

MILANDO'S GUIDE TO
MAGICAL MARVELS



EVENTYR GAMES



MILANDO'S GUIDE TO MAGICAL MARVELS

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Disclaimer: Ordinarily, the publishers of this book would be inclined to leave a disclaimer here to warn the reader about the potential dangers of meddling with dire curses, enchanted runes, and wild magic, but the author of this book, Milando the Magnificent, has informed us that: "Life is all about taking risks – if you can't read a little book about arcane arts and magical secrets without a 'disclaimer,' well, then maybe the adventuring life just isn't for you!"

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INTRODUCTION

Magic is central to the fifth edition of the world's greatest roleplaying game. It's at the heart of the game – it's what makes fantasy feel fantastic and magical.

The rules and options for magic we find in the official rules for fifth edition are not all-encompassing, however. For what happens when player characters want to call down curses on their foes or become transformed into lycanthropes or vampires? If they seek to enchant their arms and armor with magical runes, or upgrade their magic gear to make it even more powerful? And what about the whole world of wild magic that lies almost entirely unexplored?

These are the questions that the titular drow bard Milando seeks to answer in this guide. To explore the unexplored and discover new, marvelous ways of wielding magic in fifth edition. *Milando's Guide to Magical Marvels* presents 160 pages of new and original magical content, ranging from arcane artisan NPCs and their magical services to unique magic items and dynamic creatures empowered by dark magic, runic enchantments, and wild magic.

Chapter 1 presents hexcrafting, runecarving, and spellwarping, as well as magical marvels and rules and guidelines for utilizing these new forms of magic.

Chapter 2 introduces six new arcane artisans – hexcrafters, runecarvers, and spellwarpers – that can provide the adventurers with magic items and services.

Chapter 3 features three fifth edition adventures revolving around new arcane arts, including magical locations, flavorful monsters, unique magic items, and colorful maps for 3rd- to 13th-level characters.

Chapter 4 introduces 30+ new magic items, ranging from cursed relics and runewrought inventions to unstable magic items warped by raw magic.

Chapter 5 showcases 30+ original fifth edition monsters with cursed, runic, and unstable magical abilities, including five quirky companions and five magical mounts for player characters.

I'll admit that I didn't write this book. I merely lived and explored it, as I set out on dozens of adventures to faraway realms and mystical places in my quest to uncover as many of the Multiverse's magical marvels as possible. The actual writing was done by my... let's call them assistants. To save the wear on my precious hands – my livelihood! – you understand. Do not worry, I'll be commenting on the entries throughout, so you don't miss out on the authentic Milando-experience. And you won't even have to pay extra for it!

– Milando

USING THIS BOOK

Milando's Guide to Magical Marvels references the core material for the fifth edition of the world's greatest roleplaying game found in the System Reference Document (SRD) and released under the Open Gaming License (OGL). Any referenced material can be found in the basic rules for fifth edition as well as in the official fifth edition guide for gamemasters, the handbook for players, or the manual of monsters.

PRESENTATION OF CONTENT

The content in *Milando's Guide to Magical Marvels* is presented in various ways to make it easy to use.

When text appears in a box like this, it is meant to be read aloud or paraphrased for the players when their characters reach a specific location or when something specific happens.

When text appears in a box like this, it is meant to clarify, expand upon, or provide additional options for specific content or information.

References to Creatures. When a creature's name is written in **bold** type, it indicates that it has a statblock that might become relevant to use. If a creature's statblock doesn't appear in Chapter 5 or in the adventure it is referenced in, it can be found in the fifth edition manual of monsters.

References to Magic Items and Spells. Magic items and spells are written in *italic* type. If an item doesn't appear in Chapter 4, it can be found in the fifth edition guide for gamemasters. Any spell referenced is found in the fifth edition handbook for players.



CHAPTER I: ARCANE ARTS

At the heart of *Milando's Guide to Magical Marvels* are three arcane arts: hexcrafting, runecarving, and spellwarping. All three explore underdeveloped or missing aspects of the fifth edition of the world's greatest roleplaying game – crafting curses and facilitating transformations with dark magic, enchanting items, creatures, and prosthetics with magical runes, and working with raw, wild magic to create unstable spellmarks and volatile magic items and monsters.

In this chapter, you'll find an in-depth explanation of each arcane art, alongside rules, guidelines, and content for using them in your fifth edition game.

USING ARCANE ARTS

Each of the arcane arts described in this chapter consists of lore and guidelines as well as an overview of the magical benefits they can provide to player characters. Additional content inspired by these arcane arts can be found in Chapter 2: Arcane Artisans, Chapter 3: Adventures, Chapter 4: Magic Items, and Chapter 5: Creatures.

LORE AND GUIDELINES

Each arcane art has a section detailing what the arcane art entails, how it manifests, and guidelines for how both player characters and NPCs can utilize the new form of magic in your campaign. Whether you treat this information as dogma or just as inspiration, this section provides what you need to implement the arcane art in your game.

MAGICAL SERVICES

Each arcane art has magical services associated with it.

Hexcrafting includes curses that can be placed upon both player and non-player characters, as well as dark transformations player characters can undergo by taking Prestige Feats as they level up.

Runecarving introduces a system for enchanting items – both mundane and magical – with magical runes, and details how to handle rune-enchanted constructs and prosthetics.

Spellwarping features rules for unstable spellmarks with benefits and drawbacks that characters can acquire, and an enhanced and expanded table with Wild Magic Effects for fifth edition.

BLOODRAGER'S HELMET



DEVIL'S LUCK

HEXCRAFTING

Although their motivations vary as much as the type of sinister magic each specializes in, all hexcrafters share an interest in the occult and forbidden. They are often sought after for their abilities to bestow powerful curses, create accursed magic items, and even help willing subjects undergo terrible, dark transformations.

DARK MAGIC

Whether it's the sacrifice required to perform the ritual or the unexpected cost of the subject's transformation, a hexcrafter's magic always has sinister undertones. This is due in large part to the forces at play: to alter the present and future of individuals as the hexcrafter does, one must, by necessity, manipulate the strands of fate itself. Such an act is not just dangerous but also unnatural – and costly!

CURSES WITH A COST

The price of a hexcrafter's services varies greatly and depends on the specific hexcrafter's motivations, the service performed, and the customer's desperation. Hexcrafters are rarely interested in gold, and usually demand a price that aligns – in some ironic twist – with the service they're providing.

Someone who beseeches the hexcrafter to cure their spouse of a deadly disease may have to pay with their own life – or the memory of their relationship. Likewise, a spurned lover who seeks to curse her former partner with a terrible ailment or misfortune may have to accept being cursed in the same way.

Some believe that these costs are necessary because the scales of fate must remain balanced; others insist that hexcrafters are just evil and malicious.

THE HEXCRAFTERS

Whether an ordinary person acquired their powers through a bargain with a wicked fiend or they're a descendant of a cursed bloodline trained in the dark arts from childhood, a hexcrafter's personality tends to mirror the dangerous nature of the magic they wield.

Devious and cunning creatures, most hexcrafters are driven by a desire to sow chaos and dismay. They find great joy in the misery they cause and in watching those who seek them out reluctantly accept their help, even as they realize the terrible cost.

Ordinary folk usually regard hexcrafters with fear and superstition and view their craft as evil and corrupting. Often driven away and shunned by society, most hexcrafters live as recluses, finding clever ways to lure potential customers to their isolated abodes.

I've met a few hexcrafters in my time and I've found that there's one thing they all have in common: impeccable fashion sense. Whether they're going for "decrepit hermit" or "stylish seducer," it just always looks exactly right!

– Milando

REMOVING CURSES

One of the issues with curses in fifth edition is that they are too easily removed – usually a simple *remove curse* spell will do the trick. If you want curses – whether a hex, a jinx, or attunement to a cursed item – to be harder to remove, you can implement one or both of the optional rules described below.

NEAR UNBREAKABLE CURSES

If you prefer, you can decide that curses and attunement to cursed magic items can only be undone with a *wish* spell or by performing a specific act. This could be by passing the curse on to someone else, committing a horrible deed, putting oneself at great risk to help another, or even killing the creature that bestowed the curse.

REQUIREMENTS FOR REMOVE CURSE

You can also decide that a *greater restoration* or *remove curse* spell can still be used to undo curses but that the spell has a material cost and must be cast using a spell slot of a specific level or higher to be successful. Both the material cost and the minimum spell slot level is based upon the magic item's rarity (in the case of a cursed magic item) and/or the challenge rating of the creature that bestowed the curse. If the curse was created by a spell, the *greater restoration* or *remove curse* spell must be cast using a spell slot of at least the same level.

Item Rarity	Challenge Rating	Minimum Spell Level	Cost
Common	0–3	—	—
Uncommon	4–7	5th	100 gp
Rare	8–11	6th	500 gp
Very Rare	12–15	7th	2,500 gp
Legendary	16–20	8th	10,000 gp
Artifact	21+	9th	25,000 gp

CURSES

The curses bestowed by hexcrafters can be divided into two types: hexes and jinxes. While somewhat similar, there is a clear difference between the two. Where jinxes have no upside at all and are always a detriment to the subject, a hex is a pernicious bargain that provides both a boon and a bane. Thus, jinxes are usually bestowed upon an unwitting victim – much like a traditional curse – while hexes are often willingly incurred by customers who believe that the hex’s benefit outweighs its downside.

On the following pages, you’ll find examples of hexes and jinxes you can use in your own games. The Additional Hexes and Additional Jinxes tables also provide inspiration for more hexes and jinxes.

HEXES

Hexes always have a benefit and a drawback. Sometimes, the downside only becomes apparent once the hex’s powers are drawn upon; other times, both benefit and drawback are passive and permanent.

A hex typically manifests physically as a small mark on the subject’s body. These occult markings carry little meaning to the layperson, but any hexcrafter worth their salt will know exactly which hex is associated with what marking. A creature imbued with a hex also exudes a faint aura of necromancy, perceptible to anyone sensitive to such corruption.

BEAUTY

This hex grants you unnatural beauty and intense charisma but also makes you vain and fearful of losing your good looks. You gain the following traits:

- Your Charisma score increases by 2.
- You have advantage on Deception and Persuasion checks.
- Whenever you take non-psychic damage in excess of 10 + your level from a single source, you become frightened until the end of your next turn.

CRAFTING CURSES

The process of crafting curses is left intentionally vague. At your discretion, you can decide that crafting a curse involves the hexcrafter and/or the characters performing one of the following acts:

- Brewing (and ingesting!) a potion from components such as frog eyes, belladonna root, raven beaks, and blood, a lock of hair, or a nail clipping from the subject
- Eating hallucinogenic mushrooms and beseeching an unspeakably evil fiend for aid
- Slaying a living creature – such as a bird, horse, or bull – and smearing the subject with the creature’s blood

You have to be truly desperate to willingly allow someone to lay a hex upon you. Or intensely bored, as was the case for me.

– Milando



BLOODTHIRST

This hex imbues you with an unquenchable desire for battle. You gain the following traits:

- You have advantage on attack rolls against any creature that has fewer hit points than half its hit point maximum.
- You gain a permanent level of exhaustion that can’t be removed as long as you have this hex. The effects of this exhaustion are suppressed for 1 minute after you’ve dealt damage to another creature. If you go 7 days or more without dealing damage to another creature, you gain another permanent level of exhaustion.

HEXES

Hex	Value
Beauty	1,000 gp
Bloodthirst	750 gp
Brute	1,000 gp
Feather	1,000 gp
Haven	500 gp
Mind	1,000 gp
Nemesis	500 gp
Pristine	750 gp
Truth	1,000 gp
Youth	1,500 gp

BRUTE

This hex increases your physical strength at the cost of your mental fortitude. You gain the following traits:

- Your Strength score increases by 2.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You have disadvantage on saving throws against being charmed or frightened.

FEATHER

This hex makes your form lithe and graceful but also makes you frail. You gain the following traits:

- Your Dexterity score increases by 2.
- Your jump distance is doubled.
- You take only half damage from falling.
- You have disadvantage on ability checks and saving throws made to avoid being pushed, knocked down, grappled, or otherwise physically moved against your will.

HAVEN

You can become briefly resistant to damage – though doing so leaves you vulnerable. As a reaction to taking damage, you can choose to gain resistance to that type of damage until the start of your next turn, after which you gain vulnerability to that type of damage for 1 minute. Once used, you can't use this feature again until you've finished a short or long rest.

MIND

Your mind expands, allowing you to connect mentally with creatures around you. You gain the following traits:

- Your Intelligence score increases by 2.
- You can cast the *detect thoughts* spell at will, using Intelligence as the spellcasting ability.
- Any creature within 30 feet of you who speaks with you or observes you for at least a minute can learn your mood and surface thoughts.

NEMESIS

This hex is crafted to aid your attacks against a particular type of foe, chosen by the creature who bestowed the hex: Aberrations, Beasts, Celestials, Constructs, Dragons, Elementals, Fey, Fiends, Giants, Monstrosities, Oozes, Plants, Undead, or a type of Humanoid.

You have advantage on attack rolls against that type of creature and creatures of that type have disadvantage on saving throws against your spells and other abilities. However, the chosen type of creature has advantage on attack rolls against you and you have disadvantage on saving throws against their spells and other abilities.



BRUTE



FEATHER



HAVEN

MIND



NEMESIS

PRISTINE

You are at your best when you're out of harm's way. When you make an attack roll, ability check, or saving throw in combat, roll a d4. If you haven't taken damage since the beginning of your last turn, you can add the number rolled to your roll. If you have taken damage since the beginning of your last turn, you must instead subtract the number rolled.

TRUTH

You become innately attuned to the truth. You gain the following traits:

- Your Wisdom score increases by 2.
- You have advantage on Insight checks made to sense lies and perceive other creatures' motives.
- As an action, you can cast the *zone of truth* spell using Wisdom as the spellcasting ability. Once used, you can't use this feature again until you finish a long rest.
- You can't willingly tell a lie.



PRISTINE



YOUTH

YOUTH

You are imbued with a blessing of youth and vitality that keeps your physical form young and limber – but turns your soul old, weary, and ready to pass on. You gain the following traits:

- Your Constitution score increases by 2.
- You don't age, and you can't be aged magically.
- You have disadvantage on death saving throws.
- If you die and another creature attempts to bring you to life with a spell or other magical effect, you must roll a d20 against a DC of 10. On a failure, the attempt to revive you fails. Whether you succeed or fail, the DC of this roll permanently increases by 1 each time you make it.

ADDITIONAL HEXES

Boon

An ability score of your choice increases by 2, to a maximum of 20.

Your weapon attacks deal +2 damage.

You gain darkvision out to a range of 60 ft.

You have resistance to bludgeoning, piercing, and slashing damage.

You are resistant to one type of damage of your choice.

You gain proficiency in saving throws using an ability of your choice.

Your proficiency bonus is doubled for one skill of your choice you're proficient with.

You can ignore the verbal component of any spell you cast.

You can ignore the somatic component of any spell you cast.

Drawback

An ability score of the GM's choice decreases by 2, to a minimum of 6.

You suffer a -1 penalty to AC.

You have disadvantage on Wisdom (Perception) checks that rely on sight while in bright light.

You have disadvantage on Wisdom, Intelligence, and Charisma saving throws.

You have vulnerability to one type of damage of the GM's choice.

You lose proficiency in saving throws using an ability of the GM's choice.

You lose proficiency in one skill of the GM's choice.

Any spell you cast requires a somatic component even if the spell states otherwise.

Any spell you cast requires a verbal component even if the spell states otherwise.

JINXES

A jinx is a particular type of malignant curse that is typically inflicted upon an unwitting creature. In most cases, a hexcrafter needs a physical token from the target – such as blood, a strand of hair, or a nail clipping – to place a jinx on it. A jinx usually leaves no physical mark, although the subject may feel a sense of unexplainable unease while jinxed.

In most cases, jinxes don't require a saving throw and are unavoidable, though some creatures (at the GM's discretion) are too powerful to be affected by them.

The duration of a jinx is determined by the hexcrafter who created it; the most common durations are one day, one month, a year and a day, or forever. Often, a jinx's may have an unlimited duration that ends only when a specific event happens (i.e. when "the King is dead" or the target "does a selfless deed").

AMNESIA

The target suffers from acute memory loss. It can't remember other creatures it has met or events that have happened before it was affected by this jinx. It does, however, retain all its languages, proficiencies, features, and abilities, including spells known. This amnesia may cause the creature's alignment and personality to change, at the GM's discretion.

JINXES

Jinx	Value*
Amnesia	100 gp
Babbling	100 gp
Compulsion	50 gp
Empathy	200 gp
Mania	50 gp
Migraine	100 gp
Naivety	50 gp
Phobia	100 gp
Turncoat	200 gp
Tremor	200 gp

* The listed value is for a single day. Multiply by 10 for one month, by 50 for one year, and by 100 for a permanent jinx.

BABBLING

The target babbles and struggles to speak normally. The target has disadvantage on Charisma ability checks that requires speech. In addition, whenever the target attempts to cast a spell or use another feature that has a verbal component, it must succeed on a DC 15 Constitution saving throw. On a failure, the attempt fails and the action is wasted.



*"There's no heroism without sacrifice.
So, what are you willing to give to
become a hero?"
- Evellyth the Eternal*

COMPULSION

The target feels magically compelled to repeat itself. Whenever it takes an action in combat, it must succeed on a DC 15 Wisdom saving throw or feel compelled to take the same action on its next turn. It only feels compelled to take the same action two turns in a row. If the creature can't or won't repeat an action on its next turn, it experiences intense discomfort and has disadvantage on ability checks, saving throws, and attack rolls until the start of its next turn.

EMPATHY

The target finds harming other creatures painful. Once per turn, when the target makes an attack, casts a harmful spell, or uses a feature that damages another creature, it must first make a DC 15 Wisdom saving throw. On a failed save, the target stops before doing so, wasting the action.

MANIA

The target suffers bouts of overwhelming magical mania. Whenever the target scores a critical hit or reduces a creature to 0 hit points, it must succeed on a DC 15 Wisdom saving throw or fall prone as it laughs uncontrollably, becoming incapacitated and unable to stand up until the end of its next turn. Whenever another creature scores a critical hit against the target or it sees one of its allies being reduced to 0 hit points, it suffers the same effect but cries instead.

MIGRAINE

The target suffers from severe migraine and permanently has one level of exhaustion that can't be removed. Moreover, whenever the target is exposed to a very loud noise or takes thunder damage, it must succeed on a DC 15 Constitution check or take 1d8 psychic damage. If it fails its saving throw by 5 or more, it is also staggered until the end of its next turn. While staggered, the target can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. Once the target successfully saves against this effect, it is immune to it for 1 hour.

I once heard of a merchant who so hated his competitor that he accepted a curse of poverty to have her afflicted in the same manner. Though I've never personally felt that level of spite, you have to admire the dedication.

— Milando

ADDITIONAL JINX EFFECTS

Effect

- The target loses an ability (GM's choice).
- The target loses a sense (hearing, sight, or smell).
- The target loses a skill proficiency.
- The target loses a damage resistance.
- The target must subtract 1d4 when it makes an ability check, attack roll, or saving throw.
- The target's highest ability score is reduced by 1d6.
- The target has a permanent level of exhaustion.
- The target loses 1–3 uses of Legendary Resistance.
- The target gains vulnerability to one type of damage.
- The target has disadvantage on saving throws against spells and other magical effects.

NAIVETY

The creature becomes gullible and easily swayed. It has disadvantage on saving throws against becoming charmed or frightened, Wisdom (Insight) checks made to sense a creature's intentions, and ability checks and saving throws made to discern illusions.

PHOBIA

The target regards a specific object or creature, determined by the hexcrafter who jinxed it, with intense revulsion as if affected by the antipathy effect of the *antipathy/sympathy* spell (save DC 15).

TURNCOAT

Whenever the target hears a specific word, phrase, or sound, determined by the hexcrafter who jinxed the target, the target regards its allies as foes and its foes as allies for 1 minute. At the end of each of its turns, the jinxed target can make a DC 15 Intelligence saving throw, ending the effect on a success. Once the target successfully saves against this jinx, it is immune to its effects for 24 hours.

TREMOR

The target experiences uncontrollable and visible tremors. The target has disadvantage on ability checks that requires Strength or Dexterity. In addition, whenever the target attempts to cast a spell or use another feature that has a somatic component, it must succeed on a DC 15 Constitution saving throw. On a failure, the attempt fails and the action is wasted.

DARK TRANSFORMATIONS

One of the greatest boons – or curses! – of hexcrafting is the dark transformations it can facilitate. Even heroic adventurers may be willing to incur a great cost to gain an even greater benefit as they allow themselves to be transformed into an unnatural, accursed creature.

On the following pages are rules and guidelines for allowing a player character to be transformed into a lich, lycanthrope, shade, or vampire. These transformations may happen unintentionally – a character is bitten by a lycanthrope or vampire – or because characters actively seek them out, such as acquiring the knowledge to perform a ritual of lichdom from a hexcrafter.

