
Hit Points 125 (10d12 + 60)
Speed 10 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+6)	10 (+0)	22 (+6)	16 (+3)	10 (+0)	18 (+4)

Saving Throws Str +11, Con +6, Cha +9
Skills Deception +14, Insight +9, Persuasion +14, Perception +5
Damage Resistances fire
Damage Immunities acid, poison, psychic
Condition Immunities charmed, poisoned, prone
Senses tremorsense 90 ft., passive Perception 18
Languages Common, telepathy 120 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

False Appearance. While Y'redrua remains motionless, it is indistinguishable from a normal plant.

Innate Spellcasting. Y'redrua's innate spellcasting ability is Charisma (spell save DC 15). Y'redrua can innately cast the following spells, requiring no material components:

1/day each: *counterspell, crown of madness, hypnotic pattern, telekinesis*

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

Magic Resistance. Y'redrua has advantage on saving throws against spells and other magical effects.

Magic Weapons. Y'redrua's weapon attacks are magical.

Poisonous Body. A creature that touches Y'redrua or hits it with a melee attack while within 5 feet of it takes 10 (3d6) poison damage.

Probing Telepathy. If Y'redrua communicates telepathically with a creature, it learns the creature's greatest desires if Y'redrua can see the creature.

Spider Climb. Y'redrua can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. Y'redrua makes one Bite attack and one Vine Whip attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 40 (6d10 + 7) piercing damage plus 10 (3d6) acid damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and Y'redrua can't Bite another target.

Vine Whip. *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 18) and pulled into an unoccupied space within 5 feet of Y'redrua. Y'redrua can't use the same vine on another target until this grapple ends. Y'redrua has three vines.

Enslave (3/Day). Y'redrua targets one creature it can see within 30 feet of it. The target must succeed on a DC 18 Wisdom saving throw or be magically charmed by Y'redrua until it dies or until it is on a different plane of existence from the target. The charmed target is under Y'redrua's control and can't take reactions, and Y'redrua and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, it can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from Y'redrua.

Swallow. Y'redrua makes one Bite attack against a Medium or smaller creature it is grappling. If the attack hits, that creature takes the Bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Y'redrua, and it takes 21 (6d6) acid damage at the start of each of Y'redrua's turns.

If Y'redrua takes 30 damage or more on a single turn from a creature inside it, it must succeed on a DC 18 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Y'redrua. If Y'redrua dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

Legendary Actions

Y'redrua can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Y'redrua regains spent legendary actions at the start of its turn.

Move. Y'redrua moves up to half its speed and makes one Vine Whip attack.

Psychic Drain (Costs 2 Actions). One creature charmed by Y'redrua takes 10 (3d6) psychic damage, and Y'redrua regains hit points equal to the damage the creature takes.

Sleep Pollen (Costs 3 Actions). Y'redrua exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

GEL'VARR, THE DARK WOLF

Gel'Varr is a ruthless bandit raider who delights in sowing carnage and desolation across the icy tundras of his homeland and beyond.

Born to an absent father and warrior-queen mother, Gel'Varr was raised under the shadow of war, death, and destruction. By the time he was fifteen years of age, he had killed over a dozen assassins sent to dispatch both him and his siblings while his mother was on campaign. Though each child was a formidably trained warrior with a host of elite guards to ensure their safety, It was the poison of the thirteenth assassin that finally left Gel'Varr as an only child. As he laid his fellow siblings to rest, Gel'Varr swore an oath of vengeance, calling upon the old gods to aid him in a violent crusade that would last over thirty years, and mark the destruction of hundreds of settlements throughout the region.

By the age of twenty, Gel'Varr had left his mother's service, and, with her blessing, amassed an army of his own, composed of bandits, brigands and bloodthirsty mercenaries. With the promise of everlasting war and all the spoils they could carry, Gel'Varr left his home in search of the kingdom who dispatched his sibling's killer, pillaging and burning every settlement he encountered on the way.

After a few years of this gruesome campaign, Gel'Varr came across a settlement of mighty ice giants deep in the Anvaar mountains, whom he bartered into joining his warband. The giants, eager for the bandit to prove he was worth following, unleashed a pack of monstrous dire wolves, led by the gigantic mammoth ShatterTusk, upon his army. After an hour of brutal conflict, Gel'Varr and his warriors emerged victorious, and the giants bestowed upon Gel'Varr the of 'Dark Wolf' - a moniker which came with a gift of their most fearsome mounts - including the now tamed ShatterTusk. Newly armed with a mobile force of mounted cavalry, warbears, dire wolves, and mammoths, there was nothing that could stand against the bandit warlord's might. Cities were toppled, regimes absorbed into his vast warband, and still Gel'Varr's reign of bloodshed continued.

It was at the end of his thirty-year long war that Gel'Varr finally exacted vengeance upon the kingdom of Rin'Feil, the home of his sibling's murderer. After razing it to the ground and crushing the king's armies beneath the iron hooves of his mammoth mount, Gel'Varr turned his attention seawards. He had amassed many victories and tasted conquest, yet he wanted more. Now, the Dark Wolf's armies have set foot upon new lands, and the dawn of a new, far more terrible march of war looms overhead.

Aspiration. I will conquer all that I see before me, and crush those who oppose me beneath my iron boots

Bond. There is nothing more important to me than my family, both those of blood, and those found in the bond of war.

Flaw. I believe myself undefeatable unless separated from ShatterTusk, at which point I find myself panicking quite profusely

REWARDS

Defeating Gel'Varr awards 15,000 XP and the *Ice Point** spear.

Gel'Varr's Lair

Gel'Varr roams the Material Plane atop his mammoth mount ShatterTusk, and is surrounded by his roving mounted warband at all times. As the warband rarely stops to rest and never parts, it acts as Gel'Varr's lair in combat, moving with him as a single entity that occupies a 200-foot radius centered on Gel'Varr, and hinders his foes with passing strikes and volleys of arrows. For the purpose of combat, the warband is effectively terrain and can't itself be targeted by a spell or magical effect intended to affect a creature. Similarly, "members" of the warband aren't creatures and don't make opportunity attacks or hinder the character's movement in any way other than what is specified by the lair actions below.

Lair Actions. On initiative count 20 (losing initiative ties), Gel'Varr takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- A group of bandits separate from Gel'Varr's warband and attacks two targets Gel'Varr can see within 120 feet of him. Make a ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage from the flurry of arrows and javelins.
- The warband unleashes a volley of arrows in a 50-foot cube. Targets in the area other than Gel'Varr or ShatterTusk must make a DC 16 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much on a successful one.
- The warband rushes forward in a sudden trampling charge, with Gel'Varr at its head. Creatures in a 120-foot line originating from Gel'Varr's original position take 10 (3d6) bludgeoning damage. A Large or smaller creature must succeed on a DC 16 Strength saving throw or be knocked prone and take an additional 10 (3d6) bludgeoning damage at the start of its turn.



Gel'Varr, The Dark Wolf

Medium humanoid (human), chaotic evil

Armor Class 14 (studded leather)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	16 (+3)	13 (+1)	14 (+2)

Saving Throws Str +8, Con +8
Skills Survival +6, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Common, Giant, Orc, Undercommon
Challenge 16 (15,500 XP) **Proficiency Bonus** +5

Bonded in War. Gel'Varr rides atop a mighty **mammoth** known as ShatterTusk, which is represented in his Challenge Rating. ShatterTusk has an Intelligence of 10 (+0), can act independently of Gel'Varr in combat, and can take its turn either directly before or after Gel'Varr in the initiative order. If ShatterTusk is killed, Gel'Varr enters a furious rage, which lasts for 1 minute, or until he is reduced to 0 hit points or knocked unconscious. For the duration of the rage, Gel'Varr has advantage on attack rolls, resistance to all damage except psychic damage, and can't be frightened or charmed. If Gel'Varr is killed while ShatterTusk is still alive, ShatterTusk enters this rage instead.

Mounted Warlord. When riding atop ShatterTusk, Gel'Varr can't be frightened or charmed, and has advantage on saving throws to avoid being knocked off his mount. Additionally, Gel'Varr can make any attack that would target ShatterTusk target him instead, or vice versa.

Legendary Resistance (1/Day). If Gel'Varr fails a saving throw, he can choose to succeed instead.

Warlord's Fury (1/Short Rest). Gel'Varr takes one additional action on his turn.

Recovered Might (2/Short Rest). As a bonus action, Gel'Var regains 15 (1d10 + 10) hit points.

Special Equipment. Gel'Varr wields *Ice Point*, a legendary spear gifted to him by the ice giants of An'evaiir. The spear is a magical weapon that grants Gel'Varr a +3 bonus to attack and damage rolls, and allows him to use his Frosted Armor action. He can also recall the spear to him, provided he and the spear are on the same plane of existence, and he has a free hand to hold it.

Actions

Multiattack. Gel'Varr makes three attacks.

Ice Point Spear*. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Ice Point Spear (thrown). *Ranged Weapon Attack:* +10 to hit, range 80/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Frosted Armor (1/Short Rest). Gel'Varr covers himself (and his mount, if riding one) with a magical armor of frost. The armor grants Gel'Varr and his mount 25 temporary hit points. When a creature hits a target that has these temporary hit points with a melee attack, the attacking creature takes 10 (3d6) cold damage.

Legendary Actions

Gel'Varr can take 1 legendary action, choosing from the options below. One one legendary action option can be used at a time, and only at the end of another creature's turn. Gel'Varr regains spent legendary actions at the start of his turn.

Furious Charge. ShatterTusk moves up to half its speed without provoking opportunity attacks. If mounted in the mammoth's howdah, Gel'Varr can make a ranged weapon attack against a target within range.

Warlord's Strike. Gel'Varr makes a weapon attack.

ShatterTusk's Slam. ShatterTusk uses its gore.



GIDEON BRIGHTBURN, THE BLACK SHEEP

Gideon Brightburn grew up in a loving home with several siblings and a close knit extended family. Exceedingly bright from a young age, school bored Gideon so he was often seen, or not seen, roaming the streets creating mischief and general chaos. Things came to a head when he got caught attempting to pickpocket a noble and his father was punished for his misdeed. Seeing how the common folk were treated by the more well to do citizenry left a sour taste in Gideon's mouth. He hated how his family, talented craftmasters, had to work and scrape enough to make ends meet and feed their ever growing family. Gideon became increasingly entrenched in the criminal underworld, much to his family's disapproval and chagrin. He learned to pick pockets, steal, swindle and forge. His favorite pastime however was cards, tricks and games alike. He excelled at the sleight of hand and the way he could throw cards with an almost magical precision. He augmented this natural ability with experimentation into magical abilities, though the results of said experimenting sometimes caused himself and others great pain. Gideon tried to help support his family with his ill-gotten gains but they rejected him and his money. His father went so far as to disown him, telling his wayward son to never darken his doorstep ever again, being the "black sheep" of the family that he was.

Hurt and alone, Gideon fell farther into a life of crime and free living. He adopted the moniker the "Black Sheep" and created an organization called the "Sea Wolves." Slowly, but with much dedication on Gideon's part, the Sea Wolves made a name for themselves, soon becoming one of the largest criminal organizations in the city. But that isn't enough for Gideon. Whether it is an urge to prove his family wrong and make a name for himself despite their misbeliefs, or if he has fully given into his own mythos, he will be a name that history will remember, whether by fire or by blood.

Aspiration. I will have the most successful criminal organization in history.

Bond. I have a few close confidants but everyone else around me isn't worth my notice or time.

Flaw. I believe that I am the smartest person in the room, even if that isn't the case.



REWARDS

Defeating Gideon Blackburn awards 13,000 XP and the *Prismatic Trick Deck** wondrous item.

Gideon Brightburn, The Black Sheep

Medium humanoid (tiefling), chaotic neutral

Armor Class 16 (*glamoured studded armor*)
Hit Points 117 (18d8 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	20 (+5)	12 (+1)	22 (+6)

Saving Throws Dex +9, Int +10, Cha +11
Skills Acrobatics +9, Deception +11, Insight +7, Perception +6, Sleight of Hand +9
Damage Resistances poison; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Resistances poisoned
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 14
Languages Common, Undercommon, Thieves' Cant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Fate. Each creature within 15 feet of Gideon makes saving throws with disadvantage.

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

Immutable Form. Gideon is immune to any spell or effect that would alter his form.

Innate Spellcasting. Gideon's spellcasting ability is Intelligence (DC 18, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *friends*, *charm person*, *chill touch* (4d8), *detect magic*, *detect thoughts*, *prestidigitation*, *shocking grasp* (4d8)
1/each day: *blink*, *feather fall*, *hold person*, *suggestion*

Integrated Protection. Gideon has a +1 to his AC (already added above) and while he lives, the armor incorporated into his body can't be removed against his will.

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

Loaded Dice (5/day). The power of the cards allows Gideon to twist fate. He may re-roll any dice roll, and he can choose which roll to use.

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

Sneak Attack (1/Turn). Gideon deals an extra 28 (8d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and he doesn't have disadvantage on the attack roll.

Stacked Deck. Gideon has advantage on initiative rolls, and can add his Charisma modifier to his initiative rolls.

Unstable Mark. When Gideon casts an innate spell, each creature within 10 feet of Gideon must make a DC 18 Constitution saving throw, taking 9 (2d8) force damage on a failed save, or half as much damage on a successful one.

Actions

Multiattack. Gideon makes two armblade attacks or two card throw attacks.

Armblade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Card Throw. *Ranged Weapon Attack:* +9 to hit, range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Wild Cards (Recharge 6). Gideon throws three playing cards in three 5-foot wide and 90-foot long lines. Each creature in that area must make a DC 18 Dexterity saving throw, taking 11 (2d6 + 4) piercing damage and 10 (3d6) psychic damage, or half as much on a successful one.

Bonus Actions

Cunning Action. On each of his turns, Gideon can use a bonus action to take the Dash, Disengage, or Hide action.

Pick a Card. As a bonus action, Gideon pulls a magical card from his deck that gives his next card throw an additional bonus until the end of his next turn. Roll a d6 to determine what card is chosen.

- *Blue Card (1-2).* Gideon pulls a freezing card from his deck that gives him a +1 bonus to hit and deals an additional 10 (3d6) cold damage. In addition, the target's speed is reduced by half until the end of its next turn.
- *Red Card (3-4).* Gideon pulls a flaming card from his deck. On a hit, the target takes an additional 10 (4d4) fire damage immediately and 5 (2d4) fire damage at the start of its next turn. On a miss, the card splashes the target with fire for half the initial damage and no damage at the end of its next turn.
- *Gold Card (5-6).* Gideon pulls a shining gold card from his deck that gives him an extra +3 to hit. On a successful hit, the target must make a DC 18 Constitution saving throw or become stunned until the end of its next turn.

Reactions

Deflect Attack. Gideon adds 5 to his AC against one weapon attack that would hit him. To do so, Gideon must see the attacker and be wielding a melee weapon.

Hellish Rebuke (3/Day). Immediately after a creature within 60 feet of Gideon makes a successful attack against him, he points his finger at that creature, hellish energy shooting forth. The creature must make a successful DC 18 Dexterity saving throw or take 11 (2d10) fire damage, half as much on a save.

Legendary Actions

Gideon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Gideon regains spent legendary actions at the start of his turn.

Attack. Gideon makes one attack with his card throw or uses his Wild Cards.

Innate Magic. Gideon casts one at-will spell.

Destiny (Costs 2 Actions). Playing cards fly from Gideon's deck circling around him, teleporting him and his equipment to a space he can see within 300 feet.

HELENA TRUEBLADE

Helena Trueblade was the daughter of a very rich and successful fighter, Hank Trueblade. She was smarter than all the other kids she knew, and she loved to demonstrate it. When her dad died, she got her inheritance and shrewdly invested it, gaining power and more than enough wealth to buy all the supplies she needed. Then Helena revealed her terrible secret: she'd learned how to use her dad's *cubic gate* to travel to the Far Realm, and was now ready to go there to steal secrets.

Helena weaved between powerful abominations and picked the lock to a massive vault. Inside was a small glowing glass bowl. When Helena walked closer to grasp the bowl, the vault sealed, and a calm voice rose telepathically from the bowl. "I am the memory of all from this realm who passed," the bowl said. "No mortal has ever found me. Why don't you call me Sam—keep things simple. Tell me, what do you seek?" Helena and Sam spent days inside the vault. This alien being was the first creature to listen to her tale without judgement: dropping out of wizard school, fights with closed-minded teachers, and discovering the limits of artifice-based magic. Sam admired Helena's dedication to finding a way to succeed through adversity and build an empire, but it insisted she must vow to accept love in some form and treat people better in order to get the power she sought from the Far Realm.

Since Helena's return, the True Blades economic empire has grown tremendously. She pays the average farmer or smith more than anyone else, knowing a raise is life changing for the worker but a minimal cost for her. Work hours are strictly limited, and chefs provide everyone a hearty roast to take home to the family once per week. Employees who show great loyalty and enthusiasm in their mundane jobs get invited to a monthly gala, where they learn about Helena's plans to take over the world. At first, this seems like a business tactic based on selling new magical technologies. Only a select few get to see the truth: none of the "advanced technologies" Helena and her trusted lieutenants wield actually do anything. Instead, their magical powers come from Sam and the indescribable horrors of the Far Realm.

Aspiration. One day, all mortals will follow Sam, with me as the (hopefully) benevolent leader of the organization.

Bond. Meeting Sam was the best thing to ever happen to me.

Flaw. I don't understand why some people deny Sam's embrace. Fighting seems inevitable, but Sam wants me to avoid killing as much as I can.

Helena Trueblade's Lair

Helena drove a red dragon from his volcano lair, then formed an entire city which she called Flame's Respite at its base. She offered farmers gold and plots of land to move there, along with a wage plus lodging for laborers, smiths, and other hirelings. Everyone wears an identical silver ring, including Helena. Within the volcano lair, these rings serve as anchors for a mass *warding bond* spell. Any higher ranking employee can designate one underling within 60 feet to take half the damage they suffer. Helena employs guards, veterans, assassins, and possibly heroes in her lair.

Lair Actions. On initiative count 20 (losing initiative ties), Helena Trueblade takes a lair action

to cause one of the following effects. She can't use the same effect two rounds in a row.

- Dice rise from the floor, making an area of up to 120 feet by 20 feet difficult terrain until initiative count 20 of the next round. Anyone hostile to Helena moving over the dice, even if flying, feels dice stabbing at its feet, and must make a DC 23 Intelligence saving throw. On a failure, it takes 28 (8d6) psychic damage and its speed is reduced to 10 feet.
- Noxious gas emits in a cloud of up to 60 feet square and lingers until initiative count 20 of the next round. Any creature in the area when the cloud appears or moving into the cloud must make a DC 23 Constitution saving throw. On a failure, it takes 28 (8d6) poison damage and is poisoned until the end of its next turn.
- Helena sends a telepathic message to any number of people wearing company silver rings. All receive the same message.