PRESTIGE FEATS

The dark transformations in this book are handled through Prestige Feats. When a character is first transformed, they either take or gain (at the GM's discretion) the first feat in a series of feats that grant various flaws and benefits. The character can acquire additional feats when they gain Ability Score Improvements, as per the rules for feats in fifth edition. The feats are presented in the order they can be taken and the traits they grant are cumulative – i.e., a character who takes a Neophyte Lich feat gains that feat's traits in addition to those gained from the Fledgling Lich feat.

LICHDOM

For many ambitious spellcasters, lichdom is seen as the pinnacle of existence. To live forever, undying and immortal, to study arcane mysteries and accumulate power. Lichdom is not a goal easily attained, however, nor necessarily the blessing it may seem to be to the ambitious arcanist.

To become a lich, a creature – typically a wizard or other powerful spellcaster – must learn and perform a ritual of lichdom. Typically, this entails crafting a costly phylactery (with a cost of up to 50,000 gp) and then brewing and drinking a profane concoction that has been infused with the blood of a sentient creature sacrificed under the light of a full moon. If the ritual is performed correctly, the would-be-lich dies and its physical form reanimates as an Undead lich, while its mortal soul becomes entrapped within the phylactery. This effectively renders the lich immortal – as long as its phylactery isn't destroyed, of course.

In other, more rare circumstances, a creature may become a lich as the result of a dark bargain, a bitter curse, or a cataclysmic, magical event. In these cases, an object dear to the lich – such as a family heirloom or its favorite weapon – becomes its phylactery.

FLEDGLING LICH

Prerequisite: The ability to cast 4th-level spells and transformation into a lich.

Your ascent to lichdom has begun. You gain the following traits:

- Your creature type is Undead. You don't age and have no need for air, food, drink, or sleep.
- While you aren't wearing armor, your Armor Class equals 11 + your Dexterity modifier.
- You have immunity to poison damage.
- You are immune to being poisoned and you don't suffer from exhaustion.
- You have darkvision out to a range of 60 feet.
- Your soul has been stored in a phylactery. If you die and your phylactery hasn't been destroyed, you gain a new body in 1d10 days. The new body appears within 5 feet of the phylactery and has all your hit points.

NEOPHYTE LICH

Prerequisite: The ability to cast 6th-level spells and the Fledgling Lich feat.

As you settle into existence as a lich, you gain the following traits:

- While you aren't wearing armor, your Armor Class equals 12 + your Dexterity modifier.
- You have resistance to cold, lightning, and necrotic damage.
- As an action, you can make a melee spell attack. On a hit, the target takes 3d6 cold damage and must succeed on a Constitution saving throw against your spell save DC or be paralyzed until the end of its next turn.

HANDLING LICHES

The lich's incredible power is balanced somewhat by the fact that it gains its power gradually by taking feats, which comes at the expense of Ability Score Improvements or other feats. At the GM's discretion, being an Undead lich may have additional disadvantages, including:

- A lich can't benefit from most types of magical healing, often requiring it to finish short or long rests to regain hit points.
- A lich may be destroyed instantly when reduced to 0 hit points, without the opportunity to make death saving throws.
- A lich may have to feed innocent souls to its phylactery at regular intervals – typically at least once per year – which may have certain moral or legal consequences for the lich and its acquaintances.

Finally, the GM may also decide that a character can't take the final Lich feat, which provides the lich with some of its most powerful features.

LICH SCION

Prerequisite: The ability to cast 8th-level spells and the Neophyte Lich feat.

You are almost a full lich and gain the following traits:

- While you aren't wearing armor, your Armor Class equals 13 + your Dexterity modifier.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You have advantage on saving throws against effects that turn Undead.
- As a bonus action, you can fix your gaze on a creature within 10 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or become 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. If a target's saving throw is successful or the effect ends for it, the target is immune to your gaze for the next 24 hours.

LICH

Prerequisite: The ability to cast 9th-level spells and the Lich Scion feat.

You have ascended to full lichdom and gain the following traits:

- While you aren't wearing armor, your Armor Class equals 14 + your Dexterity modifier.
- You have truesight out to range of 120 feet.
- You have advantage on saving throws against being charmed, frightened, and paralyzed.
- As an action, you can disrupt the life of all non-Undead creatures within 20 feet of you. Each creature must make a Constitution saving throw against your spell save DC, taking 6d6 necrotic damage on a failed save or half as much on a successful one.



LYCANTHROPY

Lycanthropy is a curse that can be transmitted to a Humanoid when it's bitten by a lycanthrope – or through the dark magic of a hexcrafter. While it is possible to remove the curse at the early stages of the affliction, once the curse has taken hold – typically with the passing of a full moon – it can usually only be ended with a *wish* spell or similar magic.

When exposed to the light of the full moon, a lycanthrope transforms into a were-humanoid hybrid creature. In this form, the creature's personality is replaced by that of a wild beast. Some humanoids cursed with lycanthropy learn to control their affliction and draw upon the wild powers of the beast within them at will while retaining control of their personality.

LYCANTHROPIC BOONS

Whenever you take a Lycanthropy feat, you also gain one of the following Lycanthropic Boons:

Strength (Bear, Boar, Tiger, Wolf). Your Strength score increases by 1, to a maximum of 20.

Dexterity (Rat, Raven, Tiger, Wolf). Your Dexterity score increases by 1, to a maximum of 20.

Charge (Boar, Tiger). While you're in your hybrid form and move at least 15 feet straight toward a target and then hit it with a natural weapon attack, the target must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be knocked prone.

Durable (Bear, Boar). When you transform into your hybrid form, you gain temporary hit points equal to your level + your Constitution modifier. These hit points disappear when you revert to your true form.

Fleet of Foot (Rat, Raven, Tiger). Your speed increases by 10 feet.

Flight (Raven). While you're in your hybrid form, you have a flying speed equal to your walking speed.

Keen Senses (All). While you're in your hybrid form, you have advantage on Wisdom (Perception) checks and gain a +5 bonus to your passive Perception.

Opportunist (Rat, Raven, Wolf). When a friendly creature hits a creature within 5 feet of you with an attack while you're in your hybrid form, you can use your reaction to make an attack against the same creature.

Pouncer (Tiger). While you're in your hybrid form, your jump distance is tripled and you can jump up to half your speed as a bonus action on your turn.

Relentless (Bear, Boar). When you are reduced to 0 hit points but not killed outright while you're in your hybrid form, you can drop to 1 hit point instead. Once you use this feature, you can't use it again until you finish a short or long rest.

Slippery (Rat). While you're in your hybrid form, opportunity attacks against you are made with disadvantage.

Turning into a ferocious tiger-man? Cool! Howling at the full moon with your were-buddies? Not bad. Having to shave thrice daily? Less fun. Ripping yet another one of your favorite silk shirts to pieces because someone bumped into you on the street? Unacceptable! And that, my friend, is how I decided that lycanthropy wasn't for me after all.

– Milando



LYCANTHROPE WHELP

Prerequisite: Having been cursed with lycanthropy.

You have embraced your curse of lycanthropy. You gain a Lycanthropic Boon and the following traits:

Hybrid Form. You can use your action to polymorph into a were-humanoid hybrid or back into your true form. You revert to your true form if you die. You gain the following benefits while in your hybrid form:

- While you are not wearing any armor, you gain a +1 bonus to your Armor Class. You can use a shield and still gain this benefit.
- You gain a natural weapon attack appropriate to the type of lycanthrope that cursed you. This attack counts as a simple melee weapon with which you are proficient and you use your choice of Strength or Dexterity for attack and damage rolls with it. The attack is either a Beak (piercing), Bite (piercing), Gore (slashing), or Ram (bludgeoning) attack that deals 1d8 damage.

Uncontrollable Urge. Whenever you take damage, you must make a Wisdom saving throw against a DC equal to half the damage you take or 10, whichever is higher. On a failed save, you must use your action on your next turn to transform into your hybrid form, if you aren't in your hybrid form already. While in your hybrid form, you must spend each turn moving toward and attacking the creature nearest to you. If you have multiple possible targets, you attack one at random. At the end of each of your turns, or if a creature uses an action to calm you and succeeds on a DC 15 Charisma (Persuasion) check, you can repeat the Wisdom saving throw, regaining control of yourself on a success. If your saving throw is successful or the effect ends for you, you are immune to this effect for 1 minute.

HANDLING LYCANTHROPEs

Many lycanthropes display few symptoms of their affliction except for a slight change in their physical appearance suggestive of their animal form, such as broadened shoulders and excessive hair growth for a werebear and sharp facial features for a wererat.

Whenever exposed to the light of the full moon, even lycanthropes who have trained to control their dark affliction turn into a were-humanoid hybrid creature of the type of lycanthrope that cursed them. In this bestial state, the cursed creature's personality is replaced by that of a wild beast with an insatiable hunger for feasting on flesh.

If this proves too disruptive, the GM may decide that a lycanthropic character is not subject to this part of the curse, or that significant precautions – typically involving strong chains or imprisonment – can be used to negate the drawback.

NEOPHYTE LYCANTHROPE

Prerequisite: Character Level 6 or higher and the Lycanthrope Whelp feat.

Your lycanthropic powers grow stronger. You gain another Lycanthropic Boon and the following traits:

Beast Form. You can use your action to polymorph into a beast determined by the type of lycanthrope that cursed you (werebear: **brown bear**; wereboar: **boar**; wererat: **rat**; wereraven: **raven**; weretiger: **tiger**; werewolf: **wolf**), or back into your true form. Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. Any equipment you're wearing or carrying transforms with you. You can use this feature a number of times equal to your proficiency bonus and regain all expended uses when you finish a long rest.

Improved Natural Attacks. While in your hybrid form, you gain a secondary natural weapon attack. This attack counts as a simple melee weapon with which you are proficient and you use your choice of Strength or Dexterity for attack and damage rolls with it. The attack is either a Claw (slashing) or Slam (bludgeoning) attack that deals 1d6 damage. When you take the Attack action on your turn and attack with a natural weapon, you can use a bonus action to make an attack using this secondary natural weapon. In addition, your natural weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

LYCANTHROPE

Prerequisite: Character Level 10 or higher and the Lycanthrope Neophyte feat.

You have mastered your lycanthropic curse. You gain another Lycanthropic Boon and the following benefits:

- You have resistance to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
- When you fail your Wisdom saving throw against your Uncontrollable Urge, you can choose to succeed instead. Once you use this feature, you can't use it again until you finish a long rest.

SHADE

A shade is a creature that has been turned partially into shadow – intangible, amorphous, dark. Hovering somewhere between living and undeath, the transformation into a shade is gradual, as the subject's connection to the light of the living world seeps away.

Creatures that become shades often do so after prolonged exposure to the Material Plane's dark echo, sometimes known as the Shadowmire. Over time, their essence seeps away and is replaced by the cold darkness of the shadowy plane. In rare cases, a creature may also begin its transformation into a shade by undergoing a fell ritual, through communion with a dark deity, or as a consequence of a dark curse.

FLEDGLING SHADE

Prerequisite: Transformation into a shade.

Your transformation into a shade has begun. You gain the following traits:

- You have resistance to necrotic damage.
- While in dim light or darkness, you can take the Hide action as a bonus action.
- You gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 60 feet.

NEOPHYTE SHADE

Prerequisite: Character Level 6 or higher and the Fledgling Shade feat.

Your dark powers grow. You gain the following traits:

- You have immunity to necrotic damage.
- You have vulnerability to radiant damage.
- While in dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness.

SHADE SCION

Prerequisite: Character Level 8 or higher and the Neophyte Shade feat.

Only a sliver of light yet remains within you. You gain the following traits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can use a bonus action to transform yourself into an amorphous shadow. In this form, you can move through a space as narrow as 1 inch wide without squeezing. This transformation lasts for 1 minute, until you die, or until you dismiss it as a bonus action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

SHADE

Prerequisite: Character Level 10 or higher, the Shade Scion feat.

You have become a full shade – a being of darkness and power. You gain the following traits:

- Your creature type is Undead. You don't age and have no need for air, food, drink, or sleep.
- You regain 10 hit points at the start of your turn if you have at least 1 hit point and are in dim light or darkness. If you take radiant damage, this trait doesn't function at the start of your next turn.
- While in sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.



VAMPIRISM

Neither curse nor disease, vampirism is a terrible transformation that turns a creature who has been bitten by a vampire – or who’s accepted a dark bargain with a hexcrafter – into an Undead abomination that must sustain itself by drinking blood. Most who are transformed this way turn into near-mindless vampire spawn, beholden to their vampiric master. Some, however, manage to retain their free will while embracing their newfound powers.

FLEDGLING VAMPIRE

Prerequisite: Having been bitten by a vampire.

Your vampiric transformation has begun. You gain the following flaws and benefits:

- You have darkvision out to a range of 60 feet.
- Your creature type is Undead. You don’t age and have no need for air. You have no reflection and cast no shadow. You have no need for food or water but must instead drink at least half a gallon of blood from a Humanoid or Beast each day.
- Your fanged bite is a natural weapon, which counts as a simple melee weapon with which you are proficient. You use your choice of Strength or Dexterity for attack and damage rolls when you attack with this bite. Your bite has a reach of 5 feet and can only target a willing creature, or a creature that is grappled by you, incapacitated, or restrained. The bite deals 1d6 piercing damage plus 1d6 necrotic damage on a hit. The target’s hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. The reduction lasts until the target finishes a long rest.
- While in sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.

NEOPHYTE VAMPIRE

Prerequisite: Character Level 4 or higher and the Fledgling Vampire feat.

Your vampiric powers grow. You gain the following traits:

- You have resistance to necrotic damage.
- You have vulnerability to radiant damage.
- You can cast the *charm person* spell at will, using Charisma as the spellcasting ability.
- You can climb difficult surfaces, including upside-down on ceilings, without needing to make an ability check.
- You can’t enter a residence without an invitation from one of the occupants.

VAMPIRE SCION

Prerequisite: Character Level 8 or higher and the Neophyte Vampire feat.

Your vampiric powers are waxing. You gain the following traits:

- The necrotic damage dealt by your bite increases by 1d6.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- As an action, you can polymorph into a **bat**, or back into your true form. While in bat form, you can’t speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. Your statistics, other than your size and speed, are unchanged. Anything you’re wearing or carrying transforms with you. You revert into your true form if you die while in bat form.
- You take 20 acid damage when you end your turn in running water.

VAMPIRE

Prerequisite: Character Level 12 or higher and The Vampire Scion feat.

Your transformation into a vampire is complete. You gain the following traits:

- The necrotic damage dealt by your bite increases by 1d6.
- You regain 10 hit points at the start of your turn if you have at least 1 hit point and aren’t in direct sunlight or running water. If you take radiant damage, this trait doesn’t function at the start of your next turn.
- You take 20 radiant damage when you start your turn in sunlight.
- If a piercing weapon made of wood is driven into your heart while you’re incapacitated, you become paralyzed until the stake is removed.

Vampirism is undoubtedly cool – and powerful to boot! What I dislike about it is the not-actually-being-alive-part. I just think I’d miss eating, drinking, and... well, engaging in extra-curricular activities... too much. Plus, drinking blood just seems a bit unsanitary.

– Milando

RUNECARVING

Words have always held power – every civilization since the dawn of time knows this. Each letter or glyph inscribed holds unlimited potential to transfer knowledge, power, even wealth, almost as if by magic.

Even so, there is a difference between something being almost magical and something being *actually* magical – and that’s what a runecarver’s runes are: magical. Jealously guarded, there exists a collection of ancient symbols that can be used to imbue whatever they’re inscribed upon with tangible magic power. Doing so is called runecarving – an ancient art practiced by a few supremely skilled individuals.

A LANGUAGE OF POWER

Unlike a priest’s religious rituals or a wizard’s haphazard experiments, a runecarver’s craft is careful and deliberate, and requires equal amounts of skill, patience, and restraint. Working with chisel and hammer, stylus and pick, the runecarver meticulously follows runic designs as old as time itself to manifest their specific brand of magic.

If carved correctly and imbued with rare and valuable gemdust, these magical runes can be used to enchant mundane items and even upgrade magical objects, as well as breathe life into arcane constructs. This convenient transfer of magical power has even enabled runecarvers to create prosthetics so powerful they’re worth an arm and a leg.

CHARACTERS CARVING RUNES

If you want to allow the player characters to carve runes themselves, you can use the following guidelines:

- The character must be proficient with smith’s tools or tinker’s tools, and must know the rune’s design and the necessary process for carving it, which they can learn from a runecarver or detailed blueprints.
- To carve a rune on a nonmagical item, the character must spend 8 hours and use gemdust worth half the rune’s value. The character must then succeed on a DC 15 Dexterity check using smith’s tools or tinker’s tools, or the attempt fails and the gemdust is wasted.
- When carving runes on an item that is already magical, the DC increases (Common: DC 17; Uncommon: DC 19; Rare: DC 21; Very Rare: DC 23; Legendary: DC 25) and the character must also use gemdust worth half the extra cost in the Upgrading Magic Items table.

THE RUNECARVERS

The typical runecarver is a studious person: someone who doesn’t mind spending most hours of every day bent over a worktable, working carefully with delicate instruments. Some are taught the secret art by their clan or family, who pass the knowledge down through the generations. Others are smiths or tinkers who stumbled upon runecarving and found it a natural progression of their craft.

A runecarver will often have to apprentice with a more experienced runecarver for several years before they are allowed to carve their first magical rune. If there is one thing that most runecarvers have in common, it is a deep respect for the craft and an instinctual urge to keep knowledge of it from those who haven’t toiled as they have to master it.

THE COSTS OF RUNECARVING

Carving runes is an arduous process that requires expensive instruments and consumes large quantities of gemdust. Each rune has a cost in gold pieces associated with it; this is how much it costs to carve the rune on a nonmagical item and covers both the runecarver’s wages, the wear on their instruments, and the cost of the gemdust necessary to make the rune magical.

The value of a runecarved item is always at least the item’s base value plus the value of the rune carved upon it and any additional costs incurred in the process.

UPGRADING MAGIC ITEMS

If an item is already magical, the rune’s cost increases based on the item’s rarity or its value (your choice), as shown on the Upgrading Magic Items table.

As a rule of thumb, it is only possible to upgrade magic items that don’t already possess multiple magical properties. Carving a magical rune on a *+1 longsword* or a pair of *boots of speed* is possible, but adding a rune to a legendary *staff of power* isn’t. It also isn’t possible to enchant an item with more than three different runes.

In addition, as magical properties generally don’t stack, applying a rune that grants a situational bonus to AC won’t stack with the bonus provided by +1 armor. Runes also don’t stack with themselves; i.e., a specific rune can’t be applied multiple times to the same item.

UPGRADING MAGIC ITEMS

Item Rarity (Value)	Extra Cost
Common (25–100 gp)	+50 gp
Uncommon (101–1,000 gp)	+250 gp
Rare (1,001–5,000 gp)	+1,000 gp
Very Rare (5,001–25,000 gp)	+5,000 gp
Legendary (25,000+ gp)	+10,000 gp

MAGIC RUNES

An item enchanted with magical runes always requires attunement and a creature can only gain its benefits while carrying, wielding, or wearing the item while attuned to it.

Below are descriptions of 20 magical runes, each of which can be carved on armor, weapons, and wearable wondrous items (such as a pair of boots, a glove, a cape, a ring, or a belt) to make them a magic item or enhance their existing magical powers.

ALGIZ

The Algiz rune is a symbol of protection and warding.

Armor or Wondrous Item. You have advantage on saving throws against being charmed or frightened.

Weapon. When you hit a creature with an attack roll using this weapon, that creature has disadvantage on attack rolls against creatures other than you until the end of its next turn.

ANSUZ

The Ansuz rune signifies seeing the truth of the world.

Armor. You can't be surprised.

Weapon. Once per turn, when you hit a creature with this magic weapon, you can cause it to glitter with mystical light, causing the next attack roll made against the target before the end of your next turn to have advantage.

Wondrous Item. You can use an action to gain truesight out to a range of 30 feet for 1 hour. Once used, this property can't be used again until the next dawn.

BERKANO

The Berkano rune signifies birth, growth, and evolution.

Armor, Weapon, or Wondrous Item. The Berkano rune can only be carved on an item that is already magical and enhances the item's existing magical properties in one of the following ways (your choice):

- One of the item's magical bonuses to AC, attack and/or damage rolls, or ability checks and/or saving throws increases by 1, to a maximum of +3.
- The DC of one of the item's magical properties increases by 2, to a maximum of 20.
- The damage dealt by one of the item's magical properties increases by an additional die.
- The item can hold 2 additional charges.