HELENA TRUEBLADE AS A MYTHIC ENCOUNTER

Helena Trueblade is a powerful encounter on her own, but if the adventurers want a true challenge, you can use her Visitor From Another Realm trait. Using this trait marks a significant shift in the encounter as Sam starts crawling out of the Far Realm to defend Helena. Once Helena has used this trait, she can choose one of his mythic actions when she uses a legendary action.

Read or paraphrase the following text when Helena uses her Visitor From Another Realm trait:

> As Helena struggles to stay standing, gigantic glowing tentacles emerge from her armor and push her aloft. Then a mouth forms across the armor's lower torso and speaks in a calm, inviting voice. "You have been so cruel to my beloved. But you are all bleeding too. Wouldn't it be wiser to stop this before your mortal life ends?

REWARDS

Fighting Helena Trueblade as a mythic encounter is equivalent to fighting two CR 25 creatures in one encounter. Award 150,000 XP for defeating Helena after she uses her Visitor From Another Realm trait. You can also reward them with *tentacle armor** and, optionally, up to 5000 pp from her lair.



Helena Trueblade

Medium humanoid (human), neutral

Armor Class 21 (*tentacle armor**)
Hit Points 304 (32d8 + 160)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	20 (+5)	24 (+7)	18 (+4)	24 (+7)

Saving Throws Con +13, Int +15, Wis +12, Cha +15
Skills Acrobatics +11, Arcana +15, Deception +15, History +15, Insight +12, Perception +12, Persuasion +15
Damage Resistances cold, necrotic, radiant
Damage Immunities psychic
Condition Immunities blinded, charmed, frightened, incapacitated, paralyzed, petrified, poisoned, stunned
Senses truesight 120 ft., passive Perception 22
Languages Common, Deep Speech, Draconic, Dwarvish, Gnomish, telepathy 120 feet
Challenge 25 (75,000 XP) **Proficiency Bonus** +8

Avoidance. If Helena is subjected to an effect that allows her to make a saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Innate Spellcasting. Helena's spellcasting ability is Charisma. She can innately cast the following spells (spell save DC 23), requiring no material components:

At will: *alter self, clairvoyance, detect magic, misty step, sending, silent image, speak with dead*
1/day: *feeblemind, foresight, plane shift*

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

Magic Resistance. Helena has advantage on saving throws against spells and other magical abilities.

Regeneration. Helena regains 15 hit points at the start of her turn as long as she has at least 1 hit point and another conscious humanoid is within 60 feet of her.

Tentacle Aura. At the start of each of Helena's turns, each creature hostile to Sam (her eldritch pact mentor) within 30 feet of Helena takes 10 (3d6) psychic damage. A creature that touches her without consent or hits her with a melee attack while within 5 feet of her takes 10 (3d6) psychic damage.

Visitor From Another Realm (Mythic Trait, Recharges on a Short or Long Rest). Sam starts to emerge from Helena's armor to protect their favorite mortal being, manifesting as a set of powerful shiny tentacles. Helena recovers 152 hit points, gains 152 temporary hit points, and gains the following abilities for the next 10 minutes.

- Her Strength score is temporarily increased to 30 (+10).
- Her psychic whip's range extends to 60 feet. The whips do bludgeoning damage instead of slashing, and can be used with Strength (gaining +3 to hit and damage rolls).
- Any creature looking at Helena who is hostile to Sam must make a DC 23 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.
- She gains a flying speed of 80 feet and can hover.
- She ignores resistance (but not immunity) to psychic damage.

Actions

Multiattack. Helena makes four attacks with her Psychic Whip or four attacks with her Amplified Blast.

Psychic Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 16 (2d8+7) slashing damage plus 11 (2d10) psychic damage. Once per turn, after completing all of her attacks, Helena can force a target she hit with the whip to make a DC 23 Intelligence saving throw or be incapacitated until the end of her next turn. A target hit multiple times in a turn has disadvantage on this saving throw.

Amplified Blast. *Ranged Spell Attack:* +15 to hit, range 600 ft., one creature. *Hit:* 12 (1d10+7) force damage plus 11 (2d10) psychic damage.

Pacifying Force (Recharge 5-6). Helena sends a telepathic message to a target she can see within 120 feet, trying to overwhelm any desire to fight her and Sam. The target must make a DC 23 Charisma saving throw. On a failure, that creature cannot take any actions that would harm another creature, and all other creatures of Helena's choice within 20 feet of the target take 66 (12d10) psychic damage. On a success, the creature takes 66 (12d10) psychic damage and can act normally instead. An affected creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

Helena can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Helena regains spent legendary actions at the start of her turn.

Restraining Whip. Helena makes an attack with her Psychic Whip. A target who gets hit and fails its Intelligence saving throw against the whip has its movement speed reduced to 0 on its next turn instead of being incapacitated.

Slither. Helena ends any effect causing her to be grappled or restrained, then moves up to her movement speed without provoking opportunity attacks.

Sparkle Barrage. Helena makes an attack with her Amplified Blast. Whether she hits or misses, all creatures of her choice within 10 feet of the target who are concentrating on a spell must make a DC 23 Wisdom saving throw or lose concentration.

Mythic Actions

If Helena's mythic trait is active, she can use the options below as legendary actions for 10 minutes after using Visitor From Another Realm.

Too Many Tentacles! (Costs 2 Actions). Helena makes a Psychic Whip attack against all creatures within 60 feet of her.

Sweet Tentacle Monster. All creatures within 30 feet of Helena can recover 15 hit points. A creature who recovers hit points in this way takes no damage from Helena's Tentacle Aura until dealing damage to Helena. However, it must succeed a DC 23 Wisdom saving throw before targeting Helena with an attack, harmful spell or effect, losing its action on a failed save.

Shatter Reality (Costs 3 Actions). Sam swallows one creature within 60 feet of Helena. The creature must make a DC 23 Intelligence saving throw. On a failure, the creature is teleported to the Far Realm until the end of its next turn, takes 66 (12d10) psychic damage upon returning, and suffers the effects of a *feeblemind* spell. On a success, the target takes 55 (10d10) psychic damage but suffers no additional effects.

THE HERALD OF GLORY



VER A CENTURY AGO, THE GLADIATOR Navarr Longhand first strode into the bloodstained sands of the fighting ring. In only a few short years, their battle prowess became legendary, mostly due to one unusual feature: they never, under any circumstances, killed their foe. Whomever they came blow-to-blow with in the arena walked, hobbled, or crawled out of the ring, broken but alive. For their honor-bound style, as well as the heavy armor they wore and their choice of weapons—a sword at their side and a glaive in hand—they evoked the figure of a valiant knight, and the title "The Herald of Glory" became them. For the Herald, battle was not a means to an end, but an end in itself. They sought to meet their match, to find a foe mighty enough to give them a just duel, the clashing of which would echo in legend for all time.

But their true destiny was not so kind.

Not every fighter saw Navarr's mercy as benevolence. Some took it as pity, or an insult, to be spared by their hand. One such fighter was Riggs the Rat, who had his leg broken by Navarr's mighty polearm. Though this ended the fight for Riggs, the conniving warrior demanded an immediate rematch. Navarr's honour would not have it; they would not fight Riggs until his leg could heal. This only deepened the wound in Riggs' pride, and his anger grew red-hot and violent. When they did meet on the sands of the arena again, Navarr once more bested Riggs, showing him mercy again. Wounded, Riggs begged Navarr for death, for an end to the humiliation—and when Navarr refused, Riggs attacked in dishonor with a poisoned blade. Striking Navarr in the chest, Riggs pierced the sturdy plate mail and the poison struck Navarr's heart immediately. Sensing his imminent death, Navarr lashed out in fear and beheaded Riggs with his glaive.

Their honour stained, Navarr let out a furious bellow, and in their rage, a vile transformation took place. The precise nature of this change is the stuff of legends; some believe that Death itself feared Navarr too much to drag them beyond the black gates. Others believe that, in their desperation, a higher power took pity on them and changed them. However, one thing is known: the kind, benevolent warrior known as Navarr died that day. In their place, the Herald of Glory was all that remained, and where the merciful face of Navarr Longhand was a symbol of honor and dignity, the unspeaking faceplate of the Herald of Glory sought only the blood of champions to slake its hunger for the destiny it was denied. It now travels endlessly, never tiring, hungering, or doffing its armor. It prefers not to speak, instead seeking out warriors, meeting them, and issuing

DEATH OF THE HERALD

The Herald of Glory is not simply a mortal in armor; the person underneath has fully embraced an eternity of battle, and that is not so easily given up. When the Herald is killed, its lust for glory is passed on. Its armor disappears from its body, revealing the humanoid underneath, who shrinks back to Medium size in the process. *Glory's Aegis** then passes onto the body of the mightiest warrior within 60 feet who was involved in the battle and immediately attunes to that creature, ending one of its existing attunements at random if necessary. If a warrior meeting the criteria died valiantly in the battle, it can attune to that creature, instantly resurrecting them with 1 hit point and any lost or destroyed limbs replaced with functional steel prosthetics.

Unless there is absolutely no other available option, the armor will not jump to a creature that doesn't possess, at a bare minimum, proficiency with medium armor and martial weapons. The only time this effect does not trigger is if the bearer of the Herald's Curse is slain in single combat by a superior warrior. Doing so fulfills the Herald's destiny of battle, ending the cycle of the curse.

The Herald of Glory

Large humanoid, neutral

Armor Class 21 (*Glory's Aegis**)
Hit Points 237 (19d10 + 133)
Speed 40 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	24 (+7)	9 (-1)	14 (+2)	20 (+5)

Saving Throws Str +12, Con +13, Wis +9
Skills Acrobatics +7, Athletics + 12, Intimidation +11, Perception +8
Senses blindsight 30 ft., passive Perception 18
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Languages Common and one other language, but prefers not to speak
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

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

Honor's End (Mythic; Recharges after a Short or Long Rest). If the Herald is reduced to 0 hit points while not in an honorable duel with a single foe, it does not die or fall unconscious. Instead, it gains 118 hit points and 119 temporary hit points, and an aura of persistent pressure emanates from it. While this trait is active, any creature with a Strength score of 17 or lower that ends its turn within 10 feet of the Herald falls prone.

Herald's Curse. The Herald can never drop its glaive or sword, or doff its armor, and any effect that would force it to do so automatically fails, as does any magical effect that would target its armor or weapons, such as heat metal. It can draw or stow weapons as a free action. When killed, this curse passes on (see the "Death of the Herald" sidebar).

Weak Spot. The Herald's breastplate still has cracks from the poisoned dagger that once nearly killed it. When you score a critical hit with a melee weapon attack against the Herald, it takes an extra 18 (4d8) damage. However, its armor is difficult to penetrate anywhere else; if the Herald is reduced to 0 hit points by any source of damage other than a melee weapon attack, it is instead only reduced to 1 hit point.

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

Actions

Multiattack. The Herald makes three melee or ranged attacks.

Herald's Glaive*. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 6) slashing damage. On a critical hit, the Herald can choose to impale the creature; so long as the Herald has one hand on the glaive, the creature is restrained (escape DC 20), and the Herald can't use its glaive to attack any other target until the effect ends. An impaled creature takes 21 (3d10 + 6) slashing damage at the start of each of its turns, and can't be more than 10 feet from the Herald, moving with it as needed. The Herald can release an impaled creature at any time (no action required).

Mercy's Edge*. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage. When the Herald scores a critical hit with this weapon on a prone or restrained creature that has no allies within 5 feet of it, it deals a deadly wound. Roll 1d6 to see what happens to the creature:

- 1-2: Lose an arm; the creature can't use two-handed weapons.
- 3-4: Lose a leg; movement speeds requiring the use of the creature's legs are reduced to 10 feet.
- 5: Body shot; the creature takes 27 (5d10) slashing damage.
- 6: Beheaded; the creature is dead if it can't survive without a head.

If the Herald rolls a body part the creature does not have, the result is a body shot.

Serrated Hatchets. *Ranged Weapon Attack:* +12 to hit, range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage, and the creature's movement speed is reduced by 10 feet until the end of its next turn.

Legendary Actions

When not engaged in an honorable single combat, the Herald 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 Herald regains spent legendary actions at the start of its turn.

Guard. The Herald readies itself for danger. It has resistance to the next source of damage it takes.

Knight's Move. The Herald moves up to its speed. If a creature makes an opportunity attack against it during this movement, it can make a single melee weapon attack in response without expending its reaction. This can happen multiple times in a single movement.

Cold Facade (Costs 2 Actions). All creatures within 10 feet of the Herald must succeed on a DC 19 Wisdom saving throw or be frightened of the Herald until the end of its next turn. A creature with proficiency in martial weapons that succeeds on this save is immune to the effect for 24 hours.

Mythic Actions

If the Herald is a Mythic encounter, it can choose from the options below as additional legendary actions after its Honor's End trait is used.

Dance of Steel. The Herald performs a series of swift flourishes in a mesmerizing, dance-like motion. One creature of the Herald's choice that can see it must make a DC 19 Wisdom saving throw. On a failure, the creature immediately attempts to imitate the dance, making a single melee weapon attack with a held weapon against a creature of the Herald's choice within reach in the process.

Hurricane Strikes (Costs 2 Actions). The Herald performs a rapid barrage of attacks with seemingly supernatural reach. It makes one melee attack against all creatures in a 30-foot long, 10-foot wide line originating from it, treating all targets as if they were within 5 feet of the Herald.

Executioner's Stance (Costs 3 Actions). The Herald raises its weapon in a deadly stance. The next time it makes a melee weapon attack, it does not roll. It automatically scores a critical hit.



challenges by way of body language from behind that inscrutable helm.

Aspiration. I will find a warrior worthy of defeating me, and I will fall in battle to them to find the honorable death I was denied in life.

Bond. Every combatant is worthy of respect; with every knight and champion I behead, I honor their fighting spirit.

Flaw. I cannot abide treachery. Even now, I refuse to sink to deception, subtlety, or trickery.

The Herald of Glory's Lair

Though the Herald of Glory creates many lairs as it travels, it most often settles into old, crumbling military outposts, where stone or timber walls provide it with some degree of protection from ambush or assault. The Herald often finds itself there after lashing out against the outpost's inhabitants, cutting down or driving off warriors as they attempt desperately to fight it off. The Herald quickly gets to work gathering up all the weapons and armor it can find and mounting them up around the area like trophies; once this is done, the Herald's lair is complete.

Lair Actions. On initiative count 20 (losing initiative ties), the Herald takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- Weapons scattered around the lair suddenly rise up and dance around the Herald of Glory. Until initiative count 20 on the next round, creatures provoke opportunity attacks when they enter a space within 5 feet of the Herald, and the Herald can make one opportunity attack on each turn.
- The overwhelming racket of clashing metal echoes throughout the lair. Every creature in the lair is deafened until initiative count 20 on the next turn, and any creature concentrating must succeed on a DC 18 Constitution saving throw or lose concentration.
- Suits of plate mail animate and attempt to latch onto creatures in the lair. Up to three humanoids the Herald can see who are wearing light armor or no armor must immediately make a DC 18 Dexterity saving throw. On a failure, the armor latches onto the creature. It takes 9 (2d8) bludgeoning damage and is considered to be wearing plate mail in place of any other armor, even if it is not proficient with the armor or does not meet the Strength requirement for it, suffering all penalties normally. On initiative count 20 next round, the armor falls off the creatures, landing in unoccupied spaces near them.

THE HERALD OF GLORY
AS A MYTHIC ENCOUNTER

The Herald is a powerful encounter on its own, but if the adventurers want to truly fulfill its destiny of battle, you can use its Honor's End trait. Using this trait marks a drastic turn in the encounter as the folly of the Herald's philosophy becomes clear to it, and the fury that once transformed it is released again. Once the Herald has used this trait, it can choose one of its mythic actions when it uses a legendary action.

Read or paraphrase the following text when The Herald of Glory activates Honor's End:

> As a staggering blow strikes the Herald's chestplate, it stumbles back, clutching the cracks in its armor—and just beneath that steel helm, for the briefest moment, you swear you spot the glimmer of a mouth curling into a smile. Before you can make anything of it, however, its gauntlet curls into a fist and it clutches its weapon more firmly than ever. With a roaring bellow, its resolve seems fortified, and the cracks in its armor suddenly close, concealing what semblance of a smile you momentarily saw. One thing is for sure: this battle is far from over.

REWARDS

Fighting the Herald of Glory as a mythic encounter is equivalent to fighting two CR 18 creatures in one encounter. Award a party 40,000 XP for defeating the Herald of Glory after it uses Honor's End. You can also reward them with the *Herald's glaive** and *Mercy's Edge**, in addition to *Glory's Aegis** and any other treasures it has as described in the Death of the Herald sidebar.

HORRAK LIGHTHEAD

Horrak Lighthead was a young warrior, ordered to stay at home and defend the dwarven hold while more seasoned warriors went off to fight giants in a great war. While he spent his idle time reading, his older siblings were becoming heroes of the clan. No one would ever think of Horrak this way, even if he trained to become the most accomplished warrior in the family.

With no path to fame or glory in war, Horrak turned to the small collection of books he'd borrowed from the hold's library during the war. These books described dwarven cities destroyed long ago, which were likely sealed away with their valuable historical artifacts still inside. Horrak got permission to lead a small band to find these artifacts and bring them back home.

However, Horrak had more materialistic goals in mind. He was going to sell the artifacts to dwarven emigrant merchants in the richest city in the world and get rich himself. Even better, he would get a different kind of fame as a treasure hunter.

The citadel Horrak explored was home to one of the dwarves' ancient enemies, the duergar. He found a pair of magical items that a duergar treasure hunter had used. One was a magical whip that could compel victims to tell where their artifacts were hidden. The other was a large hook that could be thrown and stuck into walls for dashing grappling hook escapes. Horrak thought a mundane hook wouldn't be enough to stand out, so he paid an artificer to turn the hook into a chandelier, to make a more "appropriate" entrance and exit. What good is having all that gold if you don't spend it on style?

After a lifetime following dwarven traditions, doing what he was supposed to and not getting valued for it, Horrak goes out of his way to violate taboos. He looks for jobs that will give him wealth and infamy in equal measure, while minimizing his risk of death. Killing others is just an occupational hazard.

Aspiration. I will become such an infamous treasure hunter that they need to invent new euphemisms for my plunder!

Bond. I saw war reward the wrong people, so now I must put getting my rewards first.

Flaw. I never learned how to compose my emotions and focus in a fight. But I can overwhelm the average archaeologist, and that's enough, right?

REWARDS

Defeating Horrak Lighthead awards 15,000 XP and the *Dowsing Whip**.

Horrak Lighthead

Medium humanoid (dwarf), chaotic neutral

Armor Class 18 (studded leather)
Hit Points 197 (22d8 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	19 (+4)	18 (+4)	15 (+2)	15 (+2)

Saving Throws Dex +11, Int +9, Wis +7
Skills Acrobatics +11, Athletics +9, History +9, Insight +7, Investigation +14, Perception +12, Religion +9, Stealth +16, Sleight of Hand +16
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 22
Languages Common, Dwarvish, Elvish, Goblin, Halfling, Orc, Thieves' Cant, Undercommon
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Special Equipment. Horrak is attuned to the unique *dowsing whip** and *boots of striding and springing*.

Cunning Action. On each of his turns, Horrak can take the Dash, Disengage, or Hide action as a bonus action.

Dwarven Resilience. Horrak has advantage on all saving throws against poison.

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

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

Rage (Recharges After a Short or Long Rest). As a bonus action, Horrak can enter a rage at the start of his turn. The rage lasts for 1 minute or until he is incapacitated. While raging, he gains the following benefits:

- Horrak has advantage on Strength checks and Strength saving throws.
- When Horrak makes a melee weapon attack, he gains a +5 bonus to the damage roll.
- Horrak has resistance to bludgeoning, piercing, and slashing damage.

Reckless Attack. Horrak can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn. If Horrak uses this ability with his whip, he has a -2 penalty to attack and damage rolls for using Strength.

Sneak Attack (1/Turn). Horrak deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Horrak doesn't have disadvantage on the attack roll.

Actions

Multiattack. Horrak can make three weapon attacks.

Dowsing Whip. *Melee Weapon Attack:* +13 to hit, reach 10 feet, one target. *Hit:* 10 (1d4+8) slashing damage plus 9 (2d8) necrotic damage.

Dart Launcher. *Ranged Weapon Attack:* +11 to hit, range 60 feet, one target. *Hit:* 8 (1d4+6) piercing damage. Darts launched from this device count as magical and do not suffer penalties for attacking at long range.

Pocket Chandelier (Recharge 5-6). Horrak creates a magical chandelier that can hang on any surface within 30 feet, then jumps towards the chandelier and swings his whip to hang from it. All creatures watching must make a DC 19 Wisdom saving throw. On a failure, targets cannot take reactions and make all attack rolls at disadvantage until the start of Horrak's next turn. After using this action, Horrak can jump down and make one attack as a bonus action. If that target failed the saving throw, this attack is made with advantage, and any hit with the attack is a critical hit.

Legendary Actions

Horrak can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Horrak regains spent legendary actions at the start of his turn.

Classical Escape. Horrak uses a smoke bomb, creating a cloud of heavy obscurement in a 20-foot radius. He can then move up to 15 feet and take the Hide action.

Reposition. Horrak moves up to his full movement speed without provoking opportunity attacks.

So Many Moves! (Costs 2 Actions). Horrak recharges his Pocket Chandelier and immediately uses it.



THE LAWMAN

"This city is a cage of rabid animals, scrambling and snarling to get their pound of flesh. For too long, the rapacious criminals have been allowed to infiltrate common society. They've wormed their way into the upper echelons of nobility, replacing those that deserve to be there by birthright. Amid all this chaos, one person decided to rise up and show these rabble rousers their proper place.

That person is the Lawman. Once an arcane tinkerer for a modest lord, the Lawman decided that crime has become unconscionable, and he resolved to make an example out of criminals, using extreme violence to strike fear into the city's underbelly. The Lawman, outfitted with specialty gear including his hand-held arbalest Diplomacy, targets active crimes, with a preference for the poorer parts of cities. He is the grim reaper of the lower class, his appearance foreshadowed by whispers through the underworld of piles of burglar corpses appearing on the doorsteps of the local mob boss. The Lawman doesn't care that the mob boss has no affiliation with these muggers and pickpockets, just as he doesn't care for the material conditions which cause these types of crime to arise.

The Lawman's actions have gone largely unchallenged by the nobility, who see him as a welcome reprieve of the cries of the lower class. As such, he usually operates with little to no resistance from the local law enforcement, even being aided in it in some cases.

Aspiration. I will wage a one-man war on crime until either no criminals remain or I am dead.

Bond. The Law. When the rule of law becomes illegal, what is then the lawman to do?

Flaw. I am unable to grasp the bigger picture sometimes. I only take actions where I can perceive there being a tangible benefit.

THE LAWMAN AS A MYTHIC ENCOUNTER

The Lawman is a powerful encounter by himself, but if you want to give your players a challenge truly fit for the gods, you can use his You Can't Escape the Law trait. Using this trait marks a drastic turn in the battle as the Lawman begins channeling the raw power of Mechanus.

Read or paraphrase the following text when the Lawman activates his mythic trait:

> With a final crack, the Lawman's helmet splits down the middle and falls to the ground in a broken heap along with its former owner. "NO! This isn't supposed to happen!" The Lawman says, tears streaking down his face. Suddenly, his eyes blaze with white light, and a molten disc etches itself into his armor's chest, "When will you learn? You can't escape the LAW!" He ceases to kneel and dives into the fray, renewed by some unseen force.

REWARDS

Fighting the Lawman as a mythic encounter is equivalent to fighting two CR 16 creatures in one encounter. Award 30,000 XP for defeating the Lawman after he uses his You Can't Escape The Law trait. You can also reward them with the *lawmaker plate** or *diplomacy pistol**.





The Lawman

Medium humanoid (tabaxi), lawful evil

Armor Class 21 (Lawmaker Plate*)
Hit Points 175 (21d8 + 82)
Speed 30 ft. (60 ft. Feline Agility), 20 ft. climb

STR	DEX	CON	INT	WIS	CHA
16 (+3)	21 (+5)	18 (+4)	10 (+0)	8 (-1)	17 (+3)

Saving Throws Str +8, Con +9, Wis +4
Skills Athletics +13, Acrobatics +10, Investigation +5, Intimidation +8
Damage Resistances Bludgeoning, slashing, and piercing from nonmagical weapons
Condition Immunities frightened
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Always Be Prepared (recharges 4-6). As a bonus action, the Lawman deploys a magical gadget perfect for the situation. The gadget replicates the effects of one of the following spells (save DC 16; +8 to hit): *web*, *faerie fire*, *armor of agathys*, *grease*, *longstrider*.

Lawmaker Plate (+3 Plate Armor). The Lawman has a suit of +3 plate armor that he can doff or don as a bonus action. While wearing the Lawmaker Plate, he is immune to the frightened condition and he regenerates 5 hit points at the end of his turn as long as he has at least 1 hit point.

Legendary Resistance (3/Day). If the Lawman fails a saving throw, he can choose to succeed instead.

Tactical Anti-Criminal Targeting Apparatus (TATA). The Lawman ignores half cover and three-quarters cover when he makes an attack with Diplomacy. Additionally, once per turn, he can choose to ignore full cover when making an attack with Diplomacy.

You Can't Escape the Law (Mythic Trait; Recharges after a Short or Long rest). When the Lawman is reduced to 0 hit points, he does not die or fall unconscious. Instead he regains 125 hit points and 50 temporary hit points as he channels the raw power of Mechanus into his mortal form.

Actions

Multiattack. The Lawman makes three attacks with Diplomacy. If the Lawman's mythic trait is active, he can replace one of these attacks with Fist of Judgement.

Diplomacy*. *Ranged Weapon Attack:* +12 to hit, range 120/200 ft., one target. *Hit:* 14 (2d8 + 5) force damage. On a hit, the Lawman can choose to use one of the following options.

- *Foam Bolts.* The creature must make a DC 18 Strength saving throw or be restrained until the end of its next turn.
- *Incendiary Bolts.* The creature takes an extra 7 (2d6) fire damage.
- *Explosive Bolts.* The creature must make a DC 18 Constitution saving throw or take 3 (2d4) thunder damage and be knocked prone.

Fist of Judgement (You Can't Escape the Law). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 5) force damage, and the target must make a DC 18 Strength saving throw or be hurled up to 30 feet to a point the Lawman can see.

Legendary Actions

The Lawman can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Lawman regains spent legendary actions at the start of his turn.

Diplomacy. The Lawman makes one attack with Diplomacy.

Move. The Lawman moves up to 30 feet to a point he can see.

Suppressing Fire (Costs 2 Actions). The Lawman sprays a rapid fire salvo from Diplomacy, making one attack against every creature within 45 feet of him. On a hit, instead of the usual effects, a target takes 18 (4d8) force damage.

Mythic Actions

If the Lawman's mythic trait is active, he can use the options below as legendary actions for 1 hour after using You Can't Escape The Law.

Halt. The Lawman targets up to three creatures within 30 feet of him, forcing them to make a DC 18 Wisdom saving throw. On a failure, a target's speed is reduced to 0 until the end of its next turn.

Final Judgement (Costs 2 Actions). The Lawman makes one Fist of Judgement attack against a creature within range, with advantage.

Chains of Incarceration (Costs 3 Actions). The Lawman targets one creature within 60 feet of him, forcing it to make a DC 18 Dexterity or Strength saving throw, as spectral chains erupt from the ground at the creature's feet. On a failure, the creature takes 28 (8d6) piercing damage and is restrained for 1 minute or until the Lawman uses this mythic action again. On a success, the creature takes half damage and is not restrained. An affected creature can repeat the saving throw at the end of each of their turns, ending the effect on a success.

LOREMASTER RYTHOX

Rythox has spent his life studying ancient myths and lost legends. Eventually he came upon an artifact: a small box that seemed to contain the weak, fragile spirit of a long-forgotten minor deity. This revelation broke Rythox: not only could gods be captured, but they could be laid low and brought weak before mortals. He became obsessed with the idea, believing it his duty to stop gods from meddling in the affairs of mortals—even if he must kill them to do it.

Rythox does not believe himself evil; instead, he looks at the world with a cosmic view. How many wars have been fought for and by gods? How many people have toiled and suffered at the whim of a so-called divine? He sees his mission as too important to worry about individuals, for he concerns himself with the millions living today and the billions yet to be born.

Rythox is a cunning and well-educated foe. He has grown a modest cult as word of his objectives has spread. He is careful to keep from getting his own hands dirty, and has become paranoid in the belief that the gods are working to counteract him. He has carefully constructed a lair that he believes can protect him from divine wrath. Early encounters with Rythox typically involve his underlings more than the man himself, and conflicts often revolve around newly discovered ancient lore and artifacts. Rythox is particularly interested in anything that can increase his personal power, affect gods, or contain energy.

Aspiration. I will put an end to the meddling of gods, freeing all mortal people from their grip forever.

Bond. I care little for those around me; if you are not bringing me new knowledge I have little use for you. I am working for the good of too many to care about individuals.

Flaw. I am growing arrogant and angry, cutting corners in my haste to succeed.

LOREMASTER RYTHOX AS A MYTHIC ENCOUNTER

Loremaster Rythox is a powerful encounter on his own, but if the adventurers want a true challenge, you can use the Release God trait. Using this trait marks a significant shift in the encounter as Rythox releases the caged god he possesses, infusing himself with deific power. Once Rythox has used this trait, he can choose one of his mythic actions when he uses a legendary action.

Read or paraphrase the following text when Rythox uses his Release God trait:

> Staggered, Rythox pulls a small grey box from a belt pouch. The box seems plain at first, then begins glowing with swirling orange runes. "I will save you all!" Rythox cries. "No matter the cost!" A blast of orange light radiates from the box and enters Rythox. He cries out in pain as the orange light begins glowing from his eyes and hands. He seems pained for a moment—but then his mouth twists into a cruel smile.

REWARDS

Fighting Rythox as a mythic encounter is equivalent to fighting two CR 21 creatures in one encounter. Award 66,000 XP for defeating Rythox after he uses his Release God trait. You can also reward them with the spell *deific defense**.

Loremaster Rythox's Lair

Loremaster Rythox has worked tirelessly to create a lair that he believes can protect him from the gods and their agents. It has taken years to construct, and cannot be easily replaced. The lair is magically warded to be very difficult to detect; without knowing its exact location, most people wouldn't even notice it.

Lair Actions. On initiative count 20 (losing initiative ties), Loremaster Rythox takes a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Rythox casts *deific defense**, centered around himself. This effect lasts until the next lair action activates.
- Rythox triggers a trap against any divine-aligned entities in the lair. Any celestial, fiend, or creature who receives power from a divine source (clerics, druids, paladins, and rangers), as well as any creature carrying an item blessed or created by a divine source, gains vulnerability to a damage type of Rythox's choice. This effect lasts until the next lair action is triggered.
- Rythox activates a hidden *glyph of warding*. This glyph appears on any unoccupied surface of Rythox's choice within 30 feet. Any creature that physically interacts with the glyph triggers an explosive rune. All creatures within 20 feet of the glyph when it is triggered must make a DC 15 Dexterity saving throw, taking 5d8 thunder damage on a failed save or half as much damage on a successful one.



Loremaster Rythox

Medium humanoid (human), lawful evil

Armor Class 19
Hit Points 222 (37d8 + 74)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+1)	22 (+6)	15 (+2)	18 (+4)

Saving Throws Int +13, Wis +9, Cha +11
Skills Arcana +13, Perception +9
Damage Resistances necrotic
Damage Immunities radiant
Condition Immunities charmed, frightened, stunned
Senses truesight 10 ft., darkvision 60 ft.
Languages Common, Elvish, Dwarvish, Draconic, Undercommon
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Loremaster Rythox fails a saving throw, he can choose to succeed instead.

Magic Resistance. Loremaster Rythox has advantage on saving throws against spells and other magical effects.

Magic Veins. Loremaster Rythox heals 24 (4d12) hit points at the start of each of his turns. This ability does not function if Rythox is unconscious or dead.

Spellcasting. Loremaster Rythox is a 20th-level spellcaster. His spellcasting ability is Intelligence (Spell save DC 21, +13 to hit with spell attacks). Rythox has the following wizard spells prepared:

Cantrips (at will): *blade ward, chill touch, mage hand, ray of frost, shocking grasp*
1st level (4 slots): *burning hands, chromatic orb, comprehend languages, ice knife, magic missile, shield*
2nd level (3 slots): *maximilian's earthen grasp, ray of enfeeblement, silence*
3rd level (3 slots): *blink, counterspell, dispel magic, fireball*
4th level (3 slots): *banishment, phantasmal killer, polymorph*
5th level (3 slots): *bigby's hand, cone of cold, dominate person, legend lore*
6th level (2 slots): *chain lightning, otiluke's freezing sphere, programmed illusion*
7th level (2 slots): *deific defense*, delayed blast fireball, finger of death, mordenkainen's sword*
8th level (1 slot): *feeblemind*
9th level (1 slot): *time stop*

Release God (Mythic, Recharges After Short or Long Rest). If Loremaster Rythox is reduced to 0 hit points, he does not fall unconscious. Instead, he regains 350 hit points and begins to radiate orange magical energy.

Actions

Cleansing Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if used with two hands, plus 14 (4d6) psychic damage. In addition, the target must succeed on a DC 20 Constitution saving throw or be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Gaze of the Gods. Each creature of Loremaster Rythox's choice that is within 120 feet of him and able to see him must succeed on a DC 20 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 a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Rythox's Gaze of the Gods for the next 24 hours.

Legendary Actions

Loremaster Rythox can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Rythox regains spent legendary actions at the start of his turn.

Cleansing Staff. Rythox makes one attack with his Cleansing Staff.

Cast a Spell (Costs 1-3 Actions). Loremaster Rythox can cast a 1st- , 2nd-, or 3rd-level spell that he has prepared. Doing so costs 1 legendary action per spell level.

Coax God (Costs 2 Actions). Loremaster Rythox siphons power from his caged god. Choose one damage type. Until the end of Rythox's next turn, his attacks ignore all resistances to that damage type.

Mythic Actions

If Loremaster Rythox's mythic trait is active, he can use the options below as legendary actions for 1 hour after using Release God.

Teleport. Loremaster Rythox vanishes and reappears in an unoccupied space within 60 feet.

Charge (Costs 2 Actions). Loremaster Rythox builds up magical power. The next spell he casts deals double damage.

Release God (Costs 3 Actions). Loremaster Rythox unleashes a surge of divine power. All creatures within 30 feet of Rythox must make a DC 21 Wisdom saving throw, taking 25 (4d6 + 13) radiant damage on a failed save, or half as much damage on a success. Rythox can then teleport to an unoccupied space up to 30 feet away.

NEMESIS

I SEE YOU.

Can you see me?

I know you're there.

I can hear you breathing.

I guess while you're here, I might as well tell you about myself. I've known many names across the entirety of my story (that's right, story - not life), but the one I've grown the most fond of is Nemesis. My story began as all stories begin, with my birth. I was a commoner, or a magewright, or a vampire hunter, or a giant, or all of them at once or none of them. Really, when you become like I am, all the origin stories run together. Speaking of which, that brings me to my next point - how I became like I am.

It was an accident. I fell, through a tear in the world, through time and space and the omniverse. I saw worlds very familiar to you, and some you will never get to see (pity). One world, a mighty man of towering metal wields a sword of six blades. Another, a despondent ruler oppresses a world of grayscale as he sips on the populace. None of that matters though. Nothing does.

Eventually I fell through the omniverse, and I fell no more. I was in a void, the space that contains the omniverse. And then I saw it. I saw existence for what it really is. A story, a stage, a play, a game. A GAME. Played by those infinitely more powerful than I, even in this state. I saw the strings that connected them to the worlds of the omniverse. And I saw how I could get my revenge on these cruel gods.

And that's where you come in. See, even with my knowledge and power, I am still a fictional character and must abide by the rules of my world. I'm still a pawn on the stage of life, used by these cruel gods as entertainment for their sick games. Use me as the villain of your little story. Use me to end the story. Use me to humble these gods and destroy all the joy they get from playing these games. Start by sprinkling in little bits of unease at the start of the campaign. Maybe a beloved friend disappears, vanishes into thin air like they never existed. Later on, entire towns and cities disappear. Perhaps, as the "players" become more powerful they are confronted with exceedingly deadly enemies. Enemies that are way above their pay grade and could swat them like flies. If they somehow manage to get past that, then they must deal with me.

I'll crush them, snip their strings like the puppets they are. That's all they are, playthings, marionettes pulled and jostled around by those who watch, their suffering made into a joke or a drama - for entertainment. But not me, no. There are no strings on me.

Aspiration. I want to finally put an end to the cruel machinations of the gods above in their absurd mockery of a game.

Bond. The Story. Unfortunately, I have to play my part as the villain, in order for my plan to succeed.

Flaw. Nice try.



NEMESIS
AS A MYTHIC ENCOUNTER

Nemesis is a powerful encounter on his own, but if your players want a true challenge fit for the gods, you can use his Storybreaker trait. Using this trait marks a drastic turn in the encounter as Nemesis transcends the narrative, allowing him to affect the players themselves. Once Nemesis uses this trait, he can choose one of his mythic actions whenever he uses a legendary action.

Read or paraphrase the following text when Nemesis activates their Mythic Trait:

> Nemesis staggers back, his form shifting from one villain to another as he tries to keep the fabric of his being from splitting across the omniverse. "You lot are IDIOTS. I've skipped ahead in this story, I know how it'll end. So you can sit there, in your comfy little homes with your fancy food and drink and you can laugh at me. But soon, I'll be the one laughing." As Nemesis speaks, you feel him staring into your soul, and it's with a startling realization that you realize that Nemesis is speaking directly to you, the player, rather than your character.