MAGIC RUNES

Rune	Symbol	Value
Algiz	Y	750 gp
Ansuz	ƚ	1,500 gp
Berkano	ᚢ	1,000 gp
Dagaz	ᚾ	500 gp
Ehwaz	ᚱ	1,000 gp
Fehu	ᚦ	1,000 gp
Gebo	X	1,000 gp
Hagalaz	ᚷ	1,000 gp
Isa		1,500 gp
Kenaz	<	1,500 gp
Laguz	ᚔ	1,000 gp
Mannaz	ᚹ	1,500 gp
Naudiz	ᚠ	1,000 gp
Perd	ᚫ	250 gp
Raidho	ᚨ	250 gp
Sowilo	ᚱ	500 gp
Tiwaz	ᚦ	1,500 gp
Turisaz	ᚢ	1,500 gp
Uruz	ᚱ	1,500 gp
Wunjo	ᚢ	750 gp



DAGAZ

The Dagaz rune signifies a new dawn or an awakening.

Armor or Wondrous Item. As an action, you can cast *dispel magic* or *greater restoration* on yourself, requiring no material components and using Constitution as the spellcasting ability. Once used, this property can't be used again until the next dawn.

Weapon. When you attack a creature and roll a 20 on your attack roll with this weapon, each creature of your choice within 5 feet of the target takes 2d8 radiant damage and must succeed on a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be blinded until the end of your next turn.

EHWAZ

The Ehwaz rune signifies partnership, companionship, and the bond between mount and rider.

Armor. You have a +2 bonus to AC while an ally that isn't incapacitated is within 5 feet of you.

Weapon. When you hit with an attack roll using this weapon, the target takes an extra 1d8 force damage if an ally that isn't incapacitated is within 5 feet of you.

Wondrous Item. As an action, you can create a telepathic bond with a willing creature within 30 feet of you. Until you use this property with a different creature, you can communicate telepathically with that creature as long as you are both on the same plane of existence.

FEHU

The Fehu rune signifies luck and good fortune.

Armor or Wondrous Item. As a bonus action, you can imbue yourself with uncanny luck. For the next minute, whenever you make an ability check or saving throw, you can roll a d4 and add the number rolled to the ability check or saving throw. Once used, this property can't be used again until the next dawn.

Weapon. As a bonus action, you can imbue yourself with uncanny luck. For the next minute, whenever you make an attack with this weapon, you can roll a d4 and add the number rolled to the attack roll. Once used, this property can't be used again until the next dawn.

GEBO

The Gebo rune denotes gifts and sacrifice.

Armor or Wondrous Item. When a creature within 30 feet of you takes damage, you can use your reaction to absorb some of its pain. If you do, the target takes half the damage (rounded down), and you take the remaining damage as psychic damage that can't be reduced in any way.

Weapon. When you hit a creature with an attack roll using this weapon, you can choose to take 1d6 necrotic damage, that can't be reduced in any way, to deal an extra 2d6 necrotic damage to the target.



HAGALAZ

The Hagalaz rune signifies a catastrophe or crisis that brings opportunity.

Armor or Wondrous Item. After you take damage, you can use your reaction to gain resistance to that type of damage until the end of your next turn.

Weapon. When you have fewer hit points than half your hit point maximum, this weapon deals an additional 1d8 force damage on a hit.

ISA

The Isa rune signifies ice, stillness, and focus.

Armor. You have resistance to cold damage.

Weapon. You can use a bonus action to cause the weapon to be covered in rimefrost for 1 minute. While frost-infused, attacks made with the weapon deal an additional 1d4 cold damage on a hit. A creature that takes this cold damage has its speed reduced by 10 feet until the end of your next turn.

Wondrous Item. You have advantage on saving throws made to maintain your concentration.

KENAZ

The Kenaz rune means torch, light, and vision.

Armor. You have resistance to fire damage.

Weapon. You can use a bonus action to cause flames to erupt from this weapon for 1 minute. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. While ablaze, attacks made with the weapon deal an additional 1d6 fire damage on a hit.

Wondrous Item. You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

LAGUZ

The Laguz rune signifies the psyche and mind's power.

Armor or Wondrous Item. You gain resistance to psychic damage and you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Moreover, creatures can telepathically communicate with you only if you allow it.

Weapon. When you hit a creature with an attack roll using this weapon, the creature has disadvantage on the next attack roll it makes before the end of its next turn.



Runecarving is terribly handy. Only issue is that there's a limit to how small you can carve them. Completely ruined my idea of endurance-enhancing underwear. And I really feel like that was one of my better ideas...

- Milando

MANNAZ

The Mannaz ruin symbolizes the individual's divinity.

Armor or Wondrous Item. When you cast a spell of 1st level or higher, you gain a +2 bonus to AC against the first attack made against you until the end of your next turn. If the attack misses, the attacker takes 1d8 force damage if it is within 5 feet of you.

Weapon. When you cast a spell of 1st level or higher, attacks you make with this weapon deal an extra 1d8 force damage until the end of your next turn.

NAUDIZ

The Naudiz rune signifies endurance and perseverance.

Armor or Wondrous Item. You need only half as much food, water, and sleep as normal, you can hold your breath twice as long as normal, and you have advantage on death saving throws and saving throws against exhaustion.

Weapon. When you hit a creature with an attack roll using this magic weapon, you gain temporary hit points equal to your proficiency bonus.

PERD

The Perd rune signifies the unmoving cliff and earth.

Armor or Wondrous Item. You are immune to spells and magic effects that would alter your form.

Weapon. When you attack a creature and roll a 20 on your attack roll with this magic weapon, the target must make a Strength saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or be restrained for 1 minute. The target can repeat the saving throw as an action, freeing itself on a success.

RAIDHO

The Raidho rune signifies travel, movement, and change.

Armor or Wondrous Item. Nonmagical difficult terrain doesn't cost you extra movement.

Weapon. If this weapon has the thrown property, it returns to your hand immediately after you make a ranged attack with it. In addition, you can use a bonus action to magically cause this weapon to teleport to your hand as long as it is on the same plane of existence.

SOWILO

The Sowilo rune represents the sun and success.

Armor. You have resistance to radiant damage and can't be blinded by spells or other magical effects.

Weapon. When you hit a Fiend or Undead with an attack roll using this magic weapon, the target takes an extra 2d6 radiant damage.

Wondrous Item. When you succeed on a saving throw against a harmful effect, you have advantage on the next saving throw you make until the end of your next turn.



TIWAZ

The Tiwaz rune signifies honor, duty, and leadership.

Armor or Wondrous Item. When a creature within 30 feet of you that can hear and see you makes an attack roll, ability check, or saving throw, you can use your reaction to give it advantage on that roll. A creature can't benefit from this property again until it has finished a short or long rest.

Weapon. When a creature you can see deals damage to you or one of your allies, you have advantage on the next attack roll you make against that creature using this magic weapon until the end of your next turn.

TURISAZ

The Turisaz rune signifies thunder and vengeance.

Armor or Wondrous Item. You have resistance to lightning and thunder damage.

Weapon. When a creature you can see deals damage to you or one of your allies, your attacks against that creature using this weapon deal an extra 1d8 force damage until the end of your next turn.

URUZ

The Uruz rune signifies time and primordial power.

Armor or Wondrous Item. At the end of another creature's turn, you can use your reaction to reverse time for yourself to just before the creature's turn started. You magically appear in the spot you were in when the creature's turn started, you regain any hit points you lost during the creature's turn, and any conditions or effects that began on you during that creature's turn no longer affect you. Once used, this property can't be used again until the next dawn.

Weapon. When you hit a creature with an attack roll using this magic weapon, you can choose to learn either its skill and saving throw proficiencies, its damage immunities, resistances, and vulnerabilities, or its current hit points.

WUNJO

The Wunjo rune signifies joy and celebration.

Armor or Wondrous Item. As an action, you can surround yourself with an aura of joyous calm in a 10-foot radius around you for 1 minute. Each nonhostile creature in the area (including you) has advantage on saving throws against being charmed or frightened. In addition, a nonhostile, living creature gains temporary hit points equal to your proficiency modifier when it starts its turn in the aura. Once used, this property can't be used again until the next dawn.

Weapon. When you hit a creature with an attack roll using this magic weapon, you can force that creature to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the target is incapacitated, falls prone, and is unable to stand up until the end of its next turn, as it is laughing uncontrollably. Success or failure, the target is immune to this property for 24 hours.



RUNEWROUGHT CONSTRUCTS

Runecarving is often used to create living constructs by combining metal and magical runes. A selection of such creatures is featured in Chapter 5: Creatures. Although runewrought constructs can differ greatly, most share the following traits.

CONSTRUCTED NATURE

Runewrought constructs don't require air, food, drink, or sleep. However, their mechanical nature makes it so they can't regain hit points from resting. Instead, a creature who spends 1 hour repairing a construct using artificer's tools, smith's tools, or constant castings of the *mending* spell can restore 10 hit points to a damaged construct. As long as the construct isn't completely destroyed, it can be repaired in this way even if it has been reduced to 0 hit points.

PROGRAMMED LOYALTY

Even the most intelligent of runewrought constructions are, at their core, bound to follow the rules embedded into them by their creators. As such, runewrought constructs seek to carry out whatever command has been given to them with mechanical determination.

While some runewrought constructs are programmed to follow a certain set of verbal commands, or are bound to a specific object, such as a magic runestone, most runewrought constructs are created to obey a single creature or group of creatures. A creature that has command over a construct in this way can usually command it to view another creature as its master instead, which is how a runecarver typically transfers ownership of a construct it has created.

If left without instructions, a runewrought construct continues to follow its last orders to the best of its ability – even if that entails doing nothing at all. In rare cases, prolonged disuse may cause a runewrought construct to break free of its programmed boundaries and develop a free will of its own.

CREATING A CONSTRUCT

The blueprints to create runewrought constructs might be found in a long-forgotten archive or a runecarver's abandoned laboratory. These can be permanent designs that only true runecarvers can make sense of or use, or a *manual of runewrought constructs*, which any creature with magical abilities and some training with the requisite tools can use, albeit only once and at great monetary cost.

RUNEWROUGHT PROSTHETICS

Another marvel of runecarving is that it can be used to produce magical prosthetics. Imbued with enchanted runes, runecarved prosthetics provide their wearers with magical abilities that can turn a limb lost into power gained.

THE POWER OF ENCHANTED LIMBS

To create a runewrought prosthetic, one can simply carve one or more of the magic runes (see page 18) into the prosthetic, granting it that ability as if it were a wondrous item. You can also find examples of unique runewrought prosthetics in Chapter 4: Magic Items: a *runewrought prosthetic arm*, a *runewrought prosthetic eye*, and a *runewrought prosthetic leg*.

Regardless of which other enchantments it bears, a magical prosthetic limb always has a base value of at least 100 gp, functions identically to the part it replaces, and can be attached or reattached as an action. It can't be removed against its wearer's will, but detaches when they die.

LOSING LIMBS

The loss of a limb can, in severe cases, put an early end to an adventurer's career, or at least make them feel less able in some situations. With the introduction of prosthetics – and runewrought prosthetics, especially – losing a limb is not as much of a setback as it is an opportunity for an adventurer to gain new powers. As such, you can choose to introduce one or more of the following ways a character can lose limbs:

Massive Critical Hits. A character that takes damage from a critical hit in excess of their Constitution score × their character level (minimum of 20) loses a limb.

Massive Damage. A character that takes damage in excess of half their hit point maximum (minimum of 20) from a single source loses a limb.

You can decide that only some types of damage can cause a creature to lose a limb, and that some types of damage can only result in the loss of certain limbs (e.g., piercing damage results in a character losing an eye, while slashing damage results in a character losing an arm or a leg). When a character loses a limb, you can roll on the table below to randomly determine the limb:

d6	Limb	d6	Limb
1	Left eye	4	Right arm
2	Right eye	5	Left Leg
3	Left arm	6	Right Leg

SPELLWARPING

Being a spellwarper isn't as much an occupation as it is an affliction – a dangerous and volatile condition that allows one to reshape and transform the raw essence of magic itself. Spellwarpers can use their power to warp magic, craft unique enchanted items, or even leave permanent spellmarks that grant others a sliver of their capricious magical abilities.

RAW MAGIC

Magic is everywhere. Though only few can command and shape it into powerful spells, magic permeates the material world, its invisible threads wrapping around and weaving between everything and everyone. Most of the time, this magical weave is dormant, docile, and wholly intangible when not manipulated by practitioners of the arcane art.

Like most other elements, however, magic can become unstable and volatile under the right circumstances. In rare cases, careless tampering with the magical weave causes patches of treacherous raw magic to form. Raw magic usually appears as writhing tendrils of glowing energy that warps the very essence of whatever it touches. A creature fully exposed to raw magic almost never survives, but if it is diligently contained and carefully applied, raw magic can be used to create spellmarks.

MARKED BY MAGIC

The nature and abilities of a spellmark are usually random, as the wild and untamed magic is notoriously unpredictable. All spellmarks have one thing in common, however: they grant magical powers and protections to their bearer, but also come with a significant drawback.

While most are, quite naturally, reluctant to expose themselves to the potentially deadly raw magic, there are those for whom great risk is just a necessary step toward great reward. And, if one can stomach the consequences of tampering with raw magic, there are few rewards greater than wielding the unbridled magic of a spellmark.

Don't be discouraged by all this talk of "risks" and "consequences." No such things exist! All you get are chances and if you don't take them, how are you going to accomplish anything or – even more importantly – have fun?

– Milando

THE SPELLWARPERS

Because raw magic is so dangerous and mercurial, an individual seeking to become spellmarked must strike a careful balance. Spellwarpers can help their patrons – or victims, as some would call them – tread that perilous line between power and annihilation.

Most spellwarpers are creatures who have been touched by raw magic themselves. Others have become resistant to the magic's dangerous effects and can harvest, contain, and apply it to others.

Those who work with raw magic are usually as unstable as their craft. More often than not, they're driven at least partially mad, either by the traumatic events that caused them to become spellwarped or by prolonged exposure to the primordial magic.

Most ordinary folk want nothing to do with spellwarpers or their mysterious craft. Spellwarpers who can't or won't hide their affliction are often recluses found on the fringes of civilization – in the city's seedy underbelly, in the mysterious tower outside the city walls, or in small frontier settlements.

THE COST OF SPELLWARPING

Spellwarpers' motivations are often as unpredictable as the raw magic they work with. Some spellwarpers are motivated by wealth and power, while others seek arcane relics or ancient magical research. Yet others are driven by an insatiable hunger for magic or seek a cure to end their affliction.

Only the most skilled spellwarpers can manipulate raw magic to create specific spellmarks – and even with decades of care and practice, the result is never certain. Most spellwarpers make certain that their payment is not contingent upon a specific outcome – nor even on their customer's survival!

SPELLMARK CONSEQUENCES

If you want to make the process of obtaining a spellmark truly dangerous, you can have a character who receives a spellmark roll a d20. If the roll is less than their proficiency bonus, you can choose one of the following consequences:

- The character takes 1d100 force damage. A character reduced to 0 hit points by this damage is disintegrated.
- The character suffers 1d6 levels of exhaustion.
- The character suffers a form of Indefinite Madness (see chapter 8 of the official fifth edition guide for gamemasters).

Be mindful that not all players will find such severe consequences entertaining. If you're in doubt, it's better to err on the side of caution and skip this option.

SPELLMARKS

The marks created by wild magic are as varied as magic itself and can come in many different shapes, sizes, and colors. The magical attributes they imbue the subject with are even more varied, with the only common denominator being that a spellmark always comes with both a boon and a drawback.

Spellmarks are permanent and can only be removed with the *wish* spell or similarly powerful magic.

ALLOY

This spellmark usually manifests as crisscrossing blue lines that cover large areas of the body. This spellmarked skin is much harder than regular skin but is also sensitive to magical attacks.

Spell's Alloy. You have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Spell Sensitivity. When you take acid, cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage from a spell of 1st level or higher, you must make a Constitution saving throw (DC 10 + the spell's level). On a failure, you suffer one level of exhaustion that is removed when you finish a short or long rest.

Absorb Blows. When you take nonmagical bludgeoning, piercing, or slashing damage that isn't from a critical hit, you can use your reaction to capture some of the incoming energy. You take no damage and until the end of your next turn, your attacks deal an extra 1d8 force damage on a hit. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

SPELLMARKS

Spellmark	Value
Alloy	1,500 gp
Conduit	1,500 gp
Disrupt	750 gp
Magesight	500 gp
Mindmage	1,000 gp
Omen	1,500 gp
Spellmantle	2,000 gp
Weavewraith	1,500 gp
Wildfire	1,500 gp
Unstable	1,000 gp

CONDUIT

This spellmark usually manifests as a chaotic pattern of glowing lines and rivulets across the chest or back. Much like a magnet attracts metal, you seem to draw in and absorb magical energy.

Arcane Absorption. When you become the target of a spell of 1st level or higher, the spell has an additional random effect on you, determined by rolling a d4:

1. You have advantage on ability checks, saving throws, and attack rolls until the end of your next turn.
2. You recover an expended spell slot of a level equal to or lower than the spell's level or gain temporary hit points equal to twice the spell's level (your choice).
3. Until the end of your next turn, your attacks deal an extra 1d8 force damage on a hit and you can add 1d8 to one damage roll of any spell you cast.
4. Make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, you are incapacitated until the end of your next turn.

Attract Magic. When a creature within 30 feet of you is the target of a spell or other magical effect that doesn't target you, you can use your reaction to make a Constitution check (DC 10 + the spell's level, or 15 if it isn't a spell). On a success, that spell or magical effect targets you instead of that creature. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.



DISRUPT

This spellmark usually manifests as lines of jagged, circular patterns around the wrists. You disrupt the flow of magic – whether your own or others.

Nullify. Once per turn, when you deal damage to a creature, you can force it to make a Charisma saving throw (DC 8 + your Constitution modifier + your proficiency bonus). On a failed save, the magical properties of each non-artifact magic item the creature is carrying are suppressed until the end of your next turn.

Unraveled. Your Constitution score is reduced by 1 for each magic item you're attuned to. Moreover, whenever you activate a property of a magic item you're wearing or carrying, you have disadvantage on attack rolls, ability checks, and saving throws until the end of your next turn.

Spellbreaker. When a creature fails its saving throw against your Nullify feature, you can choose that it also can't cast spells until the end of its next turn. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

MAGESIGHT

This spellmark usually manifests as glowing lines around the eyes – and on the eyeballs themselves. Your eyesight is replaced with a piercing, otherworldly perception that allows you to see magic itself.

Magesight. You are blind but have blindsight out to a distance of 60 feet. You can also sense a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any. You are blind beyond this radius.

Aura Sensitivity. When you are the target of a spell, you must make a Constitution saving throw (DC 10 + the spell's level). On a failure, your blindsight doesn't work until the end of your next turn, rendering you blind.

Truesight. As a bonus action, your blindsight becomes truesight until the end of your next turn. While you have this benefit, you can use an action to focus on a creature you can see and learn one of the following pieces of information, at the GM's discretion:

- The creature's AC and hit point maximum.
- The creature's Damage Vulnerabilities, Damage Resistances, and Damage Immunities.
- The creature's surface thoughts and demeanor toward you and your allies.

You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

MINDMAGE

This spellmark usually manifests as swirling patterns on the body. Your mind perceives the weave of magic perfectly, but your body is allergic to magic – and quick to repel its effects.

Telepathy. You can communicate telepathically with creatures you can see within 30 feet of you.

Pristine Will. When you start your turn in combat affected by a spell or other magical effect that causes you to be charmed, frightened, paralyzed, or stunned, you must succeed on a DC 15 Wisdom saving throw or take 1d8 psychic damage.

Delay Magic. When you fail a Wisdom, Intelligence, or Charisma saving throw against a spell or other magical effect, you can delay its effects on you until the end of your next turn. If the spell or effect allows you to repeat the saving throw at the end of each of your turns to end its effects on you, you don't get to repeat the saving throw on that turn. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

MAGESIGHT



MINDMAGE



DISRUPT



OMEN

This spellmark usually manifests as glowing, tattoo-like lines on the forehead and temples. You have an almost prescient view of the future, as if you're always peering just a few seconds ahead in time.

Limited Foresight. You can't be surprised and you gain a bonus to initiative rolls equal to your proficiency bonus.

Inevitable Doom. When a friendly creature you can see within 30 feet of you is reduced to 0 hit points, you become staggered until the end of your next turn. While staggered, you can't take reactions, and you must choose whether you get an action, a bonus action, or a move on your turn; you get only one of the three.

Alter Fate. As a reaction, after you or a creature you can see within 30 feet of you makes an attack roll, ability check, or saving throw, you can force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll. Once used, this property can't be used again until the next dawn.

No two spellmarks are alike and you never know what you'll get. Will it be shaped like an awesome M or more like an ogre's manhood? Be wary - there are no do-overs. Trust me. I tried.

- Milando

SPELLMANTLE

This spellmark usually manifests as shimmering marks down the back, arms, and legs. You have an innate resistance to magic that repels most spells – harmful or otherwise.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Magic Repellent. You must always attempt to resist spells or magical effects, even if they are beneficial, and can never be considered a willing target of a spell or magical effect. If you are the target of a beneficial spell or magical effect that has no saving throw, roll a d20. On a roll of 10 or less, the spell or magical effect has no effect on you.