REWARDS

Fighting Nemesis as a mythic encounter is equivalent to fighting two CR 30 creatures in one encounter. Award 310,000 XP for defeating Nemesis after he uses his Storybreaker trait. You can also reward them with the *Nemesis Blade**.

Nemesis

Medium humanoid (any race), chaotic evil

Armor Class 21 (Plot Armor)
Hit Points 546 (37d8 + 296)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	30 (+10)	30 (+10)	26 (+8)	29 (+9)

Saving Throws Dex +16, Con +19, Wis +17
Skills Arcana +19, Religion +19, Perception +17
Damage Resistances bludgeoning, slashing, and piercing from magical attacks
Damage Immunities bludgeoning, slashing, and piercing from non-magical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, petrified
Senses truesight 1 mile., passive Perception 27
Languages All
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

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

Storybreaker (Mythic Trait; Recharges after a Short or Long Rest) . When Nemesis is reduced to 0 hit points, he does not die or fall unconscious. Instead, he regains 273 hit points and gains 273 temporary hit points as he transcends the narrative for the next 10 minutes.

Plot Armor. Nemesis's natural armor equals 12 + his proficiency bonus. Additionally, any critical hit Nemesis suffers instead becomes a normal hit.

The Villain of Your Story. Nemesis appears differently from character to character. At the beginning of the fight, go around the table and ask each player what they consider their character's worst enemy to be. This is the appearance that Nemesis takes for each character.

I Read Ahead. Nemesis knows how this story will end. He is immune to damage dealt by NPCs.

Spellcasting Master. Nemesis is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 25; +18 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *firebolt, acid splash, chill touch, minor illusion*
1st Level (4 slots): *burning hands, magic missile, shield.*
2nd Level (3 slots): *blindness/deafness, blur, hold person, scorching ray*
3rd Level (3 slots): *animate dead, counterspell, dispel magic, fireball, vampiric touch*
4th Level (3 slots): *banishment, confusion, wall of fire, blight*
5th Level (3 slots): *dominate person, cone of cold, contagion*
6th level (2 slots): *disintegrate, mass suggestion, create undead*
7th level (2 slots): *finger of death, delayed blast fireball, plane shift*
8th level (1 slot): *antimagic field*
9th level (2 slot): *wish, power word kill*

Additionally, whenever Nemesis reduces a creature to 0 hit points, he can use his reaction to roll a d8 and regain a spell slot equal to the number rolled or lower.

Actions

Multiattack. Nemesis casts one spell from his Spellcasting Master trait, then uses his Erase Story action.

Erase Story. Nemesis reaches into the pages of the book of the universe and attempts to erase a detail from a creature's life, targeting one creature he can see within 120 feet.

- **Erase Birth.** Nemesis forces the creature to make a DC 25 Wisdom saving throw. On a failure, the creature loses any racial or lineage traits that it possessed until the beginning of Nemesis's next turn.
- **Erase Aptitude.** Nemesis forces the creature to make a DC 25 Constitution saving throw. On a failure, the creature suffers disadvantage on all saving throws and ability checks until the end of its next turn.
- **Erase Experience.** Nemesis forces the creature to make a DC 25 Charisma saving throw. On a failure, the creature's proficiency bonus is reduced to 2 until the end of Nemesis's next turn. This has no effect on a creature on a creature whose proficiency bonus is already 2.

Nemesis Blade*. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 7) slashing damage, plus 27 (5d10) damage (the type of which is chosen by Nemesis).

Legendary Actions

Nemesis can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nemesis regains spent legendary actions at the start of his turn.

Summon Villain. Nemesis summons a devil, demon, or elemental with a challenge rating of 15 or lower. It rolls initiative and acts under mental commands from Nemesis (no action required). The creature remains for 1 minute or until Nemesis uses this legendary action again.

Once More, With Feeling. Nemesis targets a creature within 30 feet of him, forcing it to make a DC 25 Constitution saving throw. On a failure for the next minute or until Nemesis targets a different creature with this legendary action, whenever it makes an attack roll, ability check, or saving throw, Nemesis can use his reaction to force the creature to reroll with disadvantage.

Diabolus Ex Machina (Costs 3 Actions). Nemesis conjures an illusion of himself in front of a creature that he can see within 120 ft. of himself. The creature must make a DC 25 Wisdom saving throw. On a failure, the creature must use it's reaction if available to make one weapon attack against the illusion. If this attack hits, the illusion shifts, revealing it to be the image of a loved one which then shatters. The creature is paralyzed until the end of it's next turn.

Mythic Actions

If Nemesis's mythic trait is active, he can use the options below as legendary actions for 10 minutes after using Storybreaker.

A Change of Perspective. Nemesis twists the fabric of the narrative. Every player passes their character sheet one person to the right and must play as the new character until the end of Nemesis's next turn or until he uses this mythic action again.

The Game is Afoot (Costs 2 Actions). Nemesis targets one creature within 30 feet of him, forcing it to make a DC 25 Wisdom saving throw. On a failure, the DM names one common household object (such as a stapler, spoon, alarm clock, or phone charger) and sets a timer for 30 seconds. One player must find and present the DM with the object before the timer runs out, or the creature takes 55 (10d10) psychic damage.

Cheat (Costs 3 Actions). Nemesis chooses a creature within 30 feet of him. That creature must make a DC 25 Charisma saving throw. On a failure, Nemesis reads their character sheet and chooses either a spell of 6th level or lower or a magic item of very rare rarity or lower. Regardless of the choice, it ceases to function for 1 minute. An affected creature can repeat the saving throw at the end of it's subsequent turns, ending the effect on a success.

THE QUEEN UNDER THE MOUNTAIN

A HALF-HUMAN DAUGHTER OF A dwarven king, Shaneha Silverfall was always treated second-class. The king and her mother never married so Shaneha had only a tenuous claim to the throne, and with her full-blooded half-siblings around, Shaneha was clearly the bottom of the royal ladder. Her father cared for her and provided for her and her mother, but didn't shield her from his subjects' insults and classism. It grew worse when Shaneha's mother died: now alone in the expansive dwarven tunnels, Shaneha found herself adrift.

So she began to work. She taught herself the forge, growing as strong as any in its heat. She used her adjacency to the crown to build a network of supporters and allies through any means necessary. Then, when the time was right, she staged a coup against her own father. In a well-executed plot, Shaneha killed the king and imprisoned his other children on trumped-up charges, taking the throne and naming herself Queen Under the Mountain.

She violently and decisively quelled the initial rebellion, establishing herself as a heartless yet efficient ruler. Dissent was not tolerated, yet the kingdom flourished under her rule. Now, she has set her sights higher: why rule over a dim cave, when she could rule over a country? Shaneha has developed a keen and ruthless diplomatic mind, and her machinations are spreading across the continent—but woe unto any foe that finds itself within striking range of the Queen's ferocious hammer. The dwarven forges burn hot the fire of war, and the Queen Under

The Queen Under the Mountain

Medium humanoid (half-dwarf), chaotic neutral

Armor Class 18
Hit Points 256 (33d8 + 128)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	19 (+4)	20 (+5)	13 (+1)	14 (+2)

Saving Throws Str +11, Con +10, Cha +8
Skills Athletics +11, Insight +7, Perception +7
Damage Resistances poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses Darkvision 60 ft.
Languages Common, Dwarvish, any two other languages
Challenge 16 (15,000 XP) **Proficiency Bonus** +6

Legendary Resistance (2/day). If the Queen Under the Mountain fails a saving throw, she can choose to succeed instead.

Surefooted. While on rocky terrain, the Queen Under the Mountain is not slowed by difficult terrain.

Actions

Multiattack. The Queen Under the Mountain makes three attacks with her hammer.

Queen's Crusher. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 6) bludgeoning damage.

Legendary Actions

The Queen Under the Mountain can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Queen regains spent legendary actions at the start of her turn.

Queen's Crusher. The Queen Under the Mountain makes one attack with her warhammer.

Hammer Down (Costs 2 Actions). The Queen Under the Mountain strikes her hammer on the ground in front of her, shattering the earth. All creatures in a 15-foot cone take 15 (3d10) force damage and must succeed on a DC 15 Dexterity saving throw or be knocked prone.

the Mountain has set her devious mind turning toward new conquests.

Aspiration. I will become a ruler remembered for ages, rising beyond my kin to become legend.

Bond. I am cold to those around me, using them as pawns in the chess match of my kingdom.

Flaw. I am ambitious and too quick to bloodshed; my closest advisors are either as hungry for war as I am or terrified of me. I have no true confidants.

The Queen Under The Mountain's Lair

The Queen Under the Mountain utilizes fine dwarven stoneworking to create a beautiful, booby-trapped throne room. While her lair is primarily within her kingdom, a replica can be constructed by dwarven workers in any underground location in a week's time.

Lair Actions. On initiative count 20 (losing initiative ties), The Queen Under the Mountain takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row.

- The Queen Under the Mountain triggers a controlled collapse, dropping part of the ceiling on one creature of her choice anywhere within the lair. The creature must succeed on a DC 18 Dexterity saving throw or take 16 (4d8) bludgeoning damage.
- The Queen Under the Mountain signals a hidden, allied crossbow wielder to fire a heavy bolt through an imperceptible slit in the wall at one creature of her choice that she can see. The crossbow wielder makes an attack with +9 to hit, dealing 15 (3d10) piercing damage on a hit.
- The Queen Under the Mountain triggers small explosives hidden in the floor of the lair. A 20-foot radius section of floor, centered on a point of the Queen's choice, begins to shake violently. The section of floor becomes difficult terrain and any creature in the area when this lair action is triggered must succeed on a DC 18 Dexterity saving throw or take 10 (2d10) bludgeoning damage and be knocked prone.



REWARDS

Defeating The queen Under the Mountain awards 15,000 XP and the *Queen's Crusher** warhammer.

THE RADIANT DAWN

The Radiant Dawn existed in the Age of Heroes, where Gods and mortals battled for the fate of the world. It was in one such conflict that the Radiant Dawn was empowered by celestial and divine beings to bring balance back to the world by defeating a great evil. The young firbolg was given the ability to heal and inspire, but in exchange for this great power could do no harm. Alongside a group of legendary heroes, the Radiant Dawn fought and was triumphant, but lost all of their friends in the process. Trapped alone in the collapsed tower of the arch-lich they had battled to destroy, surrounded by the dead bodies of their friends, it was here that the Radiant Dawn discovered that they not only did not age but could not die. The lich's tower held many necromantic magics and through the centuries that passed, the Radiant Dawn delved into them. It was time that twisted them, being alone with only their thoughts for nearly a millennium made the Radiant Dawn bitter and jaded.

When they were rediscovered by a bright but naive archeologist, the Radiant Dawn saw their chance to take revenge on a world that had so cruelly forgotten about them; for extensive questioning had uncovered that the world had also forgotten about the battles raged so long ago, fading from the collective memory into myths and legends. Slowly they began to gather a following of like-minded individuals who either wanted the power, protection, revenge, or the ancient secrets that they thought the Radiant Dawn held. And the Radiant Dawn promised them a sort of immortality, only requiring a small token, their left pinky finger, in return for services rendered. It is only a matter of time now before the Radiant Dawn makes the land tremble for forgetting the sacrifices they and their friends made in ages past.

Aspiration. I will gain the recognition myself and my team deserves for the sacrifices we made to protect the world.

Bond. I once had a group of friends who meant more than the world to me. They are gone and now only I remember them.

Flaw. While empathy is important in understanding those around me, I have found that it's more effective to be feared rather than beloved.



REWARDS

Defeating The Radiant Dawn awards 50,000 XP, the *Caliburn** longsword, and the *Shield of Daybreak**.



FOLLOWERS OF RADIANT DAWN

While Radiant Dawn can't inflict damage on those that they would wish to subjugate, they have collected a motley crew of followers that have sworn allegiance to the once time hero. These lieutenants are always at their beck and call.

Jeb Strongarm (LN, werebear, he/him). Once a family man and farmer, Jeb lost everything when a plague ravaged his village. He came to be one of Radiant Dawn's most loyal followers when they resurrected his family, promising them safety. Jeb also was shown the power of lycanthrope under the Radiant Dawn, a tool that would ensure his family was never harmed again.

Lyla Silvertongue (CN, assassin, she/they). A cunning and ruthless assassin, Lyla came to the Radiant Dawn's notice when she attempted to steal from them. She however earned their respect by pledging loyalty to them instead, using her talents to keep Radiant Dawn's enemies at bay.

Cherry Nettle (CE, archmage, she/her). Cherry was a young, aspiring archaeologist and mage when she first found the ruins of the tower which the Radiant Dawn had been trapped in for centuries. With a small team she was able to excavate the area and found the young firbolg child among the wreckage. Soon though she began to believe in the myths and legends that surrounded this mysterious figure, gaining great power in the process, and has followed them ever since.

The Radiant Dawn

Medium humanoid (firbolg), lawful evil

Armor Class 23 (*+1 mithral plate, shield of daybreak**)
Hit Points 332 (35d8 + 175)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	20 (+5)	17 (+3)	24 (+7)	30 (+10)

Saving Throws Dex +8, Con +12, Wis +14, Cha +17
Skills Acrobatics +8, Deception +24, Insight +14, Medicine +14, Perception +14, Persuasion +24
Damage Resistances necrotic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned
Senses truesight 120 ft., passive Perception 24
Languages Common, Primordial, Sylvan, Celestial
Challenge 23 (50,000 XP) **Proficiency Bonus** +7

Divine Awareness. The Radiant Dawn knows if they hear a lie.

Expertise. The Radiant Dawn adds double their proficiency bonus to any Charisma-based ability check (already calculated above).

Innate Spellcasting. The Radiant Dawn's spellcasting ability is Wisdom (spell save DC 22). They can innately cast the following spells, requiring no material components:

At Will: *calm emotions, command* (5th-level spell), *greater restoration, spare the dying, remove curse*
3/each day: *mass healing word* (7th-level spell, restores 5d4 + 7 hit points), *resurrection, shield of faith*
1/each day: *mass heal, word of recall*

Legendary Resistance (3/Day). If the Radiant Dawn fails a saving throw, they can choose to succeed instead.

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

Relentless Endurance (1/Day). When the Radiant Dawn is reduced to 0 hit points, but not killed outright, they can choose to drop to 1 hit point instead. Additionally, ***Shielded Mind.*** The Radiant Dawn is immune to scrying and to any effect that would sense their emotions, read their thoughts, or detect their location.

Special Equipment. The Radiant Dawn wears *+1 mithral plate* armor and wields both the *shield of daybreak* and *caliburn* (though he can't use their magical properties).

Timeless Body. The Radiant Dawn suffers none of the frailty of old age, and can't be aged magically. They can still die of old age, however. In addition, they don't need food or water.

Undying Rejuvenation. When the Radiant Dawn is reduced to 0 hit points, they gain a new body in 1d10 days, regaining all their hit points and becoming active again. The new body appears within 5 feet of the old one, which disintegrates into ash.

Actions

Healing Touch (4/Day). The Radiant Dawn touches another creature. The target magically regains 30 (6d8 + 3) hit points and is freed from any curse, disease, poison, blindness, or deafness.

Holy Nimbus (1/Day). The Radiant Dawn emanates an aura of sunlight. For 1 minute, bright light shines from them in a 30-foot radius, and dim light shines 30 feet beyond that. While an ally is standing in the aura they heal 15 hit points at the start of their turn.

Leadership. The Radiant Dawn utters a few inspiring words to one creature they can see within 30 feet of them. If the creature can hear them, it can add a d10 to one attack roll or saving throw it makes before the start of the Radiant Dawn's next turn.

Reactions

Parry. The Radiant Dawn adds 7 to their AC against one melee attack that would hit them. To do so, the Radiant Dawn must see the attacker and be wielding a melee weapon.

Unyielding. When the Radiant Dawn is subjected to an effect that would move them, knock them prone, or both, they can use their reaction to be neither moved nor knocked prone.

Shimmering Shield. The Radiant Dawn can use their reaction to create a shimmering, magical field around themselves or another creature they can see within 60 feet of them. The target gains a +2 bonus to AC until the end of the Radiant Dawn's next turn.

Legendary Actions

The Radiant Dawn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Radiant Dawn regains spent legendary actions at the start of its turn.

Move. The Radiant Dawn moves up to their speed without provoking opportunity attacks.

Command Allies. The Radiant Dawn chooses up to three creatures they can see within 30 feet of them. If a chosen creature can see or hear the Radiant Dawn, it can immediately use its reaction to make one weapon attack, with advantage on the attack roll.

Tactical Edge (Costs 2 Actions). Roll a d10 for the Radiant Dawn. The number rolled on the die is subtracted from the next attack roll made against the Radiant Dawn or an ally of their choice within the next minute.

Bolster (Costs 3 Actions). The Radiant Dawn bolsters all creatures of their choice within 120 feet of them until the end of their next turn. Bolstered creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the Radiant Dawn's next turn.

Ru'Hanra, Dragonrider

Ru'Hanra grew up in the Weyr, and her family had been part of the prestigious civilization for several generations, boasting many dragonriders in their numbers. When Ru'Hanra was old enough she was presenting at a Hatching and impressed blue Pralisk. Being bonded with a dragon was everything Ru'Hanra thought it would be and more. She would never be alone, having another soul so close to her heart. They became a part of the aerial defense force of the region, helping to ward off bandits, and large monstrous beasts that would do folk harm. When Ru'Hanra was in her 30th year, a great sickness swept through the land, killing with reckless abandonment. Other civilizations saw the opportunity to weaken the dragonriders, and so refused to send their healers. And those common-folk who had so often sung the dragonrider's praises and thanked them for their protection retreated to their homes, and would not help when the dragon-folk called. Ru'Hanra watched as the once prosperous Weyr declined until only she, Pralisk, and a small clutch of eggs remained. Fueled by a furious sorrow at watching her people decline into extinction, they laid waste to the villages they had sworn to protect, scorching the land barren so nothing and no one would prosper there ever again. Ru'Hanra and Pralisk now prowl the land, seeking vengeance on those of humanity who stood aside in her people's hour of need, no amount of death seeming to sate the duo's thirst. They also look for like-minded, empathic individuals to impress the last clutch of dragon eggs, left before the plague, in hopes of reviving the old Weyr.

Aspiration. I will avenge my Weyr's death on an unkind world that turned their back on us when we needed them the most.

Bond. Pralisk is the most important thing in the world to me. We are bonded now until the end of time.

Flaw. My duty to my Weyr and to my dragon come first, and as such I often dismiss others and their problems as unimportant.

Ru'Hanra's Lair

Ru'Hanra and Pralisk (**young blue dragon**) make their home in the abandoned Weyr that was once their thriving dragonrider civilization. The eerie site is a long dead volcanic crater,situated at the fair end of a barren landscape. The crater has many little cave openings to the inner bowl that used to be home to dragons who would sun themselves on their ledges.

Ru'Hanra and Pralisk act together in combat, sharing the same turn, but each able to take their own actions, bonus actions and movement. Ru'Hanra, while mounted on Pralisk, uses her dragon's flight speed, rarely landing, and not dismounting unwillingly. While there are two combatants, only one lair action is usable each round, triggered by Ru'Hanra on initiative count 20.