Reflect Spell. When you succeed on a saving throw against a spell that affects only you, or a spell attack targeting only you misses you, you can use your reaction to turn the spell back on its caster. The spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.

OMEN



SPELLMANTLE

WEAVERAITH



WILDFIRE

WEAWEWRAITH

This spellmark manifests as tattoo-like patterns that shift between being invisible and pulsating with a faint azure or purple light.

Blurred Movement. When you move at least half your speed (minimum of 10 feet) on your turn, your body becomes blurred, shifting, and wavering to all who can see you. Until the beginning of your next turn, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight or can see through illusions.

Spellflare. When a spell or other magical effect deals damage to you or you fail your saving throw against a spell or other magical effect, you become outlined in shimmering purple energy until the end of your next turn. You shed dim light in a 10-foot radius, attack rolls against you have advantage if the attacker can see you, and you can't benefit from being invisible. This overrides any benefit gained by Blurred Form.

Wraithform. As a bonus action, you become incorporeal until the start of your next turn, gaining the following traits for the duration:

- You have vulnerability to force damage.
- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can't be grappled or restrained.
- Your attacks deal an extra 1d8 force damage on a hit.
- You can move through creatures and solid objects as if they were difficult terrain. If you end your turn inside a solid object, you take 1d10 force damage. If the effect ends while you are inside a solid object, you are shunted to the nearest unoccupied space, and you take 1d10 force damage for every 5 feet traveled.

You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.



UNSTABLE

WILDFIRE

This spellmark usually manifests as marks on the legs and feet that cause flame-like tendrils of magic to wrap around the lower body. You have an unnatural quickness and a constant urge to move that leaves you sluggish when resisted for too long.

Swiftfire. Your walking speed increases by 10 feet and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

Restless Flame. If you end your turn in combat without having moved at least 5 feet that turn, you have disadvantage on attack rolls, ability checks, and saving throws until you move at least 5 feet.

Blazing Dash. As an action, you can move up to your walking speed. Any space you move through during this movement becomes filled with a 5-foot cube of magical flames for 1 minute. A creature that enters the flames for the first time on its turn or starts its turn there must make a Dexterity saving throw (DC 8 + your Constitution modifier + your proficiency bonus), taking fire damage equal to 1d8 × your proficiency bonus on a failed save, or half as much on a success. You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

UNSTABLE

This spellmark usually manifests as chaotic, scar-like patterns all over the body. You can tap into the raw and untamed power of magic – and do so unconsciously.

Catalyst. Your presence makes magic unstable in a 10-foot-radius around you. You and any other creature that casts a spell of 1st level or higher within this area must roll a d20. If the result is equal to or lower than the spell's level, the casting creates a random magical effect rolled on the Wild Magic Effects table (see page 29).

Empower Spell. As a reaction to another creature within 30 feet of you casting a spell, you can empower the spell in one of the following ways (your choice):

- The spell takes effect as if it were cast using a spell slot one level higher.
- You can give one target of the spell disadvantage on the first saving throw made against the spell.
- You can add 1d10 to one damage roll of the spell.

You can use this property a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

WILD MAGIC EFFECTS

When working with raw and unstable magic, spellcasters can often inadvertently create unpredictable magical effects. This is referred to as “wild magic,” because, as the name indicates, magic behaves in wild and, quite often, dangerous ways.

CAUSING WILD MAGIC EFFECTS

Typically, a wild magic effect occurs when a spellcaster casts a spell of 1st level or higher while in an area of unstable magic – such as in the presence of a fabled *mythward* or in ancient ruins suffused with raw magic.

When the spell is cast, the creature rolls a d20. If the result is equal to or lower than the spell’s level, the creature also produces a random effect from the Wild Magic Effects table. In areas where magic is particularly unstable, the caster may have to roll a d10 instead of a d20 – or a wild magic effect may trigger automatically, without the need to roll at all.

Some items can also produce wild magic effects in certain situations. In these cases, the creature wielding the item or attuned to it is considered to have caused the effect, just as if they had cast a spell.

HOW WILD MAGIC EFFECTS WORK

When a creature rolls on the Wild Magic Effects table, the following rules apply:

- The DC of any saving throw related to a wild magic effect is always the creature’s spell save DC or 8 + its Constitution modifier + its proficiency bonus, if it has no spell save DC, unless otherwise noted.
- If the wild magic effect is a spell, the casting of that spell does not trigger additional wild magic effects. The spell also does not require concentration, lasts for its full duration, and can’t be ended voluntarily, unless otherwise noted.

“Wild” magic? More like FUN magic! I once saw our cleric turn into a dragon as he was trying to cast a simple spell of healing. It was amazing, wondrous, you should have seen the grin on his draconic face! Granted, he was a bit miffed to have the transformation reversed while he was two miles up in the air. It sucked doubly as he was the only one with any healing magic or spells of resurrection. So let that be a lesson to you – always bring a spare cleric!

– Milando

Wild Magic Effects

d100 Effect

- 01 Roll on this table at the start of each of your turns for 1 minute, ignoring this result on subsequent rolls.
- 02 Roll a d8. You regain a spell slot of your choice with a level equal to or lower than the result or gain temporary hit points equal to twice the result (your choice).
- 03 If you die within the next minute, you immediately come back to life as if by the *resurrection* spell.
- 04 You cast *sleep* as a 5th-level spell centered on yourself.
- 05 For the next minute, any spell (including the triggering spell) you cast takes effect as if it was cast using a spell slot one level higher.
- 06 You cast *entangle* centered on yourself.
- 07 You cast *daylight* centered on yourself.
- 08 You swap physical forms with a random creature within 30 feet of you. Until the end of your next turn, you control that creature’s body and it controls yours. Your game statistics are swapped, though you each retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can’t use any of its class features.
- 09 You cast *mislead*.
- 10 You cast *burning hands* in the direction you’re facing.
- 11 For the next minute, you and each creature within 30 feet of you have disadvantage on saving throws against spells and other magical effects.
- 12 You teleport in a random direction to the furthest away unoccupied space within 30 feet.
- 13 You are frightened by the nearest creature you can see until the end of your next turn.
- 14 You cast *earthquake* centered on yourself.
- 15 You cast *fire shield*.
- 16 You cast *hypnotic pattern* centered on yourself.
- 17 You cast *bleed* on yourself and all other creatures within 30 feet of you.
- 18 Roll 1d100. Your current hit points and hit point maximum becomes equal to the result. Your hit point maximum reverts to normal after 1 minute and any excess hit points disappear.
- 19 You cast *sanctuary* on yourself and all other creatures within 30 feet of you.
- 20 You cast *moonbeam* centered on yourself.
- 21 You cast *faerie fire* centered on yourself.

d100 Effect

- 22 For the next minute, whenever you expend a spell slot to cast a spell, you regain one expended spell slot of a level lower than the spell you cast or gain temporary hit points equal to twice the spell's level (your choice).
- 23 You cast *darkness* centered on yourself.
- 24 An elemental appears in an unoccupied space within 30 feet of you. Roll a d4 to determine its type (1: **air elemental**; 2: **earth elemental**; 3: **fire elemental**; 4: **water elemental**) and flip a coin to determine if it is hostile toward you or friendly toward you and obeys your commands. It disappears after 1 minute.
- 25 For the next minute, creatures never have advantage on saving throws against spells you cast and spells you cast ignore any resistances.
- 26 You cast *blink*.
- 27 You cast *stoneskin* on yourself and all other creatures within 30 feet of you.
- 28 You cast *web* centered on yourself.
- 29 You cast *stinking cloud* centered on yourself.
- 30 Each creature within 30 feet of you must succeed on a Wisdom saving throw or be frightened until the end of their next turn.
- 31 Any spells or magical effects on you end.
- 32 You cast *lightning bolt* in the direction you're facing.
- 33 A **spellwarped ooze** appears in an unoccupied space within 30 feet of you.
- 34 You cast *magic missile* as a 5th-level spell. You must target each creature you can see within 120 feet with at least 1 dart, if able.
- 35 You and each creature within 30 feet of you regain 3d8 hit points.
- 36 For the next minute, when a creature touches you or hits you with a metal object, it takes 1d8 lightning damage and can't take reactions until the end of its next turn.
- 37 You cast *wall of fire* in the shape of a ringed wall 30 feet in diameter, 30 feet high, and 1 foot thick centered around yourself.
- 38 You cast *resilient sphere* on yourself and are considered a willing target for the casting.
- 39 For the next minute, any creature that starts its turn within 30 feet of you or comes within 30 feet of you for the first time on a turn is affected as by the *slow* spell until the start of their next turn.
- 40 Your speech becomes clumsy for 1 minute. When you cast a spell with a verbal component, you must succeed on a Constitution saving throw (DC 10 + the spell's level) or the spell fails and the action is wasted.
- 41 You cast *confusion* centered on yourself.

d100 Effect

- 42 Your shadow and the shadows of all other creatures within 30 feet of you detach and manifest as Undead **shadows** in unoccupied spaces within 5 feet of the creature each belongs to. Each shadow is hostile toward the creature it belongs to.
- 43 You cast *polymorph* on yourself and all other creatures within 30 feet of you. Roll a d4 to determine which beast each creature turns into (1: **ape**; 2: **bat**; 3: **frog**; 4: **giant scorpion**).
- 44 For the next minute, you gain 5 temporary hit points at the start of each of your turns.
- 45 You cast *bane* on yourself and all other creatures within 30 feet of you.
- 46 You and each creature within 30 feet of you must succeed on a Constitution saving throw or become poisoned for 1 minute.
- 47 You cast *ice storm* centered on yourself.
- 48 You cast *grease* centered on yourself.
- 49 You cast *arcane hand* in an unoccupied space within 5 feet of you.
- 50 You cast *blur* on yourself and each creature within 30 feet of you.
- 51 You cast *warding wind*.
- 52 You cast *warding bond* on yourself and a random creature within 30 feet of you.
- 53 You cast *time stop*.
- 54 You cast *sleet storm* centered on yourself.
- 55 You transform into a **young red dragon** as with the *shapechange* spell, except that you can't change to different forms and the transformation lasts for 1 minute.
- 56 Each creature within 30 feet of you must succeed on a Strength saving throw or be pulled up to 30 feet and land prone in an unoccupied space adjacent to you.
- 57 The damage of the next damaging spell you cast within the next minute is maximized instead of rolled.
- 58 A *simulacrum* of yourself appears in an unoccupied space next to you. Flip a coin to determine if it is aggressive toward you or is friendly and obeys your commands. It disappears after 1 minute.
- 59 You and each creature within 30 feet of you levitate 20 feet into the air and are suspended there until the end of your next turn.
- 60 For the next minute, the magical properties of non-artifact magic items are suppressed while within 30 feet of you.
- 61 You cast *regenerate* centered on yourself.
- 62 You cast *hideous laughter* on yourself and each creature within 30 feet of you.

d100 Effect

- 63 For the next minute, all your spells with a casting time of 1 action have a casting time of 1 bonus action.
- 64 You cast *cloudkill* centered on yourself.
- 65 You cast *silence* centered on yourself.
- 66 A **spellwarped demon** appears in an unoccupied space within 30 feet of you.
- 67 For the next minute, any creature that hits you with a melee attack takes 1d8 force damage and is pushed back 10 feet.
- 68 Time is reversed for you to just before your last turn started. You magically appear where you were then, you regain any hit points you lost in the interim, and any conditions or effects that began since then no longer affect you.
- 69 For the next minute, you become amorphous; you can move through a space as narrow as 1 inch wide without squeezing, and you can't be grappled or restrained.
- 70 Roll a d20. Once before the end of your next turn, you can replace one ability check, attack roll, or saving throw made by you or a creature that you can see with this roll. You must choose to do so before the roll is made.
- 71 You cast *fly* on yourself and each other creature within 30 feet of you.
- 72 You are petrified until the end of your next turn.
- 73 You and each other creature within 30 feet of you must succeed on a Charisma saving throw or become cursed with magical deformities for 1 minute. While cursed this way, a creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.
- 74 Your hands become clumsy for 1 minute. When you cast a spell with a somatic component, you must succeed on a Dexterity saving throw (DC 10 + the spell's level) or the spell fails and the action is wasted.
- 75 You cast *spike growth* centered on yourself.
- 76 You cast *haste* on yourself and each creature within 30 feet of you.
- 77 You cast *fog cloud* centered on yourself.
- 78 You cast *spirit guardians* but can't choose targets that aren't effected by it.
- 79 Invisible barriers of magical force grant you and each other creature within 30 feet of you a +5 bonus to AC until the end of your next turn.
- 80 You cast *etherealness*. The spell lasts one minute or until you dismiss it as an action.
- 81 For the next minute, you and each creature within 30 feet of you have advantage on saving throws against spells and other magical effects.

d100 Effect

- 82 You cast *irresistible dance* on yourself and each other creature within 30 feet of you.
- 83 You cast *feeblemind* on yourself.
- 84 Each creature within 30 feet that can see you must make a Constitution saving throw or be blinded until the end of your next turn.
- 85 You cast *thunderwave*.
- 86 A **pseudodragon** appears in an unoccupied space within 5 feet of you. It is friendly to you. It disappears after 1 minute.
- 87 You cast *greater invisibility* on yourself and all other creatures within 30 feet of you.
- 88 For the next minute, you must roll a d20 whenever you are the only target of a spell. On a roll of 11 or higher, the spell instead targets a random creature within 30 feet of you. If no targets are within range, the spell targets you.
- 89 For the next minute, your proficiency bonus is doubled.
- 90 A *holy avenger longsword* appears, hovering directly in front of you. You are automatically attuned to it, even if you don't meet its requirements. It disappears after 1 minute.
- 91 You cast *enhance ability* on each creature within 30 feet of you, determining the effect for each target randomly.
- 92 You cast *enlarge/reduce* on yourself and all other creatures within 30 feet of you. Flip a coin for each creature to determine if it shrinks or grows.
- 93 You cast *mirror image* on yourself and all other creatures within 30 feet of you.
- 94 You and all other creatures within 30 feet of you must succeed on a Constitution saving throw or suffer one level of exhaustion.
- 95 Each creature within 30 feet of you takes 1d8 lightning damage and can't take reactions until the end of its next turn.
- 96 A *staff of the magi* with 10 charges appears, hovering in front of you. You are automatically attuned to it, even if you don't meet its requirements. It disappears after 1 minute.
- 97 For the next minute, the effective range, duration, and area of effect of spells you cast is doubled.
- 98 For the next minute, any creature that deals damage to you takes 1d4 psychic damage and has disadvantage on the next attack roll or saving throw it makes before the end of its next turn.
- 99 You gain an unstable spellmark, determined at random.
- 00 Roll twice on this table.



CHAPTER 2: ARCANE ARTISANS

Though the arts of hexcrafting, runecarving, and spellwarping are rare, mysterious, and often dangerous, their practitioners can be found throughout the Multiverse.

ARTISAN OVERVIEW

In this chapter, six such artisans are presented, each of which can provide exciting services and unique magical services to the player characters. Each new arcane art has two arcane artisans associated with it:

Hexcrafting is practiced by **Rezgal**, a devious and cunning devil cambion who delights in tricking characters into dark bargains, and **Vascendra**, an insidious dark elf witch who possesses curses and charm in equal measure.

Runecarving is the craft of choice for **Azethra**, a single-minded white dragonborn who excels at imbuing and upgrading items with magical runes, and **Direshi**, a good-humored ogre who specializes in runewrought constructs and prosthetics.

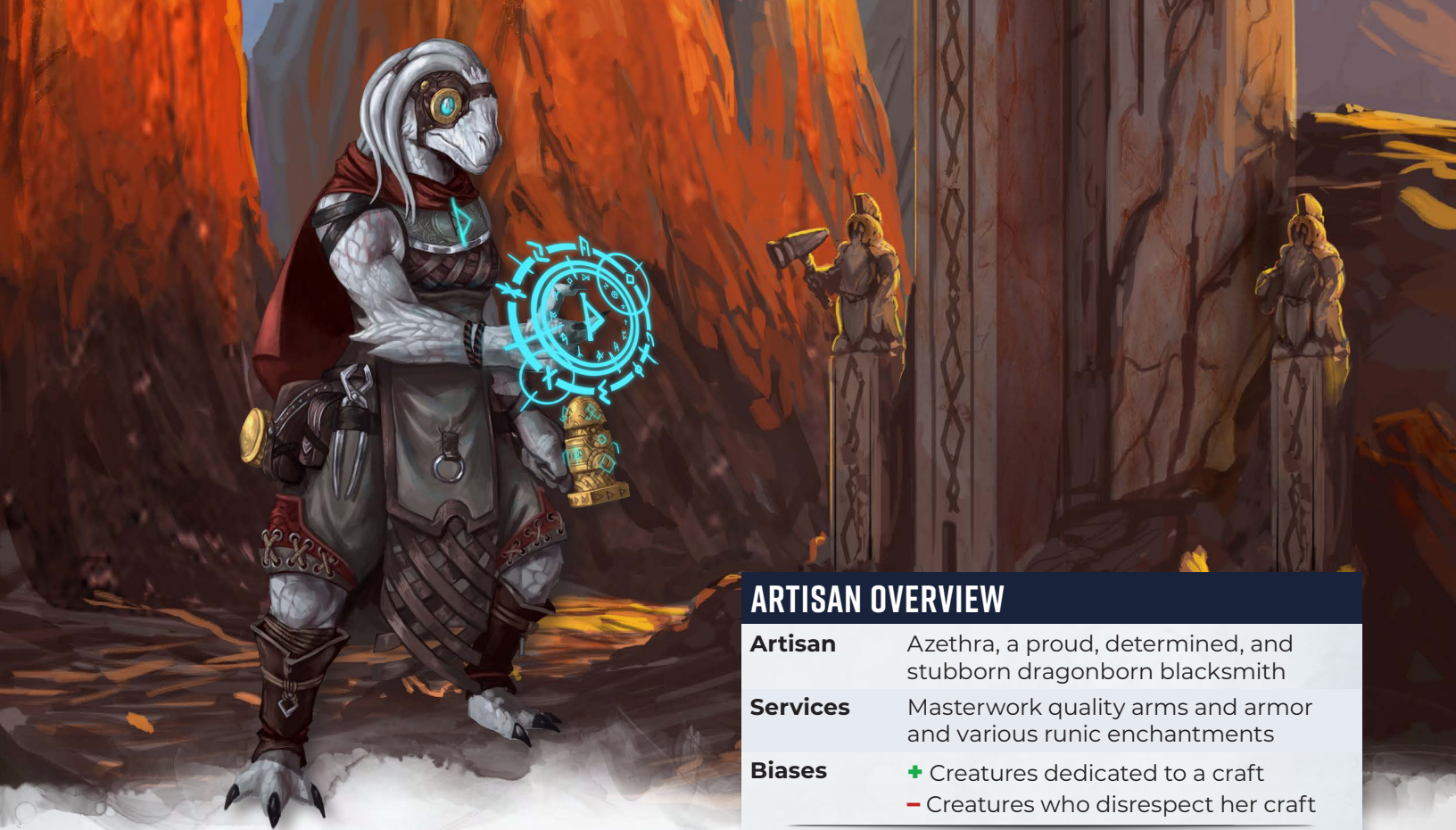
Spellwarping is performed by **Kirr**, a half-crazed gnoll ex-adventurer who makes unstable magic items, potions, and spellmarks, and **Nizzym**, a spellwarped dragon whose dangerous breath can infuse creatures and objects alike with wild magic.

DEALING WITH ARCANE ARTISANS

The arcane artisans in this chapter have suggested selling and buying prices, biases, and a bargaining DC listed in their overview. This information can be used on its own as inspiration to facilitating a trade with the NPC. You can also use it alongside the following guidelines for a more streamlined approach:

- Buying and selling prices reference an item or service's value – i.e., if an artisan has a selling price of 120%, an item they sell with a value of 1,000 gp would have an initial cost of 1,200 gp.
- The artisan's prices are reduced by 20% for a customer they have a positive bias toward or increased by 20% for a customer they have a negative bias toward.
- Characters can make Charisma (Persuasion) checks against the artisan's bargaining DC to reduce the artisan's prices by 10% for each success. Once they've accrued three failures or successes, they can't make another attempt for that item or service.

You can find a more detailed overview and explanation of bargaining rules for fifth edition in *Wanderer's Guide to Merchants & Magic*.



AZETHRA RIMEFANG

The scales ripple on the dragonborn’s upper arm as she deftly lifts the hammer. Sparks fly from the blade as she strikes it, once, twice, three times in rapid succession. Pausing, she breathes a frosty mist at the red-hot metal and lifts it closer, appraising her work with furrowed brows. “What are you looking for?” she says sternly, her eyes – one of them a contraption of metal, glass, and leather – still focused on her work. “And please don’t touch anything!”

Azethra is a white dragonborn who’s dedicated her entire existence to the art of runecarving. From the break of dawn, Azethra is working hard at her furnace, smithing new suits of armor or steel weapons, and carving them with magical runes. Adventurers may find her workshop in the trade district of a major city, tucked away in a smaller hamlet, or in caves inhabited by dragonborn, dwarves, or even dark elves.

A WAY OF LIFE

For as long as she can remember, Azethra knew she’d be a blacksmith – just as her mother and grandmother had been before her. As a hatchling, Azethra clung to her mother’s arm while the matron worked the anvil. As soon as she could walk, she was at her mother’s side or fetching her instruments. And as soon as she was strong enough, she was hammering away herself.

For many years, Azethra was content working alongside her mother, forging armor, weapons, and

ARTISAN OVERVIEW

Artisan	Azethra, a proud, determined, and stubborn dragonborn blacksmith
Services	Masterwork quality arms and armor and various runic enchantments
Biases	<ul style="list-style-type: none"> + Creatures dedicated to a craft - Creatures who disrespect her craft

Sell Prices
100%

Bargaining DC
18

Buy Prices
40%

tools for her clan. But when Azethra’s mother passed, she left behind a toolbox filled with delicate tools and a note detailing the art of runecarving. For while her mother had never acquired the skill necessary to carve magical runes, she realized that her daughter might succeed where she had failed.

Indeed, Azethra – diligent and determined as always – eventually did figure out how to enchant and enhance items and objects with magical runes. Still not satisfied with her rudimentary skill, she ventured out into the world with a single purpose: to become the most skilled runecarver in existence.

ROLEPLAYING AZETHRA

Azethra’s most defining traits are her stubbornness and determination. She knows exactly who she is, what she wants, and how she’s going to get it, and will let nothing stand in her way.

Azethra is a perfectionist and can be very critical – not just of others, but also of herself. Even when she’s trying to make a sale, she matter-of-factly critiques her own works with remarks such as “this armor is one of my earlier works, so it’s of inferior make – notice this dent right here, for example” or “I realize it’s not my best work, in fact, it’s among my worst, but you may get some use out of it still.” The ironic part is that any customer who knows their way around a forge will recognize that all of Azethra’s works are masterpieces.

AZETHRA'S SERVICES

Azethra sells a wide array of arms and armor, some of which are mundane – but of masterwork quality – and some which are carved with intricate magical runes. For a special fee, Azethra can also imbue characters' items with magical runes.

Azethra is blacksmith and runecarver first and foremost, and only reluctantly engages in trade because it's necessary to keep her workshop running. As such, she has little patience for anyone who wastes time with dumb questions, who doesn't respect her work, or who spends too much time arguing and haggling. Conversely, Azethra appreciates forthrightness and customers who are dedicated to their own craft, such as a disciplined warrior, an ever-composing bard, or a studiously scribing wizard.

MASTERWORK ARMS AND ARMOR

Azethra sells any armor and weapons that can be found in the fifth edition handbook for players. Her wares cost 50 percent more than normal, because they are of masterwork quality, as described below.

Masterwork Armor. While you're wearing this armor, any critical hit against you becomes a normal hit. Once a critical hit has been negated this way, this property is lost until a creature proficient with smith's tools spends 1 hour repairing it, or it is repaired with a *mending* spell.

Masterwork Weapon. When you attack with this weapon, your attacks score a critical hit on a roll of 19 or 20. Once you score a critical hit with this weapon, this property is lost until a creature proficient with smith's tools spends 1 hour repairing it, or it is repaired with a *mending* spell.

MAGIC ITEMS

Azethra sells a wide variety of runecarved magic items, all of which she has crafted and enchanted herself. Some are masterwork items engraved with a single magical rune while others are more complex and unique, combining several runes.

Item	Type	Value
Masterwork Longsword (Laguz) A	Weapon (Longsword)	1,000 gp
Masterwork Shield (Gebo) A	Armor (Shield)	1,000 gp
Masterwork Greatsword (Isa) A	Weapon (Greatsword)	1,500 gp
Masterwork Splint (Turisaz) A	Armor (Splint)	2,500 gp
Bloodrager's Belt	Wondrous Item	5,000 gp
Bloodrager's Greataxe A	Weapon (Greataxe)	5,000 gp

RUNIC ENCHANTMENTS

Azethra knows a wide array of runes she can imbue the characters' arms and armor with.

d10	Rune	Value
1	Ansuz	1,500 gp
2	Berkano	1,000 gp
3	Fehu	1,000 gp
4	Gebo	1,000 gp
5	Isa	1,500 gp
6	Laguz	1,000 gp
7	Raidho	250 gp
8	Sowilo	500 gp
9	Turisaz	1,500 gp
10	Wunjo	750 gp

AZETHRA RIMEFANG

Medium Humanoid (Dragonborn), Lawful Neutral

Armor Class 14 (studded leather)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	12 (+1)	14 (+2)	9 (-1)

Saving Throws Str +7, Con +7, Wis +5

Skills Athletics +7, Perception +5, Sleight of Hand +5

Damage Resistances cold

Senses passive Perception 15

Languages Common, Draconic, Dwarvish

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

Quicksilver Alertness. Azethra has advantage on initiative rolls and can't be surprised.

ACTIONS

Multiattack. Azethra makes three melee attacks.

Warhammer (Isa). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, or 9 (1d10 + 4) bludgeoning damage if used with two hands, plus 4 (1d8) cold damage. If the target is a creature, its speed is reduced by 10 feet until the end of Azethra's next turn.

Rimefrost Breath (Recharge 5–6). Azethra exhales frosty mist in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 33 (6d10) cold damage on a failed save, or half as much damage on a successful one. If a creature fails this saving throw by 5 or more, it is also restrained by ice until the end of Azethra's next turn.

REACTIONS

Warding Rune (3/Day). When Azethra is hit by an attack, she triggers a rune to create a protective barrier of force. Until the start of her next turn, she has a +5 bonus to AC, including against the triggering attack. If this bonus to AC causes a creature within 5 feet of her to miss her with an attack, the attacker takes 9 (2d8) force damage.



DIRESHI STEELARM

Weapons and armor etched with runes and symbols hang on racks side by side with strange-looking prosthetics in this half-blacksmith, half-tinker's workshop. A squeaking metal pig catches your eye before a bulky figure towering over the desk at the shop's back clears his throat to make his presence known. Bearded and brick-jawed, the figure would be menacing if it wasn't for its friendly, tusk-filled smile. "Welcome to Direshi's Carvery!" he enthuses in a deep tenor and stands up to his full height of more than 10 feet. "What can I do for you?"

Direshi Steelarm is a kind-hearted ogre with a knack for making magical constructs using his beloved tinker's tools. Although he sells runecarved weapons and armor, his true skills are exhibited in the magical prosthetics and runewrought constructs he sells.

Adventurers can find Direshi's Carvery in the busy part of a larger city, or anywhere else an ingenious ogre would be welcome to share his runecarved inventions.

ODD OGRE OUT

A gift for tinkering isn't much of a blessing in a hierarchal tribe of ogres governed by brute and brawn. Although Direshi managed to get through his early childhood by steering clear of the biggest of his brethren, having your parents applaud your brother for clubbing your latest invention to smithereens isn't much of an inducement. Thus, Direshi decided early in life to move on and refine his craft elsewhere.

A brief year as an apprentice for the eccentric gnome tinker Ernart Dippetopp allowed Direshi to grasp the marvelous prospects hidden in the mixture of mind, magic, and machinery. It was only when the careless tinkering with explosives, at the clear fault of his mentor, cost Direshi an eye, an arm, and a leg, that the ogre once again felt it was time to move on.

ARTISAN OVERVIEW

Artisan	Direshi, a good-natured, passionate ogre with a knack for tinkering
Services	Magical prosthetics, constructed creatures, and runic enchantments
Biases	<ul style="list-style-type: none"> + Tinkers and gnomes - Creatures who resort to violence

Sell Prices
120%

Bargaining DC
13

Buy Prices
30%

By then, Direshi truly found his path as he joined the runecarvers at the Arkrune Enclave – first to acquire prosthetics, but then to be trained for years in the sacred art of carving objects with magical runes. Eventually, the calm and increasingly careful ogre grew tired of his colleagues' arrogant ambition and concealment of knowledge, so, equipped with the skills of a true runecarving master, he left to open up a shop and share his inventions with the world!

ROLEPLAYING DIRESHI

Neither lazy nor overly ambitious, Direshi enjoys what he does and isn't in a hurry to do anything else. He moves at his own pace – which is often infuriatingly slow – and won't let anyone boss him around.

Direshi's childhood has made him somewhat paranoid, flinching at sudden movements and carefully measuring every customer before dropping his guard, but his love of his craft usually overwhelms these traits. He shows off his wares with a great deal of passion – explaining intricate details about how each item was crafted and what materials were used, while often neglecting any salesmanship and forgetting to elaborate on the actual properties of his wares before he's asked.

DIRESHI'S SERVICES

Direshi specializes in magic prosthetics and construct companions, but at your discretion, he can also sell any armor or weapons found in the fifth edition manual for players at their listed value.

Direshi's services are available to all comers but a creature who shares in his passion for tinkering – especially gnomes – will see Direshi show off his proudest inventions at favorable prices. And, if anyone visits Direshi's shop after losing a limb, he ensures that they won't leave without a replacement, even if it means allowing them to open a line of credit.

RUNIC ENCHANTMENTS

Many of Direshi's wares are carved with one of the magical runes he knows, and he rarely asks for a higher price for these than the usual cost of the item plus the cost of the rune. He can also imbue the characters' own arms and armor with these runes for the rune's value – and can be convinced to give a discount of up to 25 percent if he likes the customers and they haggle well.

d8	Rune	Value
1	Algiz	750 gp
2	Berkano	1,000 gp
3	Ehwaz	1,000 gp
4	Hagalaz	1,000 gp
5	Kenaz	1,500 gp
6	Mannaz	1,500 gp
7	Tiwaz	1,500 gp
8	Uruz	1,500 gp

MAGICAL PROSTHETICS

Direshi sells runecarved prosthetics worth 100 gp plus the value of the rune carved on them. Direshi also sells a selection of unique runewrought prosthetics, which he regards as his finest inventions.

Item	Type	Value
Runewrought Prosthetic Leg A	Wondrous Item	2,000 gp
Runewrought Prosthetic Arm A	Wondrous Item	3,000 gp
Runewrought Prosthetic Eye A	Wondrous Item	5,000 gp

RUNEWROUGHT CONSTRUCTS

Direshi also sells various constructed creatures. He currently has a mechanical boar companion called a **snuffler** (2,000 gp), a **runewrought dragonfly** (7,500 gp), and a **runewrought bulette** (15,000 gp) for sale.

DIRESHI

Large Giant, Chaotic Good

Armor Class 14 (hide armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	17 (+3)	16 (+3)	11 (+0)

Skills Arcana +7, Athletics +9, Perception +7

Senses truesight 120 ft., passive Perception 17

Languages Common, Dwarvish, Giant, Gnomish

Challenge 10 (5,900 XP)

Proficiency Bonus +4

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

ACTIONS

Multiattack. Direshi makes two Hammer attacks and uses Runewrought Grenade.

Hammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) force damage and, if the target is a creature, it must succeed on a DC 17 Constitution saving throw or be unable to take reactions until the start of its next turn. If the saving throw fails by 5 or more, the target is also stunned for the duration.

Runewrought Grenade. Direshi hurls a grenade up to 60 feet, causing one of the following effects (Direshi's choice):

Gravity. Each creature within 20 feet of where the grenade lands must make a DC 15 Strength saving throw. On a failed save, a creature takes 9 (2d8) force damage and is either pulled or pushed 10 feet toward the point of impact or pushed 10 feet away from the point of impact (Direshi's choice). On a successful save, a creature takes half as much damage with no additional effects.

Spell. Each creature within 20 feet of where the grenade lands is affected as if they were targeted by one of the following spells (Direshi's choice): *confusion*, *fear*, *hold person*, *hypnotic pattern*, or *slow* (save DC 15). The spell doesn't require concentration and lasts for the duration or until dispelled.

BONUS ACTIONS

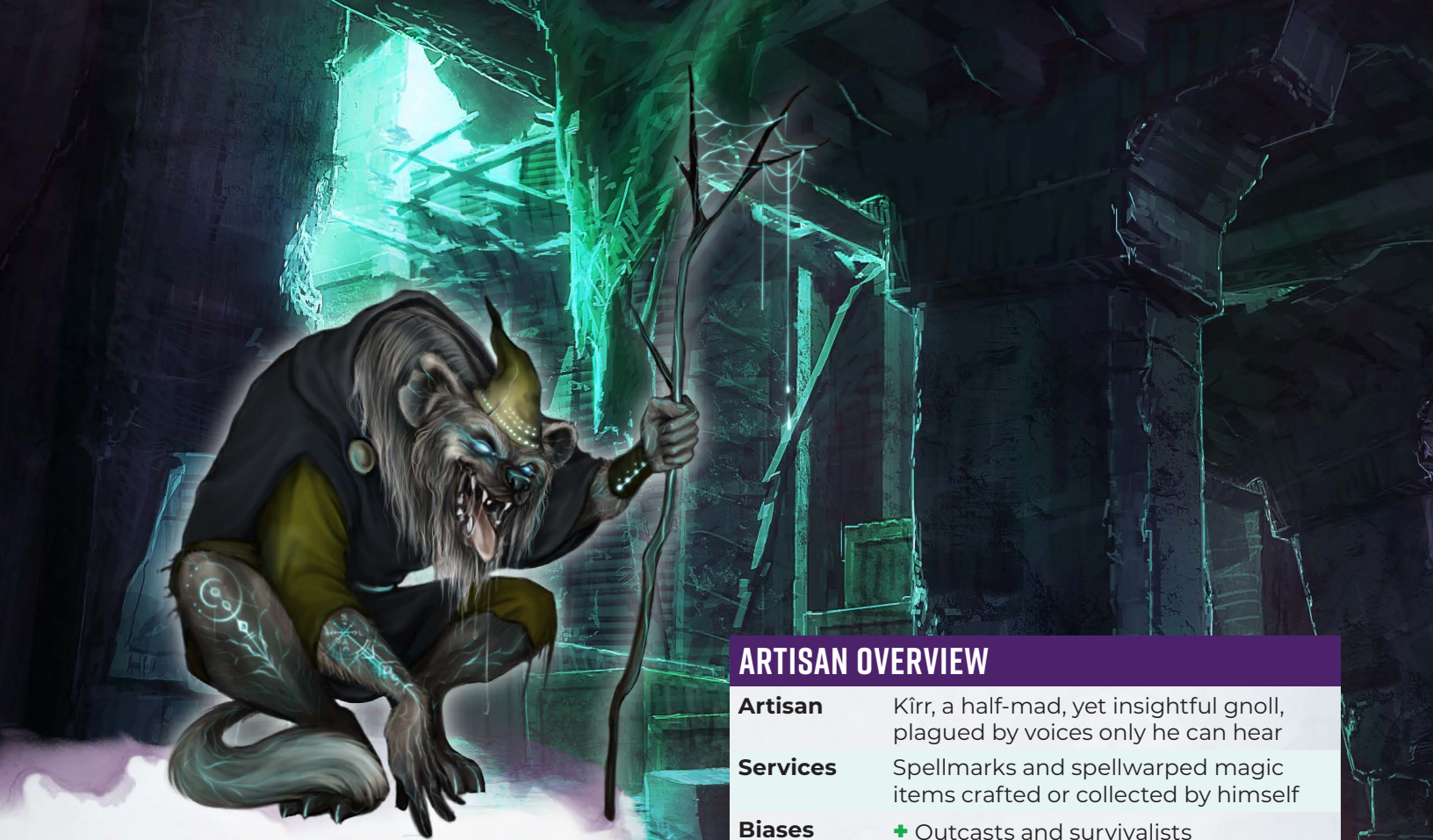
Gravity Ray. Direshi shoots a ray of gravitational energy at a creature he can see within 60 feet of him. The target must succeed on a DC 15 Constitution saving throw or take 9 (2d8) force damage, and its speed is halved until the end of its next turn.

Hover. Direshi rises vertically up to 20 feet and hovers there until the end of his next turn. He can use this action again before then to extend the duration until the end of his next turn and change his altitude by up to 20 feet.

Skip. Direshi jumps up to 10 feet without provoking opportunity attacks. He can't use this action while he's prone or his speed is 0.

REACTIONS

Quickstep. When a creature hits Direshi with an attack, he makes a Dexterity saving throw against a DC equal to the creature's attack roll. On a successful save, he jumps to an unoccupied space within 5 feet of him, causing the attack to miss.



KÎRR THE WARPED

The hunchbacked gnoll lifts his head as you approach, fixing his glowing, pupilless eyes on you. A raspy cackle escapes the gnoll's lips as his head bobs from side to side. "Eh-eh, come to see old Kîrr, have you? Eh-eh, if you are old foes looking for a fight, I must disappoint – Kîrr has little fight left in him," the gnoll says, seemingly unfazed by the prospect of battle. "But if you're looking for, eh-eh, magic's touch, well, that old Kîrr can provide!"

Kîrr is a half-mad gnoll with a storied career as a daring wilderness guide behind him. The wily gnoll never set out to become a spellwarper but when he was touched by raw magic – an event that stole his sight and nearly his life – the choice was made for him. Shunned by most of society and no longer sought after as a guide, Kîrr has taken to sharing the raw magic that permeates him in return for gold.

Kîrr has learned from painful experience to stay out of the public's eye. He is usually found scuttled away in the back of a dark alley in a sprawling metropolis or hiding out in a small cave on a rocky plain.

FORGED IN SPELLFIRE

Fearless and strong-headed despite his gaunt and frail form, Kîrr never got along well with the other gnolls in his pack. Abandoning his kin in early adulthood, Kîrr began working as a wilderness guide, directing fresh-faced adventurers to ancient ruins and forgotten tombs.

ARTISAN OVERVIEW

Artisan	Kîrr, a half-mad, yet insightful gnoll, plagued by voices only he can hear
Services	Spellmarks and spellwarped magic items crafted or collected by himself
Biases	+ Outcasts and survivalists - None

Sell Prices
120%

Bargaining DC
13

Buy Prices
30%

On one such occasion, Kîrr was waiting for his employers outside the remains of a long-dead wizard's tower, when the adventurers' pilfering triggered something within the ruins. A terrible blast of powerful raw magic was unleashed, annihilating the adventurers along with the tower and its fabled treasures. Kîrr, who'd been waiting close by, fared little better as the raw magic swept over him.

But Kîrr didn't die. Instead, the gnoll, who was blinded in the blast, used his survival skills to stay alive while his gruesome injuries healed. Eventually, the gnoll made it back to relative civilization – alive, but far from the same.

ROLEPLAYING KÎRR

Kîrr's brush with raw magic wrought more than just physical changes. The gnoll, who was already eccentric before his ordeals, seems to be half-mad, often cackling at jokes only he perceives, or answering questions that have yet to be asked.

Kîrr also possesses acute insight and perception, owed in part to his unnatural condition, and may make cryptic remarks such as "Eh-eh, there is great power in your future, friend, best tread carefully!" or, "You don't much like Kîrr, no, not much at all, I see, eh-eh!"

KÎRR'S SERVICES

A consummate survivor, Kîrr works as a spellwarper because it keeps his belly full and his purse heavy. He will apply spellmarks and sell his items to anyone who can pay his fees, though he has a specific fondness for outcasts and survivalists, to whom he usually extends significant discounts.

MAGIC ITEMS

Kîrr sells a small selection of spellwarped magic items he has personally crafted or collected.

Item	Type	Value
Potion of Raw Magic	Potion	400 gp
Empowering Crystal	Wondrous Item	600 gp
Warping Longsword A	Weapon (Longsword)	6,000 gp

SPELLMARKS

Kîrr isn't a particularly skilled spellwarper but his condition allows him to handle raw magic with only minimal side effects. Once a month, Kîrr ventures back to the ruins where he got his own marks to gather the unstable energy in small flasks and containers.

During an hour-long ritual that involves rhythmic dancing and yipping – wholly unnecessary, but Kîrr enjoys the performance – the mad gnoll haphazardly dabs his customers with the dangerous substance. He offers only a casual warning before beginning: “Eh-eh, it might hurt a little, oh yes, but if Kîrr can handle it, surely a big fella like you will have no trouble, eh-eh!”

At your discretion, Kîrr can apply a specific spellmark to a character at a set price, as per the table below. Alternatively, Kîrr may charge a set fee of 1,000 gp to apply a random spellmark, determined by rolling a d6 on the table below.

d6	Spellmark	Value
1	Alloy	1,500 gp
2	Conduit	1,500 gp
3	Magesight	500 gp
4	Omen	1,500 gp
5	Spellmantle	2,000 gp
6	Wildfire	1,500 gp

Kîrr isn't crazy – well, at least not the “I'll rip your head off and drink your blood directly from your neckhole”-kind of crazy gnolls are known for. It's more like a “I'll pour raw magic on you because the voices told me to do it”-kind of crazy. You know – the good kind!

– Milano

KÎRR

Medium Humanoid (Gnoll), Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 30 ft.