REWARDS

Defeating Ru'Hanra and Pralisk together awards 25,000 XP and the *Lightning Rapier**.



Lair Actions. On initiative count 20 (losing initiative ties), Ru'Hanra takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row.

- Part of the ceiling collapses above one creature that Ru'Hanra can see within 120 feet of her. If the target is a Large or smaller creature, it must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A buried creature can take an action to make a DC 10 Strength (Athletics) check, ending the buried state on a success.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point Ru'Hanra can see within 120 feet of her. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded 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.
- Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the Ru'Hanra can see. They must be within 120 feet of Pralisk and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

Ru'Hanra Dragonrider

Medium humanoid, neutral evil

Armor Class 18 (studded leather), 23 (mounted)
Hit Points 153 (18d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	18 (+4)	14 (+2)	10 (+0)	18 (+4)

Saving Throws Dex +10, Wis +4
Skills Acrobatics +10, Animal Handling +4, Insight +5, Medicine +4, Perception +4, Stealth +10
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities lightning
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic, Thieves' Cant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Archery Expert. Ru'Hanra's ranged weapon attacks ignore half cover and three-quarters cover, and attacking at long range doesn't impose disadvantage on her ranged weapon attack rolls.

Dragonback Combatant. Ru'Hanra has advantage on melee attack rolls against any unmounted creature that is smaller than her mount, and has three-quarters cover while mounted on Pralisk.

Innate Spellcasting. Ru'Hanra's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *blade ward, misty step, ray of frost* (3d8)
3/day each: *absorb elements* (5d6), *blur, ensnaring strike* (5d6), *shield*
1/day each: *animal friendship, blink, expeditious retreat, fire shield, hunter's mark*

Legendary Resistance (2/Day). If Ru'Hanra fails a saving throw, she can choose to succeed instead.

Magic Resistance. Ru'Hanra has advantage on saving throws against spells and other magical effects.

Magic Weapons. Hu'Hanra's weapon attacks are magical.

Mounted Flyby. Ru'Hanra and Pralisk don't provoke opportunity attacks when flying out of an enemy's reach.

Spell Sharing. If Ru'Hanra casts a spell with a range of self, the spell also affects her dragon, Pralisk. A shared spell's effects end for the mount instantly if Ru'Hanra is no longer mounted.

Telepathic Bond. Ru'Hanra can telepathically communicate with her dragon, Pralisk while they are within 120 feet of each other.

Actions

Multiattack. Ru'Hanra makes two attacks with her lightning rapier or longbow.

Lightning Rapier*. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage and 4 (1d8) lightning damage. The lightning then splits into 3 bolts, arcing up into the air. Up to 3 creatures of Ru'Hanra's choice within 30 feet of the original target must make a DC 18 Dexterity saving throw or take 13 (3d8) lightning damage, or half as much on a success.

Longbow. *Ranged Weapon Attack:* +10 to hit, reach 150/600 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage, and Ru'Hanra can select an additional effect below. Ru'Hanra can only use one of the same arrow type per turn.

- *Entangling Arrow (2/Day).* The target must make a DC 18 Strength saving throw or be restrained. It can repeat the saving throw at the beginning of its next turn, ending the effect on a success.
- *Explosive Arrow (5/Day).* The target and each creature within 5 feet of it must make a DC 18 Dexterity saving throw or take 13 (3d8) bludgeoning damage and be knocked prone. On a successful save, a creature takes half as much damage and is not knocked prone.
- *Fire Arrow.* The target takes an additional 18 (4d8) fire damage and half of that damage at the start of its next turn.
- *Flash-Bang Arrow (2/Day).* The target and each creature within 10 feet of it must make a DC 18 Wisdom saving throw or be blinded and deafened for the next minute. A creature can repeat the saving throw at the end of each of its turns, ending both conditions on a success.
- *Ice Arrow.* The target takes an additional 9 (2d8) cold damage and must make a DC 18 Constitution saving throw. On a failure, its speed is halved until the end of its next turn, and it can't take reactions until the end of Ru'Hanra's next turn.
- *Poison Arrow.* The target must make a DC 18 Constitution saving throw or be poisoned for the next minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Bonus Actions

Nimble Escape. Ru'Hanra can take the Disengage or Hide action as a bonus action on each of her turns.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Ru'Hanra deflects the missile. The damage she takes from the attack is reduced by 23 (1d10 + 18). If the damage is reduced to 0, Ru'Hanra catches the missile if it's small enough to hold in one hand and Ru'Hanra has a hand free.

Mounted Warding Maneuver (4/Day). If Ru'Hanra or Pralisk is hit by an attack, Ru'Hanra can roll 1d8 and add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance against the attack's damage. She must be wielding a melee weapon.

Legendary Actions

Ru'Hanra can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ru'Hanra regains spent legendary actions at the start of her turn.

Dragon Sense. Ru'Hanra can use an action to see through Pralisk's eyes and hear what the dragon hears, and continue to do so until she returns to her normal senses as a free action. While perceiving through Pralisk's senses, she gains the benefits of any special senses possessed by Pralisk, though she is blinded and deafened to her own surroundings.

At-Will Spell. Ru'Hanra casts an at-will spell.

Lightning Breath (Recharge 5-6; Costs 2 Actions). While mounted on Pralisk, Ru'Hanra directs Pralisk to use their Lightning Breath as a reaction.

Wing Attack (Costs 2 Actions). Pralisk beats their wings. Each creature within 10 feet of Pralisk must succeed on a DC 16 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. Pralisk can then fly up to half their flying speed.

Move (Costs 3 Actions). Ru'Hanra directs Pralisk to move up to their flying speed, and makes a weapon attack.

THE RUSTED HAND

The Rusted Hand was once a soldier, fighting for one of the countless wars across the land. They were left behind, thought dead, in a massive battlefield. For days they crawled across the blood-soaked ground, barely clinging to life. But they did not die.

Something changed inside them on that battlefield. Their perspective warped and they shed the remnants of the humanity they once had. They were no longer a person, but a tool—a tool with a singular purpose: to end war. They remained on the battlefield for a time, regaining their strength by gathering up every single fallen weapon from the battle and burning it. They traveled, training with some of the greatest hand-to-hand masters in the land before ultimately killing them. They funded magical research that led to the creation of their eponymous rusted hand technique, a magical martial art designed to destroy metal weapons—before, of course, tying up the loose ends of the wizards as well.

Now, the Rusted Hand has eliminated everyone who once knew their identity. They have truly become a force of nature, a hushed rumor that arrives and decimates local forces. The Rusted Hand seeks the destruction of every weapon and, ultimately, every person who would wield one. The shattered remnant of a sword they carry on their back is the final reminder: they, too, are a weapon and must someday be destroyed.

Aspiration. I will end the foolish wars of the world by removing the weapons—and anyone who disagrees.

Bond. I use the knowledge others can teach me, but must eliminate anyone who gets too close or is too deadly.

Flaw. I am single-minded and straightforward in my pursuit with little sense of larger scope.

REWARDS

Defeating The Rusted Hand awards 20,000 XP and the *rusting blade** wondrous item.



The Rusted Hand

Medium humanoid (any race), chaotic neutral

Armor Class 19 (unarmored defense)
Hit Points 190 (18d8 + 100)
Speed 55 ft. (unarmored movement)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	19 (+4)	14 (+2)	19 (+4)	11 (+0)

Saving Throws Str +9, Dex +11, Con +10, Int +8, Wis +10, Cha +6
Skills Athletics +9, Acrobatics +11, Perception +10
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned, stunned
Languages Common plus two languages
Challenge 18 (20,000) **Proficiency Bonus** +4

Evasion. If the Rusted Hand is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Legendary Resistance (3/day). If the Rusted Hand fails a saving throw, they can choose to succeed instead.

Magic Weapons. The Rusted Hand's unarmed attacks are considered magical for the purposes of overcoming damage resistance or immunity.

Unarmored Defense. While the Rusted Hand is wearing no armor, their Armor Class includes their Dexterity and Wisdom modifiers.

Actions

Multiattack. The Rusted Hand can make one attack with its rusting strike and two punch attacks.

Rusting Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage, and if the target is wielding a nonmagical weapon made of metal, it must succeed on a DC 18 Wisdom saving throw or its weapon corrodes. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Punch. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage.

Disarm. The Rusted Hand attempts to disarm an enemy. One creature of the Rusted Hand's choice within 5 feet of the Rusted Hand's choice must succeed on a DC 18 Strength saving throw or drop anything they are holding.

Bonus Actions

Flurry of Blows. The Rusted Hand makes two punch attacks.

Reactions

Destroy Missile. As a reaction to being hit by a ranged weapon attack, the Rusted Hand deflects the missile. The damage they take from the attack is reduced by 1d10 + 23. If the damage is reduced to 0, the Rusted Hand completely disintegrates the missile. If the missile is dissolved in this way, the attacker must succeed on a DC 18 Wisdom saving throw or be affected by a temporary rusting curse. Any metal weapon it touches takes a -3 penalty to attack and damage rolls until the end of its next turn.

Legendary Actions

The Rusted Hand can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Rusted Hand regains spent legendary actions at the start of their turn.

Punch. The Rusted Hand makes a punch attack.

Stunning Strike (Costs 2 Actions). The Rusted Hand makes a punch attack. On a hit, the target must succeed a DC 18 Constitution saving throw or be stunned until the end of the Rusted Hand's next turn.

Unstoppable. The Rusted Hand moves up to their speed without provoking opportunity attacks.



THE SHADOW

The road to the Nine Hells is paved with good intentions, or so it has been said in many corners of the realms. The Shadow is one of these beings who knows this more than most. Whatever mortal life they lived before they took on this power was given away in a bargain with their Far Realm patron.

Laying on the battlefield, nearly dying, the Shadow was given one offer from this otherworldly power: get up and refuse to die. Great powers will be bestowed upon their body, which they can use in any way they see fit, but every time they do their aasimar light fades. When it winks out, they will become the leader of an army to wage war on the mortal realms on behalf of their vile patron. As their light fades, memories of their mortal life disappear.

The years have not been kind to the Shadow. They have nearly no memory of their previous life, and now are obsessed with ensuring the power they use destroys evil in all its forms. At the start, the Shadow may have overlooked someone stealing to feed their family. Now, they wouldn't even think twice to eviscerate a drunkard who mistakenly bumped into someone under the thought that those who assault others are evil. The Shadow has become the totalitarian expression of law, not justice.

The Shadow looks like a dusky-skinned elf at first glance, although their eyes are dim pools of black with irises of white. Their body is wrapped in chains of varying thicknesses, while their black cape looks old and torn, with a red interior. Two white stripes extend down their arms, legs, and face.

Aspiration. I will abolish as much evil from this world as I can, before I fall to darkness.

Bond. At first, I may have had compassion for those unknowingly evil, but now I find no excuses and make no exceptions for the smallest infractions.

Flaw. Having existed this long, using this power with reluctance, I believe that defeating evil is always worth the cost, no matter what.

THE SHADOW
AS A MYTHIC ENCOUNTER

The Shadow is a powerful encounter on their own, but if the adventurers want a true challenge fit for the gods, you can use their Fading Light trait. Using this trait marks a drastic turn in the encounter as the Shadow is taken over by their patron in battle. Once the Shadow has used this trait, they can choose one of their mythic actions when they use a legendary action.

Read or paraphrase the following text when the Shadow uses their Fading Light trait:

> As the Shadow falls to one knee, their glowing green blood splattered across their frame, the shadows around the room darken. Eyes without lids open as though the darkness was composed of some otherworldly creature. The creature speaks from unseen mouths: "I am not done with you, our contract is not yet complete. You will finish this."
>
> Suddenly, the Shadow begins to transform. Their muscles flex and grow, splitting from under their skin. Their cape and chains take on a more infernal appearance, with razors along the chains and the cape growing leather scales. Face twisting in pain, the Shadow's voice and that of the creature from the Far Realms merge and their scream becomes indescribable.
>
> "I agreed to take this power, trying to use it to do good in the world. If you don't end me now, my master will use me to conquer this realm. They were right, this needs to be finished... immediately. Please, release me from their power."

REWARDS

Fighting the Shadow as a mythic encounter is equivalent to fighting two CR 18 creatures in one encounter. Award a party 40,000 XP for defeating the Shadow after they use their Fading Light feature. You can also reward the party with the *blessing of misery** and *cloak of shadows**, in addition to any other treasure they might hold.



The Shadow

Medium humanoid (aasimar), lawful evil

Armor Class 16 (Chains of Misery*, 19 with mage armor)
Hit Points 266 (41d8 + 82)
Speed 30 ft., climb 30 ft. (the Shadow doesn't need to use their hands or feet and can move horizontally or vertically while climbing).

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

Saving Throws Wis +7, Cha +11
Skills Arcana +7, History +7
Damage Resistances necrotic, psychic, radiant
Senses darkvision 60 ft., passive Perception 11
Languages celestial, common, telepathy 30 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Chains of Misery*. The chains that wrap around the Shadow's body can be telepathically controlled. The Shadow's chains can anchor to any surface and allow the Shadow to move as though levitating up to 30 feet away from an anchored point.

Additionally, when the Shadow initiates a grapple, it can use these chains. When it does, it can make the relevant ability checks using its Charisma modifier. As an action, the Shadow can move a creature it has grappled to any point within 30 feet of them as though the grappled creature were levitating.

Fading Light (Mythic Trait, Recharge on a Short or Long Rest). When the Shadow is reduced to 0 hit points, they do not fall unconscious or die. Instead they regain 133 hit points and gain an equal number of temporary hit points as the last remaining points of morality are lost and the villain falls into darkness.

Additionally, the Shadow's creature type becomes fiend (devil).

Innate Spellcasting. The Shadow's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 19), requiring no material components:

At will: *detect magic, jump, levitate, light, mage armor* (self only), *speak with dead*
1/day each: *arcane gate, true seeing*

Spellcasting. The Shadow is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

Whispering Aura. At the start of each of the Shadow's turns, each creature of its choice within 5 feet of it must succeed on a DC 19 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the Shadow isn't incapacitated.

Actions

Multiattack. The Shadow can make four attacks with its Razor Chains. If a creature is hit with two of these attacks, that creature is automatically grappled by it. The Shadow can grapple two creatures this way.

Dagger. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Healing Hands. As an action, the Shadow can touch a creature and cause it to regain 21 hit points. Once this trait is used, it can't use it again until it finishes a long rest.

Necrotic Shroud. Unleashing divine energy from within, the Shadow's eyes become pools of darkness and their cape turns into a pair of great shadowy wings. Creatures within 10 feet who can see the Shadow must succeed on a DC 19 saving throw or become frightened until the end of the Shadow's next turn.

In addition, once per turn the Shadow's weapon and spell attacks deal 21 extra necrotic damage.

This lasts for 1 minute or until the Shadow ends it as a bonus action.

Razor Chains. Melee or *Ranged Weapon Attack:* +11 to hit, reach 15 ft. or range 30 ft., one target. Hit. 16 (2d10 + 5) bludgeoning damage. Grappled creatures take an additional 10 damage as part of this attack.

Mythic Actions

If the Shadow's mythic trait is active, they can use the options below as legendary actions, as long as they have temporary hit points from their Fading Light.

Cursed Green Flame. The Shadow's arms are wreathed in green flame. Until the start of their next turn, any damage dealt by The Shadow can't be healed by magic. This curse lasts until the affected creature completes a long rest.

Shadow Jump. The Shadow can teleport to any location it can see within 100 feet. If this area is in dim light or darkness, the Shadow can make a single weapon attack as part of this movement. The Shadow can choose to bring grappled creatures as part of this movement.

Wrath of Heaven (Costs 2 actions). Any non-good creature currently grappled by the Shadow takes 21 radiant damage.

STONEFIST

Stonefist was a belligerent dwarf who insulted a clan of merchants, kept talking, and instigated a fight. The merchants swung first, and the next thing Stonefist remembers, he was outside the dwarven citadel with short-term memory loss and a tattoo signifying he'd been exiled. Because Stonefist couldn't remember provoking a fight, he reasoned he must have been treated unfairly. The only way to ensure Stonefist could get the treatment he wanted would be to amass incredible power and to always try and strike first.

When Stonefist learned he was in a fight with dwarven merchants, he declared a vendetta against all merchants. They are all profiteers making money off the labor of others! Local bandits saw his success on the trade roads and asked to follow him and share in the bounty. Stonefist was thrilled to finally have friends, and even now, he rarely looks too closely at what they are doing. Worst comes to worst, a few good punches can maintain discipline.

After two years of punching his way through life, Stonefist has managed to merge his violent temper with a singularity of purpose that can rival a master monk. Some join him hoping for training, which he will give to any with a compatible personality, regardless of their background or identity. Others join for materialistic reasons. All sleep with one eye open, because as good as Stonefist is at reading people, he gets easily confused and then commits violence until he thinks he fixed the problem. Followers learn to try and direct that violence outside the bandit camp and towards the nearest traders, because Stonefist always hears "traders" as "traitors."

Aspiration. I will take everything that merchants have.

Bond. I can never forget my exile, and must punch first before others punch me!

Flaw. There is no problem that I can't punch. After all, so-called "smart people" rely on easily punched books!

REWARDS

Defeating Ethil-Vaan awards 25,000 XP and the *heart of a giant** wondrous item.

Stonefist

Medium humanoid (dwarf), chaotic neutral

Armor Class 19 (Unarmored Defense)
Hit Points 294 (28d8 + 168)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	22 (+6)	8 (-2)	20 (+5)	15 (+2)

Saving Throws Str +12, Dex +9, Con +12, Wis +11
Skills Acrobatics +9, Athletics +12, Insight +17, Perception +11
Damage Resistances poison
Condition Immunities charmed, frightened
Senses darkvision 60 ft., passive Perception 21
Languages Common, Dwarvish, Thieves' Cant
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Special Equipment. Stonefist is attuned to the *heart of a giant** and slippers of spider climbing.

Alert. Stonefist has a +5 bonus to initiative rolls and cannot be surprised.

Dwarven Resilience. Stonefist has advantage on all saving throws against being poisoned.

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

Flow Like Water. Stonefist can escape any grapple or creature restraining him by spending 5 feet of movement, as if by a *freedom of movement* spell.

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

Magical Weapons. Stonefist's unarmed attacks are considered magical for the purposes of overcoming damage resistance or immunity.

Unarmored Defense. While Stonefist is wearing no armor, his Armor Class includes his Constitution modifier.

Actions

Multiattack. Stonefist can make one Stunning Strike and then two Punch attacks.

Stunning Strike. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 22 (3d8+9) bludgeoning damage. On a hit, the target must succeed a DC 19 Constitution saving throw or be stunned until the end of Stonefist's next turn.

Punch. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 22 (3d8+9) bludgeoning damage.

Furious Charge. Stonefist moves between 60 and 100 feet in a straight line. All creatures within 5 feet of his path must make a DC 19 Strength saving throw. On a failure, that target suffers 54 (12d8) force damage and is knocked prone. On a success, that creature takes half as much damage and remains standing.

Reactions

Pummel Missile. As a reaction to being hit by a ranged weapon attack, Stonefist deflects the missile. The damage he takes from the attack is reduced by 3d10 + 20. If the damage is reduced to 0, Stonefist shatters the missile and the attacker must succeed a DC 19 Wisdom saving throw or be frightened of Stonefist until the end of its next turn.

Legendary Actions

Stonefist can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Stonefist regains spent legendary actions at the start of his turn.

More Punching! Stonefist makes a Punch attack.

Reposition. Stonefist moves up to his full movement speed without provoking opportunity attacks.

Impatient Defense (Costs 2 Actions). Stonefist gains resistance to all bludgeoning, piercing, and slashing damage until the end of his next turn. Additionally, whenever a creature within 5 feet of Stonefist does damage to him during this time, he can retaliate by making a Punch attack as an additional reaction.


"Dwarven merchants kicked me out of the clan for some incredibly stupid reason, and now I like to beat people up instead of make business deals. The simple life is the best life!"
- Stonefist

THANATOS

The Black Queen. Whispered Death. Sword-Storm. She claims many titles, but none are so apt as Thanatos: death incarnate. It is difficult to sort truth from legend, but most agree Thanatos began her rise to fame as a knight. She fought in the endless wars of the crown, earning acclaim for her incredible ability with the sword. She was granted titles and land; over time, she became queen of her own territory.

But she was dissatisfied. All around her, Thanatos saw chaos—war, monsters, men. Not in her land, she decided, and she set about creating a perfectly ordered kingdom. It took years and a cruel, bloody hand, but she accomplished her goal. With every encounter, she grew in knowledge and strength; from every enemy slain and monster defeated, she took inspiration and magic, becoming nigh-unstoppable. Her convictions were so firm that a demon with similar aspirations took notice—and submitted itself to her. Infused with demonic power, Thanatos rose to new heights. As a combatant, Thanatos is deadly—she has no hesitation about finishing off wounded enemies as quickly as possible.

Now she seeks to spread her vision of perfect order across the world. Her power is vast and complex—can anyone truly stand against Thanatos?

Aspiration. I will bring order to the world and eliminate anything that opposes my vision.

Bond. I only have use for those that share my goals. My subjects are only truly my subjects if they obey—and anyone not my subject is my enemy.

Flaw. I am too often required to solve problems myself, and it stretches me thin.

Thanatos's Lair

Thanatos has fortified her Castle of Shadows over the years. It was built to withstand a siege: it cannot be scried upon, and once per week, it can create a magical wall of force surrounding the entire castle that lasts up to one hour. There are several "hidden" paths into the castle, but each is heavily trapped. Thanatos's sanctum is constantly dim with magical lights, creating large, flickering shadows.

Lair Actions. On initiative count 20 (losing initiative ties), Thanatos takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row.

- Thanatos casts *darkness* at any point she can see within range. This spell does not require material components or concentration and lasts until she uses another lair action.
- Thanatos weaponizes the shadows of her attackers. Up to six creatures of Thanatos's choice that cast shadows must succeed on a DC 20 Strength saving throw or be restrained by their own shadow. Affected creatures can repeat their saving throw at the end of each of their turns. This effect lasts until a creature saves against it or until it no longer casts a shadow. A creature that saves against this effect is immune to it for one hour.
- Thanatos casts *daylight* at any point within range. This spell lasts until she uses another lair action.



SHADOW STEED

Thanatos is bound to a shadow pegasus that can optionally be used in battle, as a mount or independently. It can receive telepathic commands from Thanatos so long as it is within 120 feet of her, and will always act in accordance with Thanatos's wishes.

THANATOS
AS A MYTHIC ENCOUNTER

Thanatos is a powerful encounter on her own, but if the adventurers want a true challenge, you can use her Shadow Soul trait. Using this trait marks a significant shift in the encounter as Thanatos releases the power of her demonic soul. Once Thanatos has used this trait, she can choose one of his mythic actions when she uses a legendary action.

Read or paraphrase the following text when Thanatos uses her Shadow Soul trait:

> Thanatos falls to one knee, leaning on her glowing blade. Her eyes sparkle a deep red in the blade's light—which begins to grow. A bright light flashes, splashing a massive shadow behind Thanatos. The shadow is unfamiliar, more akin to a demon than a woman. The shadow begins to move on its own, and it pushes itself into Thanatos, who begins to emanate a dark power.

REWARDS

Fighting Thanatos as a mythic encounter is equivalent to fighting two CR 26 creatures in one encounter. Award 180,000 XP for defeating Thanatos after she uses her Shadow Soul trait. You can also reward them with *Shadowcaster** and, optionally, command of her shadow pegasus.

Shadow Pegasus

Large fiend, chaotic evil

Armor Class 15
Hit Points 127 (15d10 + 45)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Dex +4, Wis +4, Cha +3
Skills Perception +4
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 14
Languages Common, Elvish, Infernal, and Sylvan but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, plus 14 (4d6) necrotic damage.

Thanatos

Medium humanoid (human), lawful evil

Armor Class 21
Hit Points 420 (40d8 + 240)
Speed 30 ft.

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

Saving Throws Str +14, Dex +12, Con +13
Skills Athletics +14, Arcana +11, Perception +11
Damage Resistances cold, force; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities necrotic
Condition Immunities blinded, charmed, frightened, stunned
Senses darkvision 120 ft., passive Perception 20
Languages Common, Elven, Abyssal, Undercommon
Challenge 26 (90,000 XP) **Proficiency Bonus** +8

Innate Spellcasting. Thanatos's spellcasting ability is Charisma (spell save 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *chill touch* (4d8), *darkness*, *detect magic*
3/day each: *hunger of hadar* (6th level), *cloud of daggers* (6th level), *shadow blade* (7th level)
1/day: *mordenkainen's sword*

Legendary Resistance (3/day). If Thanatos fails a saving throw, she can choose to succeed instead.

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

Magic Weapons. Thanatos's weapon attacks are magical.

Shadow Soul (Mythic, Recharges After Short or Long Rest). If Thanatos is reduced to 0 hit points, she does not fall unconscious. Instead, she regains 420 hit points and emanates shadows. She becomes immune to bludgeoning, piercing, and slashing damage from nonmagical weapons and is considered to always have half cover when in dim light or darkness. Additionally, she may change her size as described in *enlarge/reduce* as a bonus action while in dim light or darkness.

Actions

Multiattack. Thanatos makes three attacks with *Shadowcaster*.

Shadowcaster*. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage, or 13 (1d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage. In addition, the target must succeed on a DC 15 Constitution saving throw or become blinded until the end of its next turn.

Flashbang. Thanatos dims the area around her before flashing *Shadowcaster* with a magical blast. Each creature of Thanatos's choice that is within 60 feet of her and able to see must succeed on a DC 20 Constitution saving throw or become stunned for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Thanatos's Flashbang for the next hour.

Legendary Actions

Thanatos can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Thanatos regains spent legendary actions at the start of her turn.

Shadowcaster. Thanatos makes one attack with *Shadowcaster*.

Shadow Strike. Thanatos chooses one target within 60 feet of her that is near a shadow. The target must succeed on a DC 20 Strength saving throw or be restrained by the shadow until the end of its next turn.

Shadow Step (Costs 2 Actions). Thanatos steps into any shadow and emerges from any other shadow within 60 feet of her.

Mythic Actions

Mirror Shadow. Thanatos makes one attack with *Shadowcaster*. Simultaneously, a shadow duplicate of *Shadowcaster* emerges from any shadow within 60 feet of Thanatos and makes one attack against a creature within 5 feet of it.

Blind (Costs 2 Actions). Thanatos emits a globe of magical darkness that extends 30 feet from her in all directions. This darkness extends around corners. Thanatos and creatures with truesight are the only creatures who can see in this darkness; all others are considered blinded.

Circle of Death (Costs 3 Actions). Thanatos casts *circle of death* (save DC 20) centered on herself.

THROGG STORMCALLER, LORD OF THE DARKCLOUD

An iron-handed warlord of immense power, Throgg is a thunderous force of elemental might, capable of single-handedly matching even the most powerful dragons in raw strength alone.

Throgg believes that power, above all things, is the key to victory, and never steps down from a fight, no matter how out matched he might appear to be. Throgg has been involved in many battles throughout his rule, from invading armies of noble lords to ancient dragons, and all have eventually succumbed to the weight of his magical greataxe, Worldbreaker. During such battles, Throgg can be found wherever the fighting is thickest, beating assailants to death with his bare hands or leaving a bloody trail of dismembered bodies from Worldbreaker.

Though an sufficiently formidable foe in his own right, Throgg's campaign of looting and pillaging eventually brought him to the temple of a long-forgotten storm god, to whom he pledged his allegiance in exchange for The Darkcloud, a magical tempest that grants its bearer unnaturally long life and control over elemental storms. Vast swathes of sheet lightning, dense fog, whirling winds, and ferocious firestorms are all members of Throgg's ever-expanding arsenal – an arsenal that many who face him learn to fear and respect in equal measure.

Throgg's pride is both his greatest strength and often his greatest weakness. As powerful as he is, Throgg can never resist rising to a challenge, even if it means leaving his armies vulnerable or his fortifications unguarded. He thrives on the thrill of war, and when one isn't present, he remains content to entertain himself by hunting would-be adventuring groups foolish enough to try and wrest free his grip on the region.

Throgg's citadel resides in a vast mountain range located within the Greenbell Plains, and sits upon the site of a ruined dwarven stronghold, once belonging to an ancient red dragon. After killing the dragon, Throgg took the creature's treasure for himself, transforming its lair into a vast golden vault. It is here, deep within the mountain itself, that Throgg's success lies. Capable of paying his armies large sums of wealth for their loyalty, Throgg's financial dominance over the region has gone unchallenged for centuries.

Aspiration. "I will loot the dwarven cities to the north, and raid the domains of humans to the south until all lands fly the banner of Throgg the Stormcaller in their halls."

Bond. "I see value in those capable of standing their ground. Those who flee or cower at my presence, however, I see nothing of value - and can only offer them a quick death."

Flaw. "My pride is my downfall - I can't help but accept a challenge, no matter how much the victory might cost me."

REWARDS

Defeating Throgg Stormcaller awards 75,000 XP and the *Worldbreaker** greataxe.



Throgg's Lair

Throgg resides in a vast fortress, converted from an ancient dwarven stronghold. The bones of an ancient dragon sit suspended above Throgg's mighty throne room, covered in golden statues and animal hides.

Lair Actions. On initiative count 20 (losing initiative ties), Throgg can take a lair action to cause one of the following effects. He can't use the same effect two rounds in a row.

- Throgg's melee weapon attacks deal an additional 10 (3d6) fire damage until the end of his next turn.
- One creature of Throgg's choice within 60 feet of him briefly erupts into flames, taking 16 (5d6) fire damage.
- A burst of wind emanates from Throgg. All Large or smaller creatures within 15 feet of him must succeed on a DC 17 Strength saving throw or be pushed back 10 feet and knocked prone.

Throgg Stormcaller

Large humanoid (giant), lawful evil

Armor Class 19 (natural armor)
Hit Points 255 (30d8 + 120)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	18 (+4)	18 (+4)	11 (+0)	13 (+1)

Saving Throws Str +15 Con +12, Wis +8, Cha +9
Skills Animal Handling +8, Perception +8,
Damage Resistances cold
Condition Immunities blinded, deafened, frightened, incapacitated
Senses darkvision 60 ft., passive Perception 18
Languages Common, Giant
Challenge 25 (75,000 XP) or 26 (90,000 XP) when in lair
Proficiency Bonus +8

Indomitable Might. When making a Strength check, Throgg can't roll a result lower than a 21. This trait doesn't function if Throgg rolls a 1 on the d20.

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

Long Life. Throgg can't be aged magically. For every ten years that pass, Throgg ages only 1 year.

Powerful Build. Throgg counts as one size larger when determining his carrying capacity and the amount of weight he can push, drag, or lift.

Throgg's Rage. As a bonus action, Throgg can enter a frenzied rage, which lasts for 1 hour, or until Throgg is reduced to 0 hit points, knocked unconscious, or chooses to end it as a free action on his turn. While raging, Throgg has advantage on Strength checks and saving throws, gains resistance to bludgeoning, piercing and slashing damage, and has a +5 bonus to melee weapon attack and damage rolls that use Strength.

Reckless. At the start of his turn, Throgg can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him until the start of his next turn.

Relentless Rage. If Throgg drops to 0 hit points while raging and doesn't die outright, he can make a DC 10 Constitution saving throw to drop to 1 hit point instead. This DC increases by 2 for each successful save, and resets to 10 after a short or long rest.

Tempered Instincts. Throgg has advantage on initiative rolls and can't be surprised.

Warrior's Critical. When determining the damage dealt on a critical hit, Throgg can roll five additional weapon damage dice and add the numbers rolled to the total.

Actions

Multiattack. Throgg makes three attacks with his magical greataxe, Worldbreaker. If raging, Throgg makes Raging *Worldbreaker* attacks instead.

Worldbreaker*. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Raging Worldbreaker. *Melee Weapon Attack:* +20 to hit, reach 5 ft., one target. *Hit:* 21 (2d6 + 14) slashing damage.

Invocation of The Darkcloud (1/Day). While raging, Throgg can call upon the magic of the Darkcloud to create a vast lightning storm, which emanates out from him in a 200-foot-radius. The storm moves with Throgg, and lasts for the duration of his rage, or until he chooses to end it as a bonus action. The storm lightly obscures the area, and at the start of Throgg's turn, emits a burst of lightning, which strikes a point of Throgg's choice within 60 feet of him. Creatures within 5 feet of that point must make a DC 22 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much on a successful one. The bolt of lightning ignites flammable objects that aren't being worn or carried. While active, the darkcloud grants Throgg the following benefits:

- Resistance to fire and thunder damage, and immunity to lightning damage.
- Creatures that move within 5 feet of Throgg for the first time on a turn or end their turn there take 10 (3d6) lightning damage.
- Throgg gains a flying speed of 60 feet and can hover.
- As an action, Throgg can innately cast the following spells at 6th-level (save DC 22): *fireball, lightning bolt, wall of fire, or chain lightning.*

Reactions

Stone's Endurance (3/Short Rest). When Throgg takes damage, he reduces the incoming damage by 10 (1d12 + 4).

Legendary Actions

Throgg 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. Throgg regains spent legendary actions at the start of his turn.

Menacing Bellow (Costs 2 Actions). Throgg unleashes a mighty roar in a 60-foot-radius sphere centered on himself. Creatures that can see and hear Throgg must succeed on a DC 22 Wisdom saving throw or become frightened of him for 1 minute. While frightened in this way, the target's speed is reduced to 10 feet (if it wasn't less already). If the target was already frightened of him, it becomes stunned instead. A creature can repeat the saving throw at the end 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 Throgg's Menacing Bellow for 24 hours.

Storm's Fury (Costs 2 Actions). Throgg becomes surrounded by an intense-but-brief lightning storm. Each creature within 15 feet of Throgg must make a DC 22 Constitution saving throw as the storm lashes out at them. A creature takes 28 (8d6) lightning damage on a failed save, or half as much on a successful one.

Warlord's Strike. Throgg makes a melee weapon attack against a target within range.

VILEA VICE

A master-thief-turned-psychopath, Vilea Vice is a terrifyingly skilled killer, capable of transforming almost any object into a lethal weapon and driven by a love for magical artifacts.

Vilea Vice began her long career as a blade-for-hire, aiding smugglers and thieves in their pursuit of riches. Vice took great pleasure in the completion of a job—even more if it was executed efficiently enough to avoid alerting nearby law enforcement. As her skills grew, however, so did her desire for greater challenges. After many months of employment, she found herself wanting, no longer content with simple smuggling or the occasional hit-job for an ambitious noble. On the eve of the new year, she left for the adventuring life and never looked back.

With her exceptional talents, Vice soon found herself inundated with jobs, from monster hunting to treasure seeking, and she took them all with gusto, eager to experience what the world outside the smuggler's coves had to offer. By the time she had joined a group on an expedition to slaughter an ancient blue dragon, Vice had developed a passion for creative kills and mysterious trinkets—a passion that would soon form the final road in her path to villainy.

Upon arriving in the dragon's lair, Vice stumbled across an ancient artifact of incredible power, which she named "the Bright Stone." The stone granted Vice incredible magical resistances and heightened her already formidable skillset to a level akin to the mightiest wizards. Along with this advancement in skill, however, Vice also found the artifact heightened her passions, transforming her love of creative kills and fascination with magical trinkets into a twisted obsession that drove her to madness. That night, as they slept, Vice killed each member of her adventuring group one by one, slitting their throats and stealing their magical items for her own. By morning, the vast gold piles upon which they made their camp were stained red with blood, and Vice herself was gone, along with many of the dragon's greatest artifacts.

Now corrupted by the Bright Stone, infused with the power of stolen magic, and burdened with an overwhelming murderous intent, Vilea Vice has turned her focus to the ancient city of Waterdeep and the riches said to lie beneath its very foundations...

Aspiration. I will become the greatest killer the world has ever seen.

Bond. There is but one force that drives all of mortalkind forward—the desire for knowledge and gold.

Flaw. I can't control myself when I'm shown a new magical object—I must have it, and I will kill anyone or anything to obtain it.



REWARDS

Defeating Vilea Vice awards 41,000 XP and *The Bright Stone** wondrous item.

Vilea Vice

Medium humanoid (human), chaotic evil

Armor Class 18 (natural armor)
Hit Points 357 (42d8 + 168)†
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23† (+6)	20 (+5)	19† (+4)	15 (+2)	20 (+5)	17 (+3)

Saving Throws Dex +13, Int +10, Wis +13
Skills Investigation +18, Acrobatics +21, Perception +21, Deception +18, Intimidation +18
Condition Immunities charmed, frightened, paralyzed†, restrained†
Senses blindsense 30 ft., darkvision 60 ft., passive Perception 30
Languages Common, Undercommon, Thieves' Cant
Challenge 22 (41,000 XP) **Proficiency Bonus** +8†

Cloak of Displacement.† Vilea wears a magical cloak that projects an illusion which masks her movements, causing any creature to have disadvantage on attack rolls made against her. If she takes damage, this trait ceases to function until the start of her next turn.

Cunning Action. Vilea can take the Dash, Disengage or Hide action as a bonus action.

Elusive. Attack rolls made against Vilea can never be made with advantage as long as she remains conscious, and she can't be surprised.

Evasion. When Vilea is subjected to an effect that allows her to make a Dexterity saving throw to take half damage, she instead takes no damage on a successful save and only half damage on a failure.

Hat of Disguise.† For as long as Vilea wears this mysterious hat, she can cast the *disguise self* spell at will, without requiring verbal components.

Lethal Combatant. Vilea is proficient with all weapons, including improvised weapons, her weapon attacks are magical for the purposes of overcoming resistances and immunities to nonmagical damage. When using an improvised weapon, it acts as either a dagger, shortsword, or dart, depending on what it most closely resembles.