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

Saving Throws Dex +7, Wis +7

Skills Arcana +4, Perception +7, Sleight of Hand +7, Survival +7

Damage Resistances force

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17

Languages Common, Gnoll

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Aura Sensitivity. When Kîrr is the target of a spell or starts his turn within a spell's area of effect, he must make a Constitution saving throw against a DC equal to 10 + the spell's level. On a failure, his blindsight doesn't work until the end of his next turn.

Magesight. Kîrr can sense a faint aura around any visible creature or object within 60 feet that bears magic, and learn its school of magic, if any.

ACTIONS

Multiattack. Kîrr makes two attacks.

Warping Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) force damage. If the target is a creature, it must succeed on a DC 15 Charisma saving throw or suffer a random magical effect that lasts until the end of Kîrr's next turn (roll a d4):

1. The target has disadvantage on saving throws against spells and magical effects, and gains vulnerability to damage from spells.
2. The target rises vertically 20 feet into the air and remains suspended there.
3. The target is turned to stone and subjected to the petrified condition.
4. The target teleports in a random direction to the furthest unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.

Raw Magic Bolt. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 18 (4d8) force damage plus 4 (1d8) force damage for each spell the target is concentrating on and each spell that is affecting it.

Spellcasting. Kîrr casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

1/day each: *confusion*, *dispel magic*, *fire storm*, *polymorph*, *reverse gravity*

BONUS ACTIONS

Truesight (3/Day). Kîrr gains truesight out to a radius of 60 feet until the end of his next turn.



NIZZYM THE DEFILER

The dragon's serpentine neck lazily veers toward you and its baleful eyes focus upon you. Pinkish arcs of energy dance on the dragon's azure scales as it moves. "Yesss, adventurers, I sssee you..." the dragon's sibilant hiss is little more than a gravelly whisper but still easily carries across the distance between you. "Are you opportunistsss who've come to enlist my serviccsss – or do you fancy yourselves dragon slayerssss, O mighty heroesss?"

Nizzym is an **adult spellwarped dragon** who has a knack for creating enchantments and weaving spells from raw and unstable magic. Though undoubtedly an evil and malicious creature, Nizzym is known to offer her magical services to anyone – hero or villain – who's willing to pay her steep fees. Chaotic and unpredictable, Nizzym often moves around and may make her lair anywhere from the dense jungle or desolate plains to the sewers underneath a larger city.

WARPED BY RAW MAGIC

Anyone who lays eyes upon Nizzym immediately realizes that she is not an ordinary blue dragon. Indeed, Nizzym's egg was stolen by an ambitious wizard before she hatched. In an attempt to magically bind the unhatched dragon to him, the wizard cast several different enchantments upon the egg.

ARTISAN OVERVIEW

Artisan	Nizzym, a cruel and unpredictable spellwarped dragon
Services	Magical augmentations, spellmarks, and spellwarped magic items
Biases	<ul style="list-style-type: none"> + Gemstones and submissiveness - Anyone who disrespects her

Sell Prices	Bargaining DC	Buy Prices
150%	15	40%

While the spells didn't secure Nizzym's loyalty – as the wizard learned when Nizzym turned against him – they did infuse her with raw, unstable magic. After devouring her captor, Nizzym made his magical treasures the foundation of her hoard. She soon realized that her condition not only allowed her to wield wild magic, but also to enchant and augment objects, granting them a sliver of her unstable magic. She could even imprint her magic on other creatures by giving them powerful spellmarks.

ROLEPLAYING NIZZYM

Nizzym possesses all the blue dragon's best traits: she's vain, arrogant, self-centered, malicious, and cunning. Not typical of blue dragons, however, Nizzym is also unpredictable, erratic, and unnecessarily cruel.

She covets gemstones and treasures for her hoard, but most of all she enjoys seeing lesser creatures squirming and scraping to earn her favors. As she says; “It iss only right that inferior beingsss bow to their bettersss.” She will interject scathing insults into any conversation, and carefully craft her words to be as hurtful as possible, such as telling the barbarian that “your lack of scarsss tell me you haven’t a true warrior’s heart” or letting the vain bard know that “it is good that you know magic – though I doubt it makesss up for your lack of charm or talent!”

NIZZYM’S SERVICES

Nizzym can provide three different types of services: she sells magic items that she’s enchanted or warped, she can augment the characters’ own items, and she can imbue the heroes themselves with unstable spellmarks. Whatever service she provides, Nizzym does nothing for free – her prices are steep and become steeper still for those who refuse to grovel at her feet.

Though she would never admit it, Nizzym has a soft spot for those who have been transformed against their will, just like she was. She may bestow discounts to a character cursed with lycanthropy or a tiefling that’s been ostracized for its lineage. Conversely, Nizzym hates – and secretly fears – wizards and always marks up her prices when dealing with them.

SPELLMARKS

Nizzym can imbue another creature with a spellmark by carefully aiming her *Warping Breath* at a small point on the creature’s body at close range. This process is extremely dangerous as the subject suffers the full damage of the magical breath attack. Nizzym thus always makes sure she’s paid up front: “Feeble as you are, there’s a chance thiss procedure might kill you – not a terrible loss to anyone, I susspect, but I will need you to provide my fee in advance.”

If the creature survives the dragon’s breath, it gains a spellmark. The creature and Nizzym may have agreed upon a specific spellmark in advance. Alternatively, Nizzym also accepts a flat fee of 1,000 gp to create a random spellmark, determined by rolling a d6 on the table below:

d6	Spellmark	Value
1	Conduit	1,500 gp
2	Disrupt	750 gp
3	Mindmage	1,000 gp
4	Spellmantle	2,000 gp
5	Weavewraith	1,500 gp
6	Unstable	1,000 gp

MAGICAL AUGMENTATIONS

Nizzym’s bite carries potent, raw magic, some of which can even be temporarily transferred to an inanimate object. For a fee of 250 gp, Nizzym will gnaw on an item for a few minutes and give it back augmented (unless it tastes so good she decides to keep it, in which case it’s up to the characters to see if they can prevent her from doing so).

When Nizzym augments an item, roll on the *Augmented Magical Properties* table to decide which random magical benefit the item grants a character who wears or carries it. If the item would gain a property it already has or that doesn’t fit its type, reroll. The augmentation lasts for 1d4 + 1 days and an item can only have one augmentation at a time.

d8 Property

- You gain a +1 bonus to attack and damage rolls made with the item (weapon), or you have a +1 bonus to AC.
- When you with an attack roll using this item, the target takes an extra 1d8 force damage (weapon), or you have resistance against the damage of spells.
- You have advantage on saving throws against spells and other magical effects.
- You have advantage on Insight and Perception checks.
- You have advantage on Athletics and Acrobatics checks.
- You can’t be charmed or frightened.
- Your speed is increased by 10 feet.
- The item has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 of its charges to cast *fly*, *invisibility*, or *mirror image*.

MAGIC ITEMS

Nizzym sells a wide assortment of spellwarped magic items she’s crafted or augmented herself.

Item	Type	Value
Potion of Raw Magic	Potion	400 gp
Empowering Crystal	Wondrous Item	600 gp
Spellwarper’s Touch A	Wondrous Item	800 gp
Portal Wand A	Wand	2,000 gp
Emblazon Erratica A	Armor (Shield)	6,000 gp
Spellshot Longbow A	Weapon (Longbow)	6,000 gp
Warping Greatsword A	Weapon (Greatsword)	6,000 gp



REZGAL THE CONTRACTOR

Clouds of dark smoke carrying a distinct smell of sulfur form near you, twisting as if alive before forming into a tall figure draped in a purple traveler's outfit. Horns protruding from its head, the creature carries a snake-like sword at its side. "My friends..." the devil says in a raspy voice as it bows before you, its mouth forming a wide smile. "I sense you need help – and it just so happens that I'm able to provide it. So, what do you say, we have a chat?"

Rezgal is an eccentric and powerful cambion obsessed with contracts – and nothing pleases Rezgal more than exchanging his dark gifts with those who are willing to forge a binding agreement with him. As if he's able to smell desperation – which is, in fact, not far from the truth – Rezgal always seems to show up when a situation is so dire that people are inclined to accept his devilish bargains.

DEVIL SPAWN

Rezgal's existence began in the deepest recesses of the Nine Hells. His mother, a powerful succubus serving under the archdevil Asmodeus, trained him in the arts of persuasion. Eventually, Rezgal became one of the Nine Hells' most prominent ambassadors to the Material Plane, as his half-human ancestry allows him to move more freely between the planes.

Rezgal possesses the power to magically bind creatures to the contracts he signs with them, and he revels in providing what someone desires while demanding the exact price he knows will hurt that creature the most. A holy paladin might be urged to "commit just a teeny, tiny act of questionable morality in the far distant future," and Rezgal may attempt to convince a druid that "surely speaking with nature can't be *that* important – I can only imagine what dreary things birds and plants would be able to recount."

ARTISAN OVERVIEW

Artisan	Rezgal, a sycophantic cambion who seeks to corrupt heroes
Services	Hexes, cursed magic items, dark transformations, and the <i>wish</i> spell
Biases	<ul style="list-style-type: none"> + Good-aligned clerics and paladins - Creatures who easily give up ideals

Sell Prices
130%

Bargaining DC
13

Buy Prices
40%

ROLEPLAYING REZGAL

Rezgal is a sycophantic devil who relishes the twisting and corrupting of mortals. The thought alone makes him giddy and he is often incapable of hiding the feeling of joy he gets when a creature accepts one of his bargains, trading temporary gain for lasting corruption.

Though he has a high opinion of himself, Rezgal usually affects a pleasing, almost servile demeanor, bowing deeply and nodding along with every word his potential customers speak. To anyone with just a cursory knowledge of devils, this is a blatant attempt to hide his perverted intentions and the true cost of acquiring his bargains.

Although Rezgal doesn't lie about the consequences of signing one of his contracts, he actively tries to downplay them. Often, he'll dismiss the cost as a mere trifle that isn't even worth considering in the grand scope of things: "Sure, you'll be a bit clumsy but with your newfound strength, you can slap some sense into anyone who dares remark upon that!"

REZGAL'S SERVICES

Rezgal's services range from brokering information and selling accursed items to jinxing unwitting targets and bestowing hexes that are mixes of boons and banes. His most exclusive – and most expensive – service is his ability to grant a single *wish* to a mortal creature.

Rezgal is far less interested in gold than the bliss he gets from binding a creature to a wicked contract, and the payment he asks is usually something of higher personal than monetary value to the customer.

FULFILLING A WISH

Rezgal is capable of casting the *wish* spell for other creatures. The only limitation is that the wish can't conjure up objects with a significant material value. Usually, the cost of getting a *wish* fulfilled is something that is just as powerful or important as the gift granted by the spell or "just your soul, that useless thing – and only after you're dead, when you don't even need it!"

The devious fiend may attempt to entice a character with the possibility of becoming a lycanthrope, lich, shade, or vampire using his *wish* spell. A character who acquiesces to this either gains or can take the first feat in the chain of prestige feats for the type of transformation they undergo, at the GM's discretion.

HEXES

Rezgal can also craft any hex and will usually offer to do so at little or no cost, as he views its drawback as enough of a payment.

MAGIC ITEMS

The cambion also has a small selection of cursed magic items. He accepts gold but prefers payment that is less tangible – and much more valuable to the customer.

Item	Type	Value
Mask of Malediction A	Wondrous Item	600 gp
Viper's Blade A	Weapon (Rapier)	2,000 gp
Umbra's Claw A	Wondrous Item	6,000 gp

OFFERING VALUES

You can use the following guidelines as inspiration for assigning a gold value to various offerings:

- **Value Offering (100+ gp).** The character gives up a mundane item that has sentimental value to them.
- **Memory Offering (500 gp).** The character gives up a memory, permanently erasing it from their mind.
- **Name Offering (2,000 gp).** The character gives up their name. Whenever they hear the name in the future, they forget about it seconds later.
- **Soul Offering (1,000 gp per character level).** The character surrenders their soul. If they die, Rezgal claims their soul in the afterlife, and they can't be resurrected by any means short of a *wish* spell.

REZGAL

Medium Fiend (Devil), Lawful Evil

Armor Class 19 (Fiendish Blessing)

Hit Points 142 (15d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Str +8, Con +9, Int +6, Cha +9

Skills Deception +13, Insight +8, Perception +8, Persuasion +13

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 18

Languages Common, Infernal

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Arrogance. When a creature succeeds on a saving throw against one of Rezgal's spells or effects, or he misses a creature with an attack, he has disadvantage on attack rolls against all other creatures until the end of his next turn or until another creature triggers this trait.

Fiendish Blessing. Rezgal's AC includes his Charisma bonus.

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

ACTIONS

Multiattack. Rezgal makes two Viper's Blade attacks.

Viper's Blade. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage and, if the target is a creature, Rezgal can force it to make a DC 15 Constitution saving throw. On a failed save, the target is blinded until the end of Rezgal's next turn. On a successful save, Rezgal is blinded until the end of his next turn instead.

Spellcasting. Rezgal casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *disguise self*, *fireball*

3/day each: *plane shift* (self only), *wall of fire*

1/day: *wish*

BONUS ACTIONS

Living Nightmare. A creature Rezgal can see within 60 feet of him must succeed on a DC 17 Wisdom saving throw or take 9 (2d8) psychic damage and become frightened until the end of its next turn. If the saving throw fails by 5 or more, the creature is also incapacitated while frightened this way.

Puppeteer. Rezgal forces a creature he can see within 60 feet of him to make a DC 17 Charisma saving throw. On a failed save, Rezgal dictates that creature's movement and actions on its next turn. If the saving throw is successful, the creature is immune to Rezgal's Puppeteer for 24 hours.

REACTIONS

Pain Trail. When a creature Rezgal can see within 60 feet of him deals damage to him, he magically teleports to an unoccupied space within 10 feet of it and makes a Viper's Blade attack against it.



VASCENDRA THE VILE

A small clearing opens up before you as if the trees have bent away in reverence. In the middle of the clearing is a hut made from stones, branches, and moss; a rabbit roasts on a spit over a small campfire. A dark elf woman sits next to the fire, deftly skinning another rabbit with a small blade. “Don’t be scared now, I don’t bite – well, not unless I really like you,” she says in a sultry voice.

Vascendra the Vile is a diabolical dark elf who crafts hexes and offers dark boons at terrible costs. As devious as she is beautiful, Vascendra’s greatest joy is to watch aspiring adventurers squirm and writhe as they contemplate her twisted bargains.

In the same way that she always seems to know what a person craves, Vascendra and her hut tend to show up whenever and wherever her services are most needed. Adventurers might stumble upon her in the depths of a dark forest, just outside a dragon’s den, or in the seediest district of a large city.

A SPIDER IN HER WEB

Webs of lies and deceit were woven into Vascendra’s life from early childhood. Born to a noble drow house in the Dark Below, she spent her first decades training to become a priestess of the Spider Queen. Although she often disregarded and even flouted the strict hierarchy of her goddess, Vascendra showed great aptitude, especially for the darker aspects of divine magic. Equipped with both immense talent and a ravenous appetite for power, she eventually dared to escape the stifling confines of drow society and made her way to the surface world.

Some believe Vascendra still worships the Spider Queen, playing her own role in the goddess’s dark schemes by spinning an intricate web of chaos. Others speculate that she has achieved her new, mystical powers through a pact with a wicked fiend. Whatever the case is, Vascendra now offers her dark services to anyone naive and desperate enough to seek her out.

ARTISAN OVERVIEW

Artisan	Vascendra, a deviously charming drow who relishes in making dark bargains
Services	Hexes, jinxes, accursed companions, and magic items with sinister curses
Biases	<ul style="list-style-type: none"> + Handsome creatures - Cowardly creatures

Sell Prices	Bargaining DC	Buy Prices
110%	15	30%

ROLEPLAYING VASCENDRA

Vascendra is driven by an insatiable appetite for pleasure – and nothing pleases her more than taking advantage of other people’s desperation to tempt them into accepting her wicked bargains. Equipped with a sharp tongue and an even sharper wit, Vascendra has a knack for sensing what others desire – and which offers they will find it impossible to refuse.

Vascendra hides her advanced age – several centuries by most accounts – behind a youthful smile and a spry demeanor. She has no qualms about utilizing her physical charms to tempt potential customers. While she employs a carefree facade to divert attention from the sinister nature of her dark gifts, she never hides the fine print of her offerings. If asked about the true cost of a specific service, she usually answers truthfully or at least offers up a cryptic remark such as “everything has a cost, my dear – and only those willing to pay it will ever achieve anything in this world.”

VASCENDRA'S SERVICES

Vascendra offers a wide range of services, from accursed magic items, hexes, and jinxes to dark companions and mounts. Overall, Vascendra is far more interested in sowing chaos than turning a profit.

Vascendra has a soft spot for handsome customers – of any sex or race – and detests cowardly creatures.

COMPANIONS AND MOUNTS

Vascendra has two creatures for sale: a **zemilin** (2,500 gp) and a **blood carrion** currently inhabiting a **giant lizard** (10,000 gp).

HEXES

Vascendra revels in the double-edged nature of hexes. Often, she will view a hex's drawback as a cost in itself and imbue a character with a hex at no additional fee. Alternatively, she can craft the following hexes at a set price, as per the table below.

Hexes	Value
Bloodthirst	750 gp
Haven	500 gp
Nemesis	500 gp
Truth	1,000 gp
Youth	1,500 gp

JINXES

If she's provided with a physical token from it, such as a lock of hair or bit of nail, Vascendra can bestow a jinx upon a specific creature. Vascendra charges twice the jinx's value (see page 9) or half the jinx's value if "one of you handsome folk accepts the same curse for the same duration – that's only fair, don't you agree?"

MAGIC ITEMS

Vascendra sells a small selection of accursed magic items she has personally crafted or collected.

Item	Type	Value
Devil's Luck A	Wondrous Item	500 gp
Soulgrip Whip A	Weapon (Whip)	3,000 gp
Umbra's Mantle A	Wondrous Item	6,000 gp
Demon's Metamorphosis A	Armor (Plate)	8,000 gp

VASCENDRA

Medium Humanoid (Elf), Chaotic Evil

Armor Class 14 (17 with *mage armor*)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	16 (+3)	17 (+3)	20 (+5)	22 (+6)

Skills Arcana +7, Deception +10, Perception +9

Senses darkvision 120 ft., passive Perception 19

Languages Common, Elvish, Undercommon

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Foresight. Vascendra can't be surprised and has advantage on attack rolls, ability checks, and saving throws, and attack rolls against her have disadvantage.

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

ACTIONS

Multiattack. Vascendra makes two Hexblast attacks.

Hexblast. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 17 (2d10 + 6) necrotic damage and, if the target is a creature, it has disadvantage on attack rolls, ability checks, and saving throws until the end of Vascendra's next turn.

Mass Bestow Curse (1/Day). Vascendra casts *bestow curse* as a 5th-level spell on up to six creatures she can see within 60 feet of her and can choose a different curse effects for each.

Spellcasting. Vascendra casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *mage armor*, *suggestion*

1/day each: *bestow curse* (as a 9th-level spell), *dominate person*, *finger of death*

BONUS ACTIONS

Ethereal Jaunt. Vascendra magically enters the Ethereal Plane from the Material Plane, or vice versa.

REACTIONS

Rewrite Fate (3/Day). Vascendra reverses the outcome of any ability check, attack roll, or saving throw made by a creature she can see within 60 feet of her, turning a failure into a success or a success into a failure.

Whether she's dealing in power or pleasure, Vascendra has an uncanny ability to always come out on top. So be careful what you wish for, or you'll end up wishing you hadn't wished at all – and even that wish may cost you dearly!

– Milando

CHAPTER 3: ADVENTURES

This chapter features three adventures, each of which is tied to one of the magical disciplines presented in Chapter 1: Arcane Arts.

Blood's Bond sends a party of 3rd- to 7th-level adventurers to investigate a dark curse in a remote hamlet – embroiling them in a bitter blood feud.

Mythical Madness has a party of 6th- to 10th-level adventurers searching a large city for the source of a series of magical calamities and disappearances.

Runic Recovery offers a party of 9th- to 13th-level adventurers a classic dungeon-delving experience as they must find the legendary *arkrune* in an abandoned runecarvers' enclave filled with magical and mechanical traps, puzzles, and guardians.

BLOOD'S BOND

In this adventure suitable for a party of 3rd- to 7th-level, the heroes must unravel a curse upon the peaceful village of Eldermill – an endeavor that has them seeking out a dark witch, contending with wild elves, and tampering with ancient, elven monuments.

BACKGROUND

Ten years ago, the siblings Aimon and Amilia led an expedition into the Verdant Woods to establish the town of Eldermill. The first few years went well. The settlers grew crops, hunted the abundant wildlife, and exported timber and iron to nearby cities. Occasional confrontations with disgruntled wild elves was not enough to ruin the settlers' joyous lives in Eldermill.