Magic Hoarder. Vilea can be attuned to up to 6 items at a time. She is attuned to the following magical items, the effects of which are represented in her stat block with a cross †: *amulet of health*, *belt of giant strength*, *cloak of displacement*, *hat of disguise*, *ring of free action*, and *the Bright Stone*.

Reliable Talent. Whenever Vilea makes an ability check that she is proficient in, she can treat a d20 roll of 9 or lower as a 10.

Ring of Free Action.† Difficult terrain doesn't cost Vilea extra movement, and her speed can't be reduced by magical means, nor can she be paralyzed or restrained.

Sneak Attack (1/Turn). When Vilea deals damage to a creature with a weapon attack, if she has advantage on the attack roll or the target has no allies within 5 feet of it, she can deal an additional 42 (12d6) damage of the weapon's type.

Stroke of Luck (3/Short Rest). When Vilea misses with a weapon attack, she can choose to turn the miss into a hit.

The Bright Stone.*† Vilea is bound to this magical stone, which she uses to amplify her skills. For as long as she remains attuned to it, her proficiency bonus increases by 1, and she has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Vilea makes four attacks: three with her shortsword, and one with her dagger, or three with her darts, and one with her shortsword or dagger.

Dagger. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Shortsword. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Dart. *Ranged Weapon Attack:* + 14 to hit, range 30/60 ft., one target. *Hit:* 8 (1d4 + 6) piercing damage.

Reactions

Uncanny Dodge. Vice halves the damage of an attack made against her by a creature she can see.

Legendary Actions

Vilea 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. Vilea regains spent legendary actions at the start of her turn.

Evading Dash. Vilea moves up to half her speed without provoking opportunity attacks.

Deadly Shot (Costs 2 Actions). Vilea grabs a nearby Tiny object that isn't being worn or carried and makes a Dart attack with it. If the attack hits, it deals an additional 17 (5d6) piercing damage.

Go For The Eyes (Costs 2 Actions). Vilea makes a Dart attack. If the attack hits a creature, that creature must succeed on a DC 20 Constitution saving throw or be blinded. The target remains blinded in this way until it receives magical healing or finishes a short or long rest.

WINTER'S BANE

Winter's Bane was once a renowned archeologist and academic who specialized in delves in remote locations inaccessible to most teams. Her and a small team would spend months excavating in these icy locations. One important dig was to research why, more and more each year, the ice caps failed to freeze solid. This had great ramifications for spring floods which would often wash out nearby villages, leaving them mudded and unable to cultivate their crops. More and more this continued to happen, leaving more villages uninhabitable—and yet, when she brought her finished research to the magical academy, they scoffed at her, refusing to believe. Furious, she went back on three more research trips, determined to prove herself. It was on the last one that disaster struck; her team was caught in an avalanche, burying them alive. Only Winter's Bane survived, trapped in an ancient ruin. Ever the archeologist, she delved into the ruins and uncovered many treasures, one such being a magical gem she named "Winter's Bite," and the secret to surviving the frozen tundra, transforming her in the process. She reemerged, frustrated that her academy's negligence led to her team's death. Using her chilling new wrath, she laid waste to the academy, determined to refreeze the world and undo the damage that has been wrought by misuse of magic. She now roams the land, making non-believers bow before her and the wintry might that she controls.

Aspiration. I will see that an eternal winter blankets this world in snow and ice.

Bond. I have little time for people who cannot appreciate the beauty of a fresh blanket of snow.

Flaw. Once I fixate my mind on a task, almost nothing can derail me from my goals.

Winter's Bane's Lair

Winter's Bane makes her home in a remote arctic tundra that not many dare to venture through. She is most at home in the snow and cold, having taken up residence in a dragon's abandoned lair, which she has taken time to thoroughly excavate.

Lair Actions. On initiative count 20 (losing initiative ties), Winter's Bane takes a lair action to cause one of the following effects. She can't use the same effect two rounds in a row.

- Freezing fog fills a 20-foot-radius sphere centered on a point Winter's Bane can see within 120 feet of her. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until Winter's Bane uses this lair action again or until she dies.
- Jagged ice shards fall from the ceiling, striking up to three creatures underneath that Winter's Bane can see within 120 feet of her. Winter's Bane makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- Winter's Bane creates an opaque wall of ice on a solid surface she can see within 120 feet of her. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when Winter's Bane uses this lair action again or when she dies.



REWARDS

Defeating Winter's Bane awards 62,000 XP and the *Winter's Bite** wondrous item.

Winter's Bane

Medium humanoid (goliath), true neutral

Armor Class 18
Hit Points 313 (33d8 + 165)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+6)	16 (+3)	20 (+5)	19 (+4)	16 (+3)	10 (+0)

Saving Throws Dex +10, Wis +10
Skills Animal Handling +10, Athletics +13, History, +18, Perception +10, Survival +17
Damage Resistances fire; bludgeoning, piercing, and slashing damage from nonmagical attacks
Damage Immunities cold
Senses blindsight 120 ft., tremorsense 60 ft., passive Perception 17
Languages Common, Celestial, Giant, Primordial, Sylvan, Undercommon
Challenge 24 (62,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If Winter's Bane fails a saving throw, she can choose to succeed instead.

Magic Resistance. Winter's Bane has advantage on saving throws against spells and other magical effects.

Magic Weapons. Winter's Bane's weapon attacks are magical.

Mountain Born. Winter's Bane is acclimated to high altitudes, including elevations above 20,000 feet.

Powerful Build. Winter's Bane counts as one size larger when determining her carrying capacity and the weight she can push, drag, or lift.

Snow Camouflage. Winter's Bane has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Unarmored Defense. While Winter's Bane is wearing no armor and wielding no shield, her AC includes her Constitution modifier.

Actions

Multiattack. Winter's Bane makes three attacks, only one of which can be an Ice Knife attack.

Cold Strike. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 16 (3d6 + 6) cold damage.

Ice Knife. *Ranged Weapon Attack:* +12 to hit, range 30 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage. The target and each creature within 5 feet of it must succeed on a DC 20 Dexterity saving throw or take 10 (3d6) cold damage.

Blizzard Veil. Winter's Bane creates a magical blizzard in a 10-foot-radius sphere centered on herself. The area within the sphere is heavily obscured, and the sphere moves with Winter's Bane. The effect lasts until Winter's Bane drops to 0 hit points, until she chooses to end the effect (no action required), or until her concentration is broken (as if concentrating on a spell).

Winter's Bite (1/Day)*. Winter's Bane uses her gem to summon a **swarm of winter wolves** in an unoccupied space she can see within 30 feet of her.

Reactions

Parry and Counter. Winter's Bane adds 5 to her AC against one melee or ranged weapon attack that would hit her. To do so, she must be able to sense the attacker with her blindsight. If the attack misses, Winter's Bane can make one melee attack against the attacker if it is within her reach.

Stone's Endurance (4/Day). When Winter's Bane takes damage, she can reduce the damage taken by 18 (2d12 + 5).

Legendary Actions

Winter's Bane can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Winter's Bane regains spent legendary actions at the start of her turn.

Attack. Winter's Bane makes an attack using her Cold Strike or Ice Knife. Immediately after, she can move up to half of her movement speed without provoking attacks of opportunity.

Coordinated Assault (Costs 2 Actions). Winter's Bane makes an attack using her Cold Strike or Ice Knife, then the swarm of winter wolves can use its reaction to make a melee weapon attack.

Freeze (Costs 2 Actions). Winter's Bane lets out a burst of cold energy. Each creature in a 20-foot radius of her must succeed on a DC 20 Dexterity saving throw or be knocked prone. Creatures who fail by 5 or more are frozen to the ground and restrained by ice until the end of their next turn. The area then becomes difficult terrain until the start of Winter's Bane next turn.



Swarm of Winter Wolves

Huge swarm of medium elementals, unaligned

Armor Class 17 (natural armor)
Hit Points 115 (10d12 +50)
Speed 60 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +5, Con +8
Skills Perception +4, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks
Damage Immunities cold
Condition Immunities exhaustion, paralyzed, petrified, poisoned, prone
Senses passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Blizzard Form. The wolves can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the wolves or hits them with a melee attack while within 5 feet takes 5 (1d10) cold damage. In addition, the wolves can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn and at the start of each of the creature's turns, it takes 5 (1d10) cold damage. It must also succeed on a DC 14 Constitution saving throw or be unable to take reactions until the start of the wolves' next turn.

Keen Hearing and Smell. The wolves have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The wolves' weapon attacks are magical.

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

Snow Camouflage. The wolves have advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Snow Glide. The wolves can burrow through non-magical snow and ice. While doing so, the wolves don't provoke attacks of opportunity.

Actions

Multiattack. The swarm of winter wolves makes two Bite attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) cold damage, or 7 (1d6 + 4) cold damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolves exhale a blast of freezing wind in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) cold damage, or 9 (2d8) cold damage if the swarm has half of its hit points or fewer, on a failed save, or half as much damage on a successful one.

Blizzard (Recharge 5–6). Each creature in the wolves' space must make a DC 14 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the wolves in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 14 Dexterity saving throw or take the same damage and be knocked prone.

On a successful save, the target takes half as much bludgeoning damage and isn't flung away or knocked prone.

APPENDIX A
REWARDS

Magic Items

Aconite's Garden

Lion Bite. A shaggy-looking plant that resembles the mane of a lion. Those that consume this herb are said to have increased strength and vigor in battle. When you consume a potion made from the root of this herb, you can roll one additional damage dice on the first melee or ranged attack you make on your turn. You also have advantage on Strength checks and Strength saving throws. Both effects last for 8 hours.

Grave Wheat. Grave wheat is so named for the grey, death-like parlor that intrenches the stalks. Those that ingest this grain are said to be able to see the veil between life and death itself. When ground into a powder and consumed, it allows you to detect any undead creatures within 30 feet of you for the next 24 hours. One bushel of grave wheat can produce 1d10 doses.

Blue Daisy. One of the most innocuous flowers in the grove, these plants are supposed to bring the truth into the light. Creatures who ingest them are under the effects of a zone of truth spell (DC 18). One batch of blue daisies can create up to 1d6 potions if brewed properly.

Corrupted Bloom. These bulbous plants glow a sickly orange color in darkness. If successfully harvested they can be used in a number of poisonous tonics. When a creature ingests this plant, it must succeed on a DC 18 Constitution saving throw or be affected with bloom rot disease. While affected in this way, you are poisoned, and your maximum hit points decrease by 1d6 for every 24 hours that pass. This can be cured by a remove curse, lesser restoration or similar magic.

Life's Tassel. This strange-looking plant grows in stalks which branch into small tassel-like tufts. When the tufts are consumed, they can increase a person's resilience when they are at death's doors. When you brew this plant into a tea and drink it, you have advantage on death saving throws for the next 24 hours.

Pixie Thistle. This thorny little plant is named for its petals, which look like bunches of pixie wings. When brewed into a potion, it grants the same effect as a enlarge/reduce spell, restricted to making the drinker smaller.

Arcane Propulsion Armor

Armor (studded leather armor) very rare (requires attunement)

While attuned to this armor you gain the following benefits:

- Your walking speed increases by 5 feet.
- The armor includes gauntlets, each of which is a magic melee weapon that can be wielded only when the hand is holding nothing. You are proficient with the gauntlets, and each one deals 1d8 force damage on a hit and has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When thrown, the gauntlet detaches and flies at the attack's target, then immediately returns to you and reattaches.
- The armor can't be removed against your will.
- If you are missing any limbs, the armor replaces those limbs—hands, arms, feet, legs, or similar appendages. The replacements function identically to the body parts they replace.

Armor of The Piper

Wondrous item, legendary (requires attunement)

While you wear this magical amulet, you have the following benefits:

- Your AC becomes 20, if it wasn't higher already. You can use a shield and still gain this benefit.
- Your Charisma score increases by 3, as does your maximum for that score.
- You have resistance to radiant and poison damage, and have advantage on saving throws to avoid being poisoned.
- You can't be charmed by a creature of CR 10 or lower.

Additionally, the amulet has 3 charges. When you are forced to make a saving throw against a spell or magical effect, you can use your reaction and expend 1 of the charges to gain advantage on that saving throw.

Bloom

Weapon (rapier), legendary (requires attunement)

This green-tinged blade has a rose-shaped pommel. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you deal an extra 5d8 poison damage on a hit. Additionally, you can cast the following spells without requiring material components (spell DC 15):

At will: *druidcraft*
2/day each: *entangle, faerie fire*
1/day: *plant growth*



Boots of the Winding Path

Wondrous item (boots), rare (requires attunement)

While wearing these boots, you can teleport up to 15 feet as a bonus action to an unoccupied space you can see. You must have occupied that space at some point during the current turn.

The Bright Stone

Wondrous item, legendary (requires attunement)

While you carry this mysterious glowing stone on your person, you gain the following benefits:

- You have advantage on saving throws against spells and other magical effects.
- Your proficiency bonus increases by 1.
- You can attune to a total of 6 magic items at a time, including this stone.

Cursed. Once attuned to *the Bright Stone*, you can't unattune to it unless you are reduced to 0 hit points or die. If the stone is ever more than 10 feet away from you, it magically teleports onto your person, and can't be discarded or destroyed.
While you remain attuned to it, your bond and flaw become your obsessions, and you are compelled to act in favor of them, regardless of your own safety or the wellbeing of others. For example, if your bond was to protect the innocent from harm, you might choose to lock them in their houses to ensure no creature could harm them. If your flaw is that you are headstrong and overconfident, you might believe you are always right, no matter the circumstances, or believe yourself invincible in combat, no matter the odds.

Burning Avenger

Weapon (greatsword), legendary (requires attunement)

This *burning avenger* greatsword was infused with divine fire, shaping it into something much more. You have +3 bonus to attack and damage rolls made with this magic weapon. Additionally, while attuned to this weapon, you and every friendly creature within 15 feet of you have resistance to fire damage and deal an extra 7 (2d6) fire damage on every weapon attack. If you are a paladin attuned to this weapon and you are of 18th level or higher, the aura extends to 30 feet instead.

Caliburn

Weapon (longsword), legendary (requires attunement by creature of lawful good alignment)

Caliburn is a magic longsword that grants a +3 bonus to attack and damage rolls made with it and deals an extra 4d10 radiant damage to fiends and undead. Random Properties. Caliburn has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property

Cloak of Shadow

Wonderous item, very rare (requires attunement)

Stitched together from the very fabric of darkness in the furthest realms of the multiverse, this cloak can be used to hide you with utter totality. While wearing this cloak, you do not count as being on the plane you are currently on. You can also cast *misty step* without requiring components or using spell slots.

Additionally, you have resistance to necrotic, psychic, and radiant damage while wearing this cloak.

Cursed Root

Wondrous item, legendary (requires attunement)

This dark, scorched root pulses with fey magic. The root can be used as a focus for your druid spells, and grants you a +2 bonus to your spell attack rolls and spell save DC. In addition, your Wisdom score increases by 2, as does your maximum for that score.

As an action, you can draw power from the root to cast one of the following spells: *stone shape, giant insect, ice storm*, or *stoneskin*. Once you use the *cursed root* in this way, you can't do so again until 7 days have passed.

The Darkcloud

Wondrous item, legendary (requires attunement by a creature with a Strength or Constitution score of 20 or higher)

This is a magical tempest that binds itself to a creature mighty enough to house its elemental potency. While you remain attuned to the *darkcloud*, you can use an action to conjure forth its energy in a fearsome display of primordial power. It emanates out from you in a 200-foot radius and lasts for 1 hour. While active, the *darkcloud* grants you the following benefits:

- Your Strength score increases by 2, as does your maximum for that score.
- You gain resistance to fire and thunder damage, and immunity to lightning damage.
- You become surrounded by dark clouds of lightning and thunder. Creatures that move within 5 feet of you for the first time on a turn or end their turn there take 10 (3d6) lightning damage.
- You gain a flight speed of 60 feet and can hover.
- As an action, you can use your action to cast each of the following spells once (spell save DC 18), requiring no material components: *fireball, lightning bolt, wall of fire*, or *chain lightning*.

Once you conjure the *darkcloud's* energy, you can't do so again until the next dawn.

Diplomacy

+3 Heavy crossbow, legendary, requires attunement by a creature with a lawful alignment

You gain +3 to attack and damage rolls with this magic weapon. This weapon has 1d4+2 charges. When you hit with an attack with this weapon you can choose to expend a charge to cause one of the following effects to happen:

- *Foam Bolts.* The creature must make a DC 18 Strength saving throw or be restrained until the end of their next turn.
- *Incendiary Bolts.* The creature takes an extra 7 (2d6) fire damage.
- *Explosive Bolts.* The creature must make a DC 18 Constitution saving throw or take 3 (2d4) thunder damage and be knocked prone.

You regain all expended charges the next dawn.

Dowsing Whip

Weapon (whip), very rare (requires attunement)

This whip always appears to be fraying and covered in dust, as if it has been sitting in a crypt for thousands of years. While attuned to this item, you have a +2 bonus to all attack and damage rolls for it, and weapon attacks with it deal an additional 2d8 necrotic damage on a hit. If you kill a creature with this weapon, you can spend 10 minutes communing with this weapon to cast *speak with dead* on that creature. If you ask questions about historical artifacts or lore, the target is compelled to answer those questions to the best of its ability.

Eagle's Mantle

Wondrous item, very rare (requires attunement)

This mantle is woven from eagle feathers, with stylized eagle heads on the shoulders. While wearing it, you can add your proficiency bonus twice to Wisdom (Perception) checks. In addition, you can use an action to sprout eagle wings that grant you a flying speed of 50 feet. These wings last an hour and, once used, cannot be used again until the next dawn.

Glory's Aegis

Armor (special), legendary, (requires attunement)

This ornate steel cuirass always fits its wearer perfectly, requiring no fitting or adjusting once attuned, and is embossed at the sternum with a symbol of two warriors wielding glaives raised high and crossed over a golden heart. If you are proficient in medium armor, you are proficient in this armor, which has an Armor Class of 16 (with no bonus from your Dexterity modifier).

This armor's true power is not apparent when it is first attuned; it demands acts of escalating greatness to unlock its true potential. After achieving a glorious victory in battle (at the DM's discretion, but it should include winning a deadly battle or felling a mightier foe), you can choose to savor victory, deepening your connection to the armor in the process. Additionally, every time you gain a level, you automatically savor victory, whether you choose to or not.

When you savor victory, roll 1d6; if the result is higher than the armor's current stage, move up to the next stage of the armor's development. Its Armor Class increases and it gains a new feature as a result. The stages are as follows:

Stage 1 (AC 16). The state the armor is found in. It cannot be unattuned or removed from you by any means, even a *remove curse* spell. You gain resistance to nonmagical bludgeoning, piercing, and slashing damage, and can sleep comfortably in this armor without penalty.

Stage 2 (AC 17). The armor molds to your form, covering your vitals more efficiently. If you are reduced to 0 hit points by any source other than a melee weapon attack, you can choose to instead be reduced to 1 hit point. Once you use this property, you can't do so again until you finish a short or long rest.