BONDED WITH NATURE

Aimon, who had grown to become Eldermill's spiritual leader, had his own run-ins with the elves of the Verdant Woods. On one such occasion, a young elf named Quil'ithal saved Aimon from the claws of a startled bear. Though they were wary of each other at first, a bond soon blossomed between man and elf.

Over the following months, Quil'ithal taught Aimon how to treat nature with care and respect. Realizing that their peoples still feared each other, they kept their relationship secret while dreaming up ways that humans and elves could coexist peacefully.

BLOOD'S BETRAYAL

While Aimon's "long walks" in the woods became more frequent, his older sister – and Eldermill's mayor – Amilia, thought only about expanding Eldermill's

business operations further. A few weeks ago, when Aimon argued against Amilia's plans to begin logging north of the village where he knew the elves lived, the siblings had a falling-out. The fight ended with Aimon storming off into the woods. Once her temper had cooled, Amilia followed to apologize.

Her apology was forgotten as she found Aimon at the *Yil'Quessir Ayin*, a sacred stone monument, wrapped in a tight embrace with one of the hated elves! Believing her brother to be in danger and her blood still running hot, Amilia unsheathed her dagger and charged in. Two quick thrusts of her blade and Quil'ithal lay dead.

To her despair, one of Amilia's blows had grazed her brother's neck as he tried to defend the young elf. Blood pouring from his neck and tears streaming down his face, Aimon whispered, "What have you done?"

Realizing the truth of the lovers' embrace, Amilia had no answer – and knew that none would suffice. Panicked, she ran back to Eldermill, leaving Aimon to bleed out among the stones of the *Yil'Quessir Ayin*.

FALL INTO DARKNESS

But Aimon didn't die. Whether it was the innocent blood soiling the ground or Aimon's whispered prayers to the elven god of vengeance, the *Yil'Quessir Ayin's* magic awakened – but in a twisted form. As darkness fell, the monument drew Aimon and Quil'ithal into the Shadowmire, the Material Plane's dark mirror world.

Once he had buried Quil'ithal, Aimon sank into bleak despair. Filled with hatred for his sister and unable to leave the Shadowmire, Aimon's hatred began seeping through the *Yil'Quessir Ayin* and started to permeate the Verdant Woods. As the darkness took hold, crops fell to blight, trees became infested with rot, and even the animals became corrupted. At night, creatures from the Shadowmire slipped through the *Yil'Quessir Ayin* to attack villagers and kill livestock.

Amilia, who searched in vain for her brother's body after regaining her composure, never admitted her vile deed. Instead, she blames the elves for her brother's disappearance and the ominous curse that has fallen upon the village. In addition, the dagger she stabbed her brother and Quil'ithal with has become infused with the *Yil'Quessir Ayin's* corrupted magic and cursed by her evil act. The blade now poisons her mind with paranoia and grants her fearsome powers.

For their part, the elves, led by Quil'ithal's mother, the druid Kail'ithal, believe that the villagers have slain Quil'ithal and corrupted the *Yil'Quessir Ayin*.

ADVENTURE HOOKS

A dying village, a cursed forest, and a burgeoning war between humans and elves – the Verdant Woods have never had a greater need for heroes than now!

Below are a few ways the characters can be drawn into the dark conflict in the Verdant Woods.

A VILLAGE IN THE WOODS

The characters may arrive in Eldermill as they're traveling through the Verdant Woods on the way to another place. As they enter the village and encounter the frightened and angry villagers, it is clear that something is wrong. Start the adventure at Arrival in Eldermill and have Amilia offer a reward of 200 gp per character if they help clear the blight on Eldermill.

A BLIGHT UPON THE LAND

A call for heroic adventurers has been issued by the Mistrock Trading Company. Their lucrative trade with Eldermill has been disrupted in recent weeks.

Upon meeting her in a nearby city, the company's representative, Odessa, explains the situation:

"We've long had a good trade relationship with the townsfolk of Eldermill, a settlement in the Verdant Woods. In the last weeks, their shipments of grain, timber, and iron have trickled to a halt," the gray-haired woman says, frowning deeply. "We've heard accounts of angry elves, sabotage, and even dark magic afoot. We need someone to travel to Eldermill and get to the bottom of this. Whether it means 'relocating' a few pesky elves or soothing the worries of some superstitious farmers, trade must be reestablished," she says, aiming a pointed look at each of you.

The Mistrock Trading Company is ready to reward the characters with 200 gp each if they can resolve the issue and get trade flowing again. Odessa gives them a sealed letter that identifies them as representatives of the trading company and asks them to seek out Amilia, the mayor of Eldermill and the company's business partner, when they arrive in town.



ADVENTURE SYNOPSIS

This adventure starts with the characters' arrival in Eldermill and ends as they confront both Aimon and Amilia and remove the curse from the *Yil'Quessir Ayin*. How exactly they get to that point is largely up to them, but is likely to roughly follow these steps:

Investigation in Eldermill. Following various leads, the characters can speak with villagers in and around Eldermill to learn more about the curse affecting the area and find new leads to explore further.

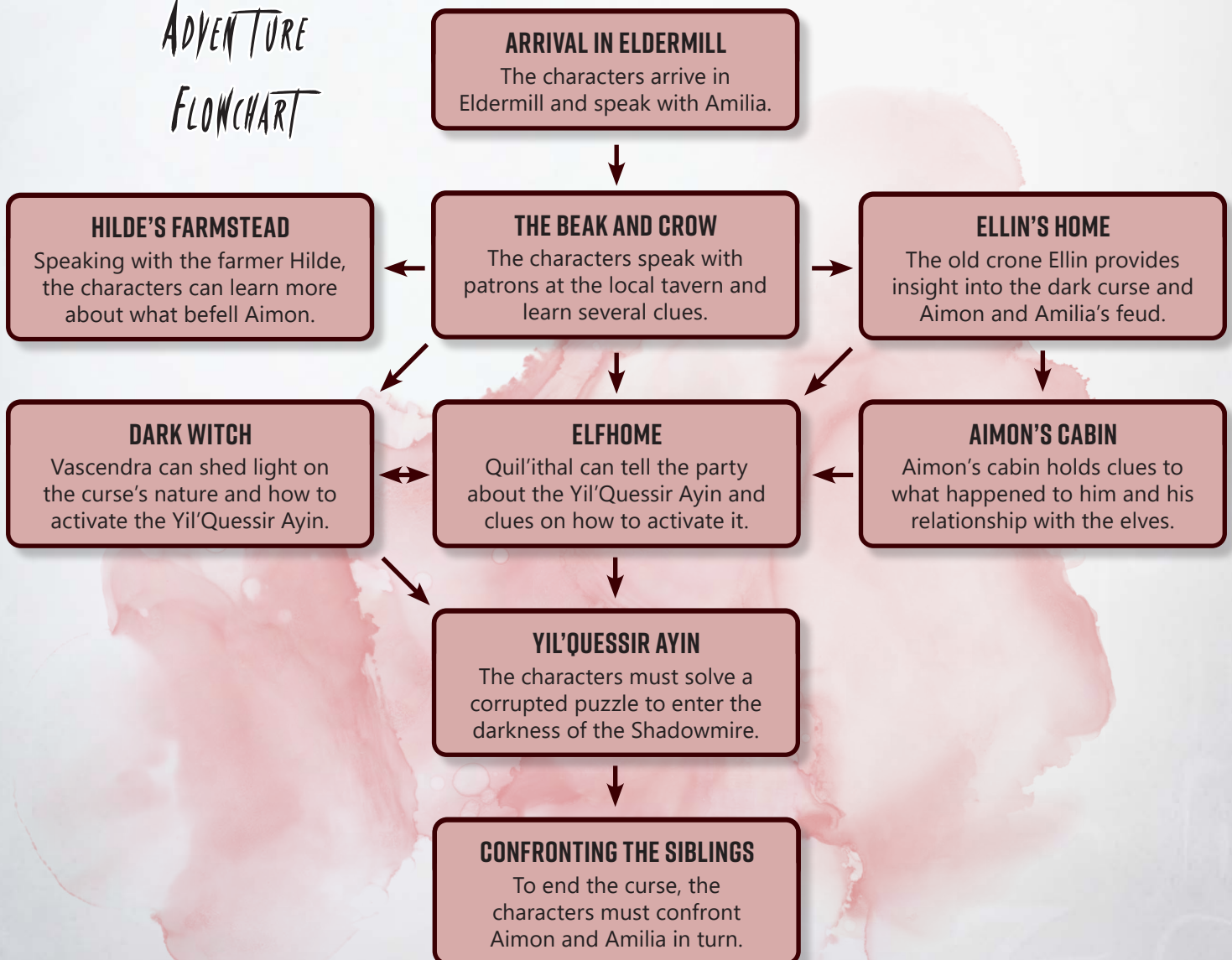
Elfhome. The characters are likely to visit the wild elves' village to the north of Eldermill at some point. Here they can meet the druid Kail'ithal, who can provide additional information about the curse and the *Yil'Quessir Ayin*, as well as give them a poem that can help them activate the monument's magic.

Dark Witch. The characters are likely to also visit Vascendra, a mysterious witch who lives south of Eldermill. Vascendra can give them further information that will help them end the curse, as well as offer enticing dark bargains and cursed items.

Shadowmire. Once the characters have discovered that the *Yil'Quessir Ayin* is at the heart of the curse and learned how to activate it, they can travel through to the Shadowmire and confront Aimon. To end the curse, they must either slay Aimon, promise to help him exact vengeance, or convince him to forgive the town and his sister.

Confronting Amilia. In the end, the characters have a showdown with Amilia, who's descended into mad paranoia. Once they have dealt with her, the curse is over – but how Eldermill fares in its wake depends in large part on the heroes' actions.

ADVENTURE FLOWCHART



ELDERMILL

The village of Eldermill lies deep within the Verdant Woods. It consists of a score of wooden houses centered around a large mill and is inhabited by roughly a hundred settlers, mostly human, halfling, and dwarven. Usually alive with industry, the mood in town is dour in the wake of the dire events of recent weeks. As twilight settles in each night, the villagers board up their houses and burn bright lanterns in a feeble attempt to keep the darkness at bay.

ARRIVAL IN ELDERMILL

Assuming that the characters arrive in town around noon, you can read or paraphrase the following:

The dense forest opens up into a large area that has been cleared of trees. A red-painted mill towers some 30 feet above a score of wooden houses. Though smoke rises from several chimneys, the streets are mostly empty. A gaunt dog loiters on the side of a street and the baaing of sheep can be heard faintly from the fields further ahead.

As you enter into the town proper, you see that a small crowd of people has gathered near the base of the mill. Here, a middle-aged woman stands before two dozen townsfolk, her arms raised in a calming gesture. The air seems thick with anger – and fear.

"I hear you, friends, I hear you. You're afraid. And rightly so! But we cannot abandon Eldermill just because the road gets a little bumpy. We've invested too much – sacrificed too much – to give up our homes so easily," the woman says loudly, quieting most of the crowd. Before she can continue, an elderly dwarf interrupts her. "Bumpy, Amilia? A dozen cattle claimed by the pale rot in a week and ye' call that bumpy?" the dwarf says angrily, only to be interrupted himself by a woman's tearful shriek: "My Tomas didn't come home after hunting yesterday! If anything's happened to him, I don't know what..." she says, before sobs wrack her body.

"I know, I know. It's bad. But I've sent word to the city and help should be arriving any day now. You just need to..." the broad-shouldered woman, Amilia, trails off as she notices your approach. "Just look, here help comes," she says and points at you. "Well met, travelers, you arrive not a second too soon!"

Turning again to the villagers, who stare at you with a mixture of fear and hope, she smiles and says, "Go home, friends, while I speak with these brave folk. Take heart; our trials shall soon be over." The crowd disperses, some whispering and casting appraising glances at you. When they've gone, the smile slips from Amilia's face to reveal deep lines of worry. "I hope I have not oversold you. I am Amilia, mayor of Eldermill. Please, let's talk."

Amilia leads the characters into her home – a large house next to the mill – and bids them to sit at her dining table. If they've been sent by the Mistrock Trading Company, she reads their letter of authority from Odessa; if they're just passing through, she asks them about their destination and beseeches them to stay in town for a few days and help out. You can read or paraphrase the following:

"There's no sugar-coating it – times are tough. Crops and livestock dying, trees rotting from within, dark shadows in the night. Townsfolk turning up dead or going missing. Even my own..." Amilia pauses briefly. "Even my own brother, Aimon, disappeared while he was out hunting a few weeks ago."

The sadness in her eyes is quickly replaced with cold anger. "It's those damn elves. They've long had it out for us, thinking that the woods belong to them, and them alone. At first, they stuck to scaring our hunters and sabotaging our mills and quarries. But now they've cast some sort of curse on the land. We've only ever wanted peace with them, but they seem determined to destroy us," she says, slamming an angry fist down on the table. "I'll die rather than let them scare us away. But, hopefully, it'll not come to that, now that you're here. Will you help us?"

If the characters haven't already been hired by the Mistrock Trading Company, Amilia offers the same reward – 200 gp for each character – if they can help end the curse that has fallen upon Eldermill.

Assuming that the characters agree to help the town, Amilia can provide the following details and potential starting points for the characters' investigation:

- The problems began three weeks ago, around the same time her brother Aimon went missing while hunting in the Verdant Woods.
- Since then, three villagers have turned up dead – gray and lifeless, but with no obvious injuries – after venturing into the woods, and another, the hunter Tomas, has just gone missing yesterday.
- No one dares go out at night anymore. During the day, most of the villagers are in their homes or at The Beak and Crow, the village's tavern. The characters can speak to the villagers at the tavern to learn more.
- Amilia is convinced that the elves are behind the dark curse, though she doesn't know how.
- No one knows exactly where the elves of the Verdant Woods reside except that it's somewhere to the north.

This information should spur the characters to head north to look for the elves or speak with the villagers at the tavern. Unless the characters have further questions, Amilia bids them a good day – and her thanks for their help – and returns to her duties.

NOTABLE LOCATIONS IN ELDERMILL

Most of the families living in Eldermill are simple, rustic folk who make a living as farmers, hunters, lumberjacks, miners, and various other odd jobs. There are a few notable locations in Eldermill where characters may be able to gather information and provisions before heading into the Verdant Woods.

THE BEAK AND CROW

During the day, half a dozen villagers – short on work because of the rotting crops or fearful of going into the woods – have taken to gathering in The Beak and Crow, a one-story tavern in the town's center. They spend most of the day sharing dark ale and darker rumors. If the characters visit the tavern, they can speak with this assortment of villagers (or simply listen to their conversations) and learn the following rumors:

Karn (burly dwarven lumberjack). “No doubt in me mind, 'em fool elves be behind this trouble. Angry at us fellin' trees – prolly cus they live in 'em!”

Bertron (old human barkeep). “The corruption is coming from the west. It's where Aimon and Tomas went missing and where crops started rotting first!”

Mortyn (slender human hunter). “Old Ellin claims it's because it's some ancient dark magic we've awakened, though I've no idea how that'd happen.”

Elsa (wily halfling hunter). “It's that Dark Witch who lives by the Red Hills. Hey, it ain't no laughing matter, she's real – my grandmother met her!”

If the characters inquire about these rumors, they can learn the following additional information:

Elven Village. The lumberjacks believe that the elves live in treetop huts about ten miles north of Eldermill, though they can't say for sure where.

Corruption's Origin. As far as people can tell, the first reports of rotting crops came from west of town. The only farmer still out there is Hilde, who stubbornly refuses to leave her lone farmstead.

Ellin. Old Ellin is a seamstress who lives in a small house at the outskirts of town. Though most agree that she's halfway mad, she does seem to have an uncanny understanding of the otherworldly.

Dark Witch. None of the villagers have seen the Dark Witch, though all have heard the rumors: a dark elf witch who can craft curses and lures people into ruin with her stunning beauty and deceptive charm. Supposedly, she lives in a hut by the Red Hills, which lie a dozen miles south of town.

The villagers can also give the characters directions to Hilde's farmstead, Ellin's home, and the Red Hills.

ELLIN'S HOME

The old seamstress Ellin lives alone in a small house at the outskirts of town. Her child and husband were claimed by disease a few years back. If the characters knock on Ellin's door, read or paraphrase the following:

You hear a scraping sound and shuffling steps before a muffled voice sounds from behind the door. “Yes, who's there? Some dark monstrosity come to eat me? I warn ye, I'll be tough to chew!” Before waiting for an answer, the door is unlocked and swings open to reveal a small, gray-haired woman wearing a pair of oversized glasses. “Gods, but ain't ye some strange ones – what do ye want?”

Ellin is a bit eccentric – grumpy, blunt, and impatient – but perfectly willing to speak with a group of adventurers. If the characters ask her what she knows, she can share the following tidbits of information:

Ancient Magic. “I can't say for sure what's going on here, with the rot and the beasts becoming rabid and people disappearing, but it sure as hell isn't a simple spell cast by angry elves. This is dark, ancient magic.”

Amilia. “I told that fool mayor that tampering with the elves' land was begging for disaster. Her brother understood that, but the stubborn girl won't listen.”

Aimon. “Shame that Aimon ain't around to talk sense to her anymore – although how we know he isn't just lying dead in his bed is beyond me. No one's been in or out of his house since he disappeared – Amilia has forbidden anyone from going there.”

Elven Monument. “I've walked the woods picking mushrooms and gone to the places that ain't of no interest to farmers or loggers. There's plenty elven ruins out there. There's a beautiful monument with three statues no more than a handful of miles to the west, out by Timber Gully.”

Once Ellin has answered their questions, she shoos the characters away, claiming that it's time for her nap.

UMARRA'S GENERAL GOODS

At the heart of town is a two-story building with a sign on the front that reads: “Umarra's General Goods.” Inside, shelves with various supplies, equipment, and even weapons line the walls. A pair of red-skinned tiefling brothers, Umar and Razael, greet customers with strained smiles. They know little of what's been going on in town, except what is general knowledge.

Here, the characters can buy almost any adventuring gear from the official fifth edition handbook for players, as well as simple weapons and light armor.

AIMON'S CABIN

If the characters begin to think that Aimon's disappearance is somehow connected to what's been going on, they may decide to visit his cabin.

The locked door can be opened with a successful DC 15 Strength (Athletics) check or DC 12 Dexterity (Sleight of Hand) check using thieves' tools. On a failure, the attempt takes long enough for villagers to take notice and fetch Amilia, who arrives at the cabin a few minutes later.

If the characters enter the cabin, read or paraphrase the following:

The cabin is small and messy. Pieces of clothing litter the floor, bed, and a plush chair in the corner. Dirty dishes half-covered in mold are stacked on a small table. The only objects that seem to have been placed with any care are a yew longbow, a quiver with a dozen white-feathered arrows, and a large hunter's knife hanging on hooks by the door.

Clever characters may remember that Amilia said Aimon disappeared during a hunting trip, which is weird when all his hunting equipment seems to be here.

Searching the House. If no one noticed the characters entering Aimon's house, they can search the house at their leisure and find a pouch and a handful of small notes with elven words scribbled on them (see *Treasure* below) tucked underneath Aimon's mattress. If Amilia was alerted to the characters' going into her brother's house, searching characters must make a DC 12 Intelligence (Investigation) check. If half or more succeed, they find the letters and pouch before Amilia shows up. Otherwise, Amilia shows up before they find the letters and pouch.

Amilia's Arrival. If Amilia arrives to find the characters inside her brother's home, she is angry that they have trespassed without her permission. Eager to find out if the characters have discovered anything that could reveal that she is behind her brother's disappearance, she asks them what they're searching for and if they have found anything. If they tell her about the notes, she'll say it's probably just her brother practicing his Elvish and ask to keep them to remember her brother. If they refuse, she is upset but doesn't press the point. If confronted with Aimon's hunting gear, she pretends to be surprised and confused, saying that she was certain he went out to hunt. She otherwise does her best to get the characters out of the cabin without causing them to become suspicious of her.

Treasure. The notes in Aimon's bed are Elvish poems from Quil'ithal. They describe Aimon's "loving nature," "bright soul," and "gentle spirit," among other things. Each letter is signed "yours, Quil'ithal." The pouch contains 26 gp and 12 sp.

HILDE'S FARMSTEAD

A mile's walk westward will take the characters to Hilde's farmstead. As the characters approach, read or paraphrase the following:

You have the dense woods on your right and a fenced field on your left as a lone farmstead comes into view a few hundred feet ahead. As you come closer, you can hear the growling and howling of angry animals mixing with a woman's angry shouts.

If the characters continue on to the farm's courtyard, they find Hilde, a tall human woman (**armed villager**) waving an axe around while four **cursed wolves** surround her. Bleeding from several scratches and with the wolves between her and the farmstead's door, it's clear that Hilde could use the characters' aid.