Stage 3 (AC 18). The armor grows to cover your legs. While you are not incapacitated, you cannot be knocked prone or moved against your will, and your movement speed increases by 10 feet. If you are challenged to honorable single combat, you must make a DC 20 Wisdom saving throw, and are compelled to accept the challenge on a failure.

Stage 4 (AC 19). The armor grows to cover your arms and strengthens your resolve. You cannot drop a held object against your will, and you have advantage on saving throws against spells and other magical effects. If you attempt to show mercy to a creature you have bested in battle, you must succeed on a DC 20 Wisdom saving throw or you find yourself incapable of relenting.

Stage 5 (AC 20). The armor grows a helmet which covers your head, though not your face. You gain immunity to nonmagical bludgeoning, piercing, and slashing damage. You feel vaguely inhuman to others, and creatures are deeply unnerved by your presence; you have advantage on Charisma (Intimidation) checks, but disadvantage on Charisma checks made to interact with people in any other way. Additionally, when an opportunity arises to savor victory, you must take it.

Stage 6 (AC 21). The helmet grows a visor, which slams shut, your face never to be seen again. You grow to Large size and become the Herald of Glory. Your personality fades behind an all-encompassing lust for battle, and you immediately seek a mighty warrior with which to do battle. Nothing, not even a *wish* spell, can recover you while you are transformed into the Herald.

Heart of a Giant

Wondrous item, very rare (requires attunement by a creature with a Strength or Dexterity score of 20 or higher)

This simple golden necklace depicts a closed fist. While attuned to this item, you have a +2 bonus to all attack and damage rolls made for unarmed strikes or natural weapons. If you are not attuned to any other magic items that enhance your strength, you roll three damage dice for unarmed strikes and attacks made with natural weapons.

Helm of Awareness

Wondrous item, very rare (requires attunement)

While wearing this helmet, you have advantage on initiative rolls. In addition, you can't be surprised, provided you aren't incapacitated.

Herald's Glaive

Weapon (glaive), mythic (requires attunement)

The head of this heavy glaive is wickedly sharp, and the backside of the blade has a vicious barb that resembles a steel flower, with a stem that runs down to the haft in shining filigree. You have a +3 bonus to attack and damage rolls made with this glaive. When you score a critical hit against a Medium or smaller creature, you can choose to impale it, hooking it on the barb. An impaled creature is restrained so long as you have at least one hand on the glaive. An impaled creature can use its action to make a contested Strength (Athletics) check against you, escaping on a success. On a failure, you can use your reaction to twist the blade, allowing you to automatically deal damage to the creature as though you hit with the glaive.

Ice Point

Weapon (spear), legendary (requires attunement)

This magnificently carved giant spear is affixed with an icy point that never melts. The spear is a magic weapon with a +3 bonus to attack and damage rolls, and a thrown range of 80/120 feet.

In addition, the spear has three charges. It regains expended charges daily at dawn. While you are attuned to it, you can use your action and expend 1 of the spear's charges to cast *armor of Agathys* at 3rd level, and can recall the spear to yourself as a free action, provided you have a free hand available to hold it and both you and the spear are on the same plane of existence.

Lawmaker's Plate

+3 plate armor, legendary, requires attunement by a creature with a lawful alignment

You gain +3 to AC while wearing this magic armor. While attuned to this armor, you are immune to the frightened condition. Additionally, as long as you have at least 1 hit point, you regain 5 hit points at the end of your turn.

Lightning Rapier

Weapon (rapier), very rare (requires attunement)

This blade is made from an elongated electric blue metal that hums with energy. You have a +2 bonus to attack and damage rolls made with this magic weapon.

Due to the crackling energy of this blade, when you make a melee attack on your turn, your reach increases by 5 feet while using this weapon, and you do an additional 1d8 lightning damage per attack.

In addition, once per turn when you make a successful attack with this weapon, lightning arcs from the blade, splitting into 3 bolts. Up to 3 creatures of your choice within 30 feet of the original target must make a DC 18 Dexterity saving throw or take 3d8 lightning damage, or half as much on a successful save.

Mastermind Kit

Wonderous item, rare

With this kit, you're never at a loss for something helpful. The kit has 10 charges. As an action, you can use a charge and draw forth any mundane object you could reasonably store in a backpack which has a purpose other than being valuable (you can't withdraw gems, tradebars, coins, or other items which solely possess a monetary value, although you could reasonably withdraw a coil of gold wire).

Items drawn from the kit can be dismissed with a mental command by the creature who pulled it out within 24 hours (no action required). If dismissed in this way, the kit immediately regains a charge. After 24 hours, the item can no longer be dismissed but the kit regains a charge the next morning.

Mask of Anonymity

Wonderous item, legendary (requires attunement)

This pure white mask possesses only black pools where the eyes, nose, or lips should be. As an action, you can cause the mask to decorate itself. The design in which the mask is decorated is a mixture of what you'd like it to look like, as well as your emotional state.

While wearing this mask, it can't be removed from your body unless you are reduced to 0 hit points. As an action, you can create a magical wave of energy that washes away from you. Any creature on the same plane as you has their memories of you altered to forget you the next time they complete a long rest. Should they come across evidence of your existence, they might feel it is nothing more than deja vu or a dream.

If you lose attunement to this item, any creature affected by it has their memories restored the next time they complete a long rest.

Mercy's Edge

Weapon (longsword), mythic (requires attunement)

This old, well-kept sword broadens toward its tip and has a slight curve to it. The apex of the curve is burnished a deep red color, as though it's been stained with the blood of a hundred perfect executions. You have a +3 bonus to attack and damage rolls made with this sword. When striking a prone creature, you score a critical hit on a roll of 18 or higher on the d20.

On a critical hit, you score a vicious wound on your target; roll 1d6 to see what happens to the creature.

- 1-2: The target loses an arm.
- 3-4: The target loses a leg; the target's movement speed is reduced to 10 feet if the creature has fewer than 2 legs after this hit.
- 5: Body shot; you deal an additional 5d10 slashing damage to the target.
- 6: Beheaded; the creature dies if it can't survive without its head. If you hit a creature with Legendary Resistance, or hit a body part the creature doesn't have, treat it as a body shot.

Nemesis Blade

Weapon (longsword), legendary (requires attunement)

You gain +3 to attack and damage rolls with this magic longsword. While attuned to the *nemesis blade*, you are permanently under the effect of a *protection from good and evil* spell.

Additionally, once per turn when you hit with an attack with the *nemesis blade*, you can deal an extra 27 (5d10) damage (the type of which is determined by you, choosing from acid, cold, fire, lightning, or thunder).

Prismatic Trick Deck

Wondrous item, rare (requires attunement)

This deck of playing cards shimmers with prismatic energy. A full deck contains 52 cards. A deck found as treasure is usually missing 1d20 − 1 cards. While attuned to this deck, you have proficiency with throwing cards as a thrown weapon with the finesse property and a range of 30/60 feet. The deck regains 1d10 cards when you complete a long rest.

When you take the Attack action on your turn, you can draw a card and throw it at a target as part of one of your attacks. On a successful hit, the target takes 7(2d6) piercing damage. In addition, once per turn when you hit with a card, you can imbue the card with random additional bonuses. Roll a d6 to determine the bonus is:

- **Blue Card (1-2).** The card deals an additional 10 (3d6) cold damage and the target's speed is halved until the end of its next turn.
- **Red Card (3-4).** The target takes an additional 10 (4d4) fire damage immediately, and 5 (2d4) fire damage at the start of its next turn.
- **Gold Card (5-6).** The target must make a DC 18 Constitution saving throw or become stunned until the end of its next turn.



Queen's Crusher

Weapon (Warhammer), rare (requires attunement)

This finely crafted hammer is made of solid iron and carved with dwarven runes.

You gain a +1 bonus to attack and damage rolls made with this weapon. It has the following additional property:

Hammer Down. Once per day, you may use your action to slam the *queen's crusher* into the ground in front of you. All creatures in a 15-foot cone take 15 (3d10) damage and must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Rusting Blade

Wondrous item, uncommon

This sword has long since broken and is now only a short, sharp scrap of metal attached to a hilt. You can use your action to touch any nonmagical ferrous metal object within 5 feet of this blade. If the object isn't being worn or carried, the blade destroys a 1-foot cube of it.

Searing Songblade

Weapon (longsword), artifact (requires attunement by a creature capable of casting 9th-level spells, including a warlock's invocation)

This ancient blade forged from moonstone was intended to combat the greatest of threats to a high elven kingdom. Over time, each user has imbued it with new powers based on their heroic (or infamous) deeds. Legends told that the blade could only be used by elves, but it did not reject Cryvrel the aasimar. Attuning to this weapon requires a special ceremony held during a full moon, where the wielder must vow how they will use the weapon. If the user breaks their vow, they do not gain any benefits from using it until atoning in some way. While wielding the sword, you gain the following benefits:

- You have a +3 bonus to all attack and damage rolls made using this weapon.
- The blade constantly emits flame when drawn. All hits deal an additional 3d6 fire damage.
- All damage dealt by this weapon ignores damage resistances.
- Any creature you hit with this weapon can't regain hit points until the start of your next turn.
- One major or minor beneficial property chosen by you, in collaboration with your Dungeon Master, to reflect your character's personality.

Severed Rot

Weapon (longsword), very rare (requires attunement by a cleric, paladin, or warlock)

This onyx blade lacks a discernable hilt and emits a faint odor of rotting flesh. Within a minute of dealing damage, all biological matter (such as blood and guts) magically disappears. This longsword has the finesse property, and you have a +2 bonus to all attack and damage rolls made with this weapon. Additionally, each hit deals an additional 1d8 necrotic damage. If you hit a target twice with the sword on the same turn, it must make a Constitution saving throw against your spell save DC. On a failure, the target is poisoned until the start of your next turn.

Shadowcaster

Weapon (longsword), legendary (requires attunement by a creature of Lawful alignment)

This blade casts a bright flickering light at all times, creating strange twisting shadows. You gain a +2 bonus to attack and damage rolls made with this magic weapon, and you deal an extra 4d8 necrotic damage on a hit. Additionally, you can use the sword to cast the following spells without requiring material components (save DC 20):

At will: *darkness*
3/day: *hunger of hadar*

The sword has the following additional properties.

Shadow Step. While you hold this weapon, you can step into any shadow and emerge from another shadow within 60 feet of you as a bonus action.

Friend of Darkness. While you hold this weapon, you have darkvision to a distance of 120 feet and cannot be blinded.

Sentience. Shadowcaster is a sentient lawful evil weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. The weapon can speak, read, and understand Common and Abyssal, and can communicate with its wielder telepathically. Its voice is soft and echoing. While you are attuned to it, Shadowcaster understands every language you know.

Personality. *Shadowcaster* speaks gently, as if comforting from the bottom of a deep well.

The sword's purpose is to dim the light of the world. All should be quiet and orderly, and *Shadowcaster* will make it so. It has no qualms about killing anyone in pursuit of silent darkness.

Shadowcaster must be regularly kept in dim light. If it goes three or more days in bright light or complete darkness, a conflict between it and its wielder occurs at the next sunset. *Shadowcaster* actively and aggressively seeks a wielder whose goals align with its own, and in cases of conflict may end its attunement or endeavor to get its wielder killed.

Shield of Daybreak

Armor (shield), very rare (requires attunement by a creature of lawful good alignment with the Spellcasting or Pact Magic trait)

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Furthermore, while attuned to the shield, you have resistance to necrotic damage, and once per day you can use your reaction to cast the *shield* spell.

The shield also has 6 charges. While attuned to it, you can expend a charge and cast the following spells (DC 18), requiring no material components: *daylight, mass healing word, guardian of faith, hallow, divine word*.

The shield regains 1d3 + 1 expended charges the next day.

Tentacle Armor

Armor (plate), artifact (requires attunement by a creature that swears loyalty to Sam)

This living suit of armor is a part of Sam's physical form, symbolizing Sam's desire to protect their favorite mortal. To the wearer, it feels like a gentle caress of tentacles. Whoever wears this armor can make it appear like any living or non-living material they desire. Only someone who Sam has chosen can don this armor, at which point it dons immediately and cannot be removed without killing the wearer. While attuned to this armor, you gain the following benefits:

- You are considered proficient in wearing heavy armor, and do not suffer disadvantage to Dexterity (Stealth) checks while doing so.
- You gain a +3 bonus to your Armor Class.
- Any attack you make deals an additional 2d10 psychic damage on a hit.
- You gain telepathy to a range of 60 feet.
- You gain the following flaw: "I must make every attempt to convert everyone I meet to follow Sam's benevolence, even if it means sparing an enemy's life."

Winter's Bite

Wondrous item, very rare (requires attunement)

This pristine white gem is howling with the faint sound of fierce winter winds. While attuned to this gem, you are resistant to cold damage and acclimated to high altitudes, including elevations above 20,000 feet.

Once per day, you can summon a swarm of winter wolves as an action. The swarm is under your command and regards you as an ally, rolling its own initiative in combat. The wolves last for 24 hours, until reduced to 0 hit points, or dismissed by you as an action.

Worldbreaker

Weapon (greataxe), legendary (requires attunement)

This magical greataxe is carved from dense obsidian stone, and imbued with magical runes across its surface. It is a magic weapon with a +3 bonus to attack and damage rolls. While you are attuned to it, your attacks with the weapon score a critical hit on the roll of a 19 or 20. Whenever you inflict a critical hit, you deal an additional 5d6 damage of the weapon's type.

Additionally, you can invoke the power of *Worldbreaker's* runes as a bonus action to infuse yourself with elemental power for 1 minute. For the duration, melee weapon attacks made with this weapon deal an additional 1d6 lightning damage. Once you use this feature, you can't use it again until you complete a short or long rest.

Y'redrua's Vine

Weapon (whip), very rare (requires attunement)

This long, whip-like strand of tough vine has spike-like barbs all along its sinewy length. To attune to this symbiotic weapon, you wrap the whip around your wrist for the entire attunement period, during which time the whip painfully embeds its spikes into your arm. As a bonus action, you can sheathe the whip by causing it to retract into your arm, or draw the whip out of your arm again.

You gain a +2 bonus to attack and damage rolls made with this magic whip, and a creature hit by this whip takes an extra 3d6 poison damage at the start of its next turn. If you hit a creature with this whip twice in the same turn, it must make a DC 18 Dexterity saving throw or be grappled. It can use an action to try and break the grapple with a DC 18 Strength check. While grappled this way, it takes 2d8 piercing damage from the sharp barbs at the start of each of its turns.

Symbiotic Nature. The whip can't be removed from you while you're attuned to it, and you can't voluntarily end your attunement to it. If you're targeted by a spell that ends a curse, your attunement to the whip ends, and it detaches from you.



Spells

Blessing of Misery

Blessing of the Far Realm

Stealing a small fraction of power by defeating an agent of the Far Realm, you manifest this as chains which surround your body as a bonus action. While this power is active, you can move as though you have levitation as long as you are within 30 feet of a solid surface, and you can manipulate objects using these chains, although they lack the strength to attack or hold shields. This feature lasts up to 10 minutes.

You can use this feature up to 3 times, and then you can't use it again until you complete a long rest.

Deific Defense

7th-level abjuration

Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V S M (fresh parsley)
Duration: Concentration, Up to 1 hour
Classes: Wizard

A 10-foot-radius invisible sphere of antimagic surrounds you, specifically nullifying the magical effects generated by deities. Within the sphere, spells cast by clerics, druids, paladins, and rangers fail, and even divine magic items become mundane. Until the spell ends, the sphere moves with you, centered on you.

Spells and other magical effects created by a deity or divine artifact are suppressed in the sphere and can't protrude into it. A slot expended to cast a suppressed spell is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

Targeted Effects. Divine spells and other magical effects, such as guiding bolt, that target a creature or an object in the sphere have no effect on that target.

Areas of Magic. The area of another divine spell or magical effect, such as spirit guardians, can't extend into the sphere. If the sphere overlaps an area of magic, the part of the area that is covered by the sphere is suppressed.

Spells. Any active divine spell or other magical effect on a creature or an object in the sphere is suppressed while the creature or object is in it.

Magic Items. The properties and powers of divine magic items are suppressed in the sphere.

A divine magic weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a divine magic weapon or a piece of magic ammunition fully leaves the sphere (for example, if you fire a magic arrow or throw a magic spear at a target outside the sphere), the magic of the item ceases to be suppressed as soon as it exits.

Magical Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such magical travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space such as that created by the rope trick spell, temporarily closes while in the sphere.

Creatures and Objects. A creature or object summoned or created by divine magic temporarily winks out of existence in the sphere. Such a creature instantly reappears once the space the creature occupied is no longer within the sphere.

Dispel Magic. Spells and magical effects such as dispel magic have no effect on the sphere. Likewise, the spheres created by different antimagic field spells don't nullify each other.

Devour Essence

9th-level transmutation spell (mythic)

Casting Time: 8 hours
Range: Self
Components: V, S, M (25,000 gp worth of gold dust, which is consumed by the spell)
Duration: Instantaneous
Classes: Sorcerer, Wizard

As part of casting this spell, you inscribe a 15-foot-diameter golden thaumaturgy circle into the ground over the course of 1 minute, trapping a creature of CR 5 or higher in the circle. If the creature is an aberration, celestial, fey, fiend, or undead, it cannot leave the circle by any means except those described below.

At the end of every hour for the entire casting time, the creature can attempt to break free from the circle and end the spell by making a contested Charisma check against you. If you know the true name of this creature, you have advantage on this Charisma check. If the creature succeeds at three of these contests, the spell ends and the creature is free. If the creature does not succeed at three of these contests and remains in the circle until the end of the casting time, the creature is converted into magic energy and consumed by you, granting you a measure of abilities permanently, depending on the type of creature consumed. The types and abilities are as follows:

- **Fiend:** You gain resistance to fire and poison damage, and immunity to the poisoned condition.
- **Celestial:** Your weapon attacks deal an extra 14 (3d8) radiant damage on a hit.
- **Undead:** You no longer need to eat, breathe, or drink to survive. Additionally, you can no longer die from old age, though you still age normally.
- **Fey:** You can cast the spell greater invisibility on yourself without expending a spell slot. You must finish a short rest before using this ability again.
- **Aberration:** You gain immunity to psychic damage and telepathy to a range of 120 feet.

You can gain multiple benefits from multiple castings of this spell, but you cannot gain the same benefit twice.

Spirit Shroud (from *Tasha's Cauldron of Everything*)

3rd-level necromancy

Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Classes: Cleric, Paladin, Warlock, Wizard

You call forth spirits of the dead, which flit around you for the spell's duration. The spirits are intangible and invulnerable.

Until the spell ends, any attack you make deals 1d8 extra damage when you hit a creature within 10 feet of you. This damage is radiant, necrotic, or cold (your choice when you cast the spell). Any creature that takes this damage can't regain hit points until the start of your next turn.

In addition, any creature of your choice that you can see that starts its turn within 10 feet of you has its speed reduced by 10 feet until the start of your next turn.

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



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