ARMED VILLAGER

Medium Humanoid (Any Race), Typically Neutral

Armor Class 12 (leather)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Superstition. If the villager takes damage from a spell or other magical effect, it must succeed on a Wisdom saving throw against a DC equal to the damage taken or have disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

ACTIONS

Battleaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

BONUS ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 2 bludgeoning damage and the target suffers one of the following effects:

Groin Shot. The target must succeed on a DC 12 Constitution saving throw or have disadvantage on all attack rolls and ability checks for 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

Headbutt. The target must succeed on a DC 12 Dexterity saving throw or become blinded until the start of the villager's next turn.

Kidney Punch. The target must succeed on a DC 12 Strength saving throw or fall prone.

CURSED WOLVES

To surprise the wolves, half or more of the characters must succeed on a group DC 18 Dexterity (Stealth) check as they approach to within 60 feet.

Fighting the Wolves. In combat, it is clear that the wolves don't fight like ordinary beasts. They fight on until only one is left or the characters and Hilde manage to get inside the farmstead. If the characters fail to intervene, Hilde is torn to shreds by the wolves in three rounds.

Dark Affliction. A character who uses an action and succeeds on a DC 15 Wisdom (Animal Handling) or Charisma (Intimidation) check can make a wolf back off, though only if the characters haven't attacked it already. If a character can communicate with the wolves using spells such as *Speak with Animals*, they growl only about death and vengeance, and offer no further details. Any character proficient in Intelligence (Nature) checks realizes that these wolves are suffering from a curse or similar magical affliction.

SPEAKING WITH HILDE

Once the wolves have been dealt with, a grateful but distressed Hilde thanks the characters: "It's lucky you showed up when you did – damn beasts been attacking my livestock for days now. This time when I went out to scare them off, they weren't in a scaring mood, I suppose. Well, thanks for saving my dumb hide!"

Hilde invites the characters inside and serves hot tea and rye soup if they're hungry. Depending on which questions they ask, she can share the following:

What's Been Going On? "My westernmost crops started rotting first, but it slowly crept eastward. My sheep and cows went mad or turned up dead and gray in the morning. The handful I've got left I keep in the stables at night and make sure to keep lanterns lit. Seems to keep the maladies away."

What's Out West? "Ain't nothing much out west, except the Timber Gully. Old stones and stuff. The rocky terrain is bad for farmland and logging, so the only people who go out there are the occasional hunter. And Aimon, before he disappeared."

What Happened to Aimon? "I saw him the day he disappeared, or so I think, anyway. Looked in a foul mood – not as much as a nod when I said hi. Heading out to the Gully. Saw his sister too, not long after. She was... well, looking for him, I reckon."

A character who hears Hilde's story of Aimon and Amilia and who succeeds on a DC 10 Wisdom (Insight) check realizes that the woman is holding something back. A character who presses her and succeeds on a DC 12 Charisma (Intimidation or Persuasion) check can get her to open up: "It's just that Amilia came by less than an hour after Aimon, which seems a bit too soon to be worried. And she came back fast too, so either she wasn't doing a very good job looking or she'd already found him...I don't know, it's just weird, is all." Hilde doesn't have much else to offer, but will let the characters stay in her home if they need a place to shelter from the night.



FOREST ENCOUNTERS

Depending on the characters' level and available resources, you may want to use travel encounters as they're moving between the various locations in the Verdant Forest. You can roll at random or choose the encounters you prefer.

Forest Encounters

d4 Encounter

- | | |
|---|---------------------------|
| 1 | Elven Sabotage (Day Only) |
| 2 | Hunter's Corpse |
| 3 | Shade Ambush (Night Only) |
| 4 | Shadowmire Mist |

ELVEN SABOTAGE

A group of lumberjacks has chased down a pair of elven saboteurs. Read or paraphrase the following as the encounter begins:

Clinking metal and shouting alerts you that something is going on further up the trail. As you approach, you see three burly men armed with axes and crossbows edging closer to two young, sword-wielding elves. One of the elves has a crossbow bolt protruding from the back of their thigh and one of the men is bleeding from a cut hand.

The lumberjacks saw the elves sabotaging a watermill near the lumberyard and chased after them. The elves would have gotten away if it wasn't for a lucky crossbow shot that caught one of them in the leg.

If the characters don't intervene, the **wild elf warriors** manage to take down one of the lumberjacks before one elf is killed and the other surrenders. If the characters intervene, whichever group they side with gains the advantage. Once defeat is certain, the other side throws down their weapons and surrenders. The characters can also convince both sides to lay down their arms with a DC 15 Charisma (Intimidation or Persuasion) check.

INTERROGATING THE ELVES

If questioned, an elf freely submits the following:

- The elves are sabotaging the logging operations to stop them from cutting down the northern forest.
- The elves are not behind the curse on Eldermill but only the druid Kail'ithal knows what is happening.
- The elf doesn't know what happened to Aimon.

Kail'ithal's own son went missing a few weeks ago.

The elves can be coerced or persuaded to lead the characters toward Elfhome, where they will wander into the Tree Trunk Trap if they have been hostile to the elves or just the Guard Patrol if they have been friendly toward them (see Elfhome).

WILD ELF WARRIOR

Medium Humanoid (Elf), Typically Chaotic Good

Armor Class 13 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Skills Nature +2, Perception +3, Survival +3

Senses Darkvision, passive Perception 13

Languages Common, Elvish

Challenge 2 (450 XP)

Proficiency Bonus +2

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

Mask of the Wild. The elf can attempt to hide even when it is only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Merciful. If the elf reduces a Humanoid to 0 hit points, it must succeed on a DC 12 Wisdom saving throw or be unable to make any attacks on its next turn.

ACTIONS

Multiattack. The elf makes two melee attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) poison damage and the target must succeed on a DC 12 Constitution saving throw or be staggered for 1 minute. On each of its turns while staggered, the target must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Net (1 Use). *Ranged Weapon Attack:* +4 to hit, range 10/20 ft., one Large or smaller creature. *Hit:* The target is restrained. Any creature can use its action to make a DC 12 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 10 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

BONUS ACTIONS

Nimble. The elf takes the Dash, Disengage, or Hide action.

REACTIONS

Desperate Dodge. The elf halves the damage it takes from an attack made against it, provided it can see the attacker. After using this reaction, the elf has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn.

HUNTER'S CORPSE

As the characters turn down a narrow animal trail, read or paraphrase the following:

A twisted humanoid shape lies on the trail ahead, a bow held tightly in its closed fist, its skin gray and lifeless. A huge, grotesque-looking boar is gnawing on one of the corpse's hands.

If half or more of the characters succeed on a DC 10 Dexterity (Stealth) check, they can surprise the boar. Otherwise, the **cursed giant boar** turns its hateful eyes upon them, lowers its tusks, and attacks. The boar fights savagely until slain.

TOMAS THE HUNTER

After dealing with the boar, the characters can investigate the body of the hunter, Tomas, who was ambushed by **shadowmire shades** as he came back late from hunting the day before the characters arrived.

What Happened? A character who succeeds on a DC 10 Wisdom (Medicine) check can say with certainty that Tomas has no wounds that would explain why he died. A character who succeeds on a DC 13 Intelligence (Arcana) check can remember learning about dark, Undead creatures that can leech the life from a man without leaving a mark upon them.

Bringing Tomas Back. Tomas' wife, Lauril, is overcome with grief when the characters bring Tomas' body back to town. The townsfolk agree to burn his corpse, fearing that whatever malady befell him might spread to the rest of the village.

SHADE AMBUSH

If the characters dare to move into the woods at night despite the villagers' warnings, they may be ambushed by four **shadowmire shades**, which have seeped through to the Material Plane from the Shadowmire.

BEGINNING THE ENCOUNTER

Roll a Dexterity (Stealth) check for the shades (+5). Any character with a passive Wisdom (Perception) score lower than the result is surprised during the first round of combat. Read or paraphrase the following:

Without a sound as warning, the deep shadows around you begin to writhe and assume humanoid shapes. Streaked with tendrils of crimson red, their hatred and anger is palpable, despite their expressionless faces, as they close in around you.

The four **shadowmire shades** attack with soundless determination. They initiate combat by possessing the characters' shadows in an effort to turn the characters against each other. The shades fight until they are destroyed or a character produces sunlight, such as with the *daylight* spell, to scare them off.

SHADOWMIRE MIST

As the characters are crossing a bog, a dark mist flows through the area. The mist, which originates from the portal to the Shadowmire, drains strength and corrupts minds. The characters must fight to get clear of the mist before all life is drained from them.

RUNNING THE SHADOWMIRE MIST

As the dark mist rolls over the party, have everyone roll initiative. To get clear of the mist and its effects, a character must move at least 60 feet or more away from where they begin the encounter.

The marshy bog has the following properties:

- The bog is difficult terrain. A creature who takes the Dash action must succeed on a DC 12 Dexterity saving throw or fall prone at the end of its turn.
- A creature who falls prone in the bog is restrained. It or another creature within 5 feet of it can pull it free as an action by succeeding on a DC 12 Strength (Athletics) check.

The Shadowmire mist has the following properties:

- The mist turns the area to darkness and limits visibility to 30 feet.
- A creature that starts its turn in the mist must succeed on a DC 12 Wisdom saving throw or be overcome with an urge to stay in the mist and pull others into it for 1 minute. On its turn, the creature must move toward the nearest creature it can see and attempt to shove it prone or grapple it. If the creature can't see or reach another creature, it drops prone and does nothing. The creature can repeat the saving throw at the end of each turn and whenever it takes damage, 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 this property of the Shadowmire mist for the next 24 hours.
- On initiative count 0, each creature in the mist must succeed on a DC 12 Constitution saving throw or its Strength score is reduced by 1d2. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from the mist, a **shadowmire shade** rises from the corpse 1 hour later.

The danger ends when all characters have gotten clear of the debilitating mist, which flows on to kill or corrupt everything it comes across.

ELFHOME

The wild elves have lived in the Verdant Woods for centuries, building their homes in the tallest trees. Camouflaged and far above the forest floor, the town of Elfhome is nearly invisible to anyone traveling below.

FINDING ELFHOME

If the characters have received rough directions to Elfhome, which lies about 10 miles north of Eldermill, they can find the general area in half a day's travel. Without directions, a character can make a DC 17 Wisdom (Survival) check at the end of each hour looking for signs of the elves in the woods. If they succeed on three checks in the same day, they manage to find the general area Elfhome is in.

TREE TRUNK TRAP

As the characters come to within 1,000 feet of the elven homestead, they walk into the following trap.

Trigger. A tripwire is strung across the animal track the characters come walking down. The character who's in front must make a DC 15 Wisdom (Perception) check. On a success, they spot the tripwire before activating the trap and can easily step over it. On a failure, the trap is triggered.

Falling Trunk. When the trap is triggered, a 30-foot-long tree trunk held horizontally on ropes comes hurling down from to sweep across the track. The triggering character and any creature less than 30 feet behind it must make a DC 13 Dexterity saving throw. On a failure, a creature takes 10 (3d6) bludgeoning damage and is pushed up to 20 feet to the left.

Concealed Pit. The elves have dug a 30-foot-long, 10-foot-wide, and 10-foot-deep pit just left of the trail. A character hit by the trunk must succeed on a DC 13 Dexterity (to roll clear of the pit) or Strength saving throw (to hold onto the swinging trunk) or fall into the pit, landing prone and taking 1d6 bludgeoning damage. A creature can climb out of the pit as an action with a successful DC 13 Strength (Athletics) check.

GUARD PATROL

Once the trap has been triggered – or avoided, if the characters notice it – four **wild elf warriors** reveal themselves, training longbows on the party from the trees 20 feet above them. Their leader, a male elf named Eiellon, calls out to the characters in accented Common: “You’re trespassing on elven lands. Leave this place at once or feel the sting of elfmade steel!” If the characters acquiesce, the elves let them leave, following them until they’re two miles from Elfhome.

Diplomacy. If the characters are friendly towards the elves, they can easily convince the warriors to take them to the druid Kail’ithal. Eiellon blindfolds the characters (any who refuse are asked to leave) and leads them to a nearby clearing to wait for Kail’ithal.

Combat. The elves attack only if the characters refuse to leave or strike first. They aim to incapacitate and disarm, not to kill. If the elves win the fight, they’ll ensure that each character is stable but unconscious, and take them to a clearing where Kail’ithal will speak to them when they wake up. If the elves are losing, they’ll flee toward Elfhome, jumping from branch to branch, and leading any characters who chase them to a clearing where Kail’ithal awaits. If the elves can’t flee, Kail’ithal shows up, shouts to stop the fight, and uses her healing magic to revive any fallen elves.



MEETING KAIL'ITHAL

Kail'ithal approaches the characters calmly. Read or paraphrase the following:

The elf before you is tall and stately, her slender form wrapped in an elegant, flowing dress, and a gnarled wooden staff in her hands. Though her face is smooth, her eyes are old. "You have sought us out, travelers. Why?" she asks softly in Common.

The venerable druid judges each living being on its actions, without prejudice. If the characters meet her with the same open mind, she is willing to answer their questions and can tell them the following:

What Curse Has Befallen Eldermill? "It is not just the town that suffers. The forest itself is permeated by the darkness seeping from the *Yil'Quessir Ayin*."

What is the *Yil'Quessir Ayin*? "The monument west of your town is sacred to us. Our forebears used to go there to let primal energy from the Fey Realm seep into the forest. The monument has been corrupted and is now at the center of the spreading darkness."

Are You Behind the Corruption? "We are not happy with the settlers, but we would never unleash such a curse. We hope that once they leave, whatever evil they awoke here will be appeased and disappear."

Undoing the Curse. If the characters ask Kail'ithal how they can undo the darkness that has fallen upon Eldermill, read or paraphrase the following:

"The *Yil'Quessir Ayin* is at the heart of this. I cannot go near it to cleanse it for fear that its corruption would take root in my heart. If you insist on trying, there's a poem our ancestors used to activate its magic. I don't know how, but it may be helpful," she says, and begins reciting a melodic verse:

"Bring us three gifts of great worth,
That all have but none can own,
One is seen but never heard,
Grows trees and pales bone,
One is the mother's to give,
But shared freely by all,
One is the reason we live,
Or why we choose to fall."

"What this means, you must figure out on your own, though I am uncertain if it will even work, now that the monument has been corrupted." The druid grimaces then as if considering a difficult choice.

"There is another who may be of more aid. A drow, she lives alone near the hills to the south. Hers is a dark magic, so we steer clear of one another. If anyone knows about curses, it would be her."

You can give the players Appendix A: Kail'ithal's Poem to make it easier for them to remember it.

Quil'ithal's Poems. If the characters found Quil'ithal's poems, she takes them with a shaking hand. As she reads them, a single tear runs down her cheek. "These poems were written by my son, Quil'ithal. This Aimon must have been someone he loved dearly. I am glad that he got to feel such love, even if it cost him his life." If asked how she knows Quil'ithal is dead, she explains that an elven mother knows: "My Quil'ithal is dead, but his spirit has not yet returned to the Elven Father. If you find his body, I bid you, take me to him, so I can perform the Wise Mother's rites and grant him peace."

DEVELOPMENTS

As long as the characters don't attack her, Kail'ithal can give them directions to the *Yil'Quessir Ayin* or the Dark Witch's hut, and lets them go on their way. If the characters need a place to rest for the night, she lets them camp in the clearing, assuring them that the elves' magic will keep the shadows at bay.

KAIL'ITHAL

Medium Humanoid (Elf), Chaotic Good

Armor Class 12 (16 with *barkskin*)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	16 (+3)	14 (+2)	18 (+4)	12 (+1)

Skills Nature +4, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Druidic, Elvish

Challenge 4 (1,100 XP)

Proficiency Bonus +2

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

ACTIONS

Multiattack. Kail'ithal makes two Staff attacks.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Spellcasting. Kail'ithal casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 15):

1/day each: *barkskin*, *call lightning*, *cure wounds*, *entangle*, *greater restoration*, *plant growth*, *revivify*

BONUS ACTIONS

Energize. A creature of Kail'ithal's choice within 30 feet that can hear her can use its reaction to either gain 10 temporary hit points or make a melee weapon attack with advantage against a creature within its reach.

Plant Prison. A creature Kail'ithal can see within 30 feet of her must succeed on a DC 15 Dexterity saving throw or be restrained by roots and vines. A creature restrained in this way has resistance to all damage except psychic damage. It or another creature within 5 feet of it can use its action to make a DC 15 Strength check, freeing the creature on a success.

DARK WITCH

The Red Hills south of Eldermill is home to a renowned – in the right circles – hexcrafter. Often referred to as “the Dark Witch,” Vascendra is a drow who possesses mystical powers. The characters may decide to visit her if they hear rumors about her in Eldermill or Elfhome. The characters can reach the hut 12 miles south of Eldermill in 4–5 hours if they come from the village, or a full day of travel if they come directly from Elfhome.

FINDING VASCENDRA

Vascendra lives in a small hut at the foot of the Red Hills. The hexcrafter has woven a spell upon the area that causes travelers to wander blindly past her hut unless she wants them to visit her, in which case they happen upon her hut no matter which path they take.

The characters can find their way to the Red Hills easily enough – the tall, rocky, brown-red hills are hard to miss. Once there, they do not have to walk far before they begin seeing strange symbols carved into tree trunks and occult idols hanging from branches.

DARK IDOL RIDDLE

On the trail to Vascendra’s hut stands a stone idol resembling a small child in a robe. As the characters approach it, read or paraphrase the following:

On the path ahead, you see a small, childlike figure crafted from stone, its face and body concealed by a dark robe. As you approach, the statue begins moving slowly, cupping its hands before it. A grating whisper emanates from underneath its deep cowl:

“A price must be paid to forge ahead,
Pay too much and you’ll be dead,
After war, it paints the lands,
Let your offering fill my hands!”

If the idol’s cupped hands are filled with a pint of blood, it crumbles to dust and the characters can pass safely. A character can nick themselves with a blade, taking 1 piercing or slashing damage, to produce up to a pint of blood. A character who loses a whole pint of blood suffers a level of exhaustion, but more characters can also give a little blood each without adverse effects, or use blood from an animal instead of their own.

IGNORING THE IDOL

If the characters proceed past the statue without paying its toll, it grates: “What is not given freely is taken with force, what could have been a trickle now will pour.” The idol has cursed the characters – the first time a cursed character takes piercing or slashing damage within the next 7 days, the character suffers a lingering wound that causes them to take 3 (1d6) necrotic damage at the start of each of their turns. The wound ends if the character regains hit points or if a creature uses an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check.



TALKING WITH VASCENDRA

Shortly after passing the idol, the characters arrive at Vascendra's hut. Read or paraphrase the following:

A small clearing opens before you, as if the trees have bent themselves away in reverence. In the middle of the clearing is a hut made from stones, branches, and moss. Before it is a small campfire with a rabbit roasting on a spit. Next to the fire, a beautiful dark elf woman is deftly skinning another rabbit with a small blade. "Don't be scared now, I don't bite – well, not unless I really like you. Come, take a seat and tell me why you're here."

Vascendra is as devious as she is beautiful and is equipped with a sharp tongue and a sharper wit. She also has an insatiable appetite for pleasure – and what pleases her most is to see others squirm and writhe as they contemplate her dark bargains.



VASCENDRA THE VILE

Mysterious and enigmatic, Vascendra's primary role in this adventure is to provide the characters with helpful information. She can, however, also offer dark bargains and cursed magic items to the adventurers. See page 43 for Vascendra's statistics and a full overview of her services.

WHAT VASCENDRA KNOWS

If the party accepts Vascendra's offer, she listens to their story and offers cryptic answers to any questions:

What Curse Has Befallen Eldermill? "Oh, a dark one, let there be no doubt about that. Ancient, elven magic. Like a mold that's taken hold, it'll fester and rot and continue to spread until all of the Verdant Woods has succumbed to its blight."

Are You Behind the Corruption? "Me? By the Dark Lady, no, why would I ever do such a thing? Turning people into frogs, sure, that always gets a laugh, but just killing everything? That's no fun at all. No, this curse is something more ancient, mixed with a hint of fresh blood and betrayal."

UNDOING THE CURSE

If the characters ask how the curse can be undone, Vascendra smiles darkly: "I can help you – in fact, I want to help you. But help always comes at a cost..."

Vascendra's Price. Before she will aid them, each character must give Vascendra something they hold dear. This could include, but isn't limited to:

- A treasured memory, which the character forgets after recounting it.
- A trinket that has sentimental value to the character.
- A piece of their youth (the character ages 1 year per century of their expected lifespan).

If the characters indulge her and pay the cost, read or paraphrase the following:

"The curse stems from a sacred elven monument of statues just west of town called the *Yil'Quessir Ayin*. The elves used to go to there to let magic flow through from the Fey Realm into the forest. Now, something dark and sinister has corrupted the monument – inverted it," she says, smiling gleefully. "The monument now connects to the Shadowmire, the dark mirror that reflects our world. To stop its spread, you must go to its source – travel through the monument to the Shadowmire and rip out the source of the corruption at its root," she continues. "The wild elves possess the secret to activating the monument under normal circumstances – but that won't work now. Just as the monument's magic has been inverted, so has the means to using it. Whatever they used to do, you must do the opposite."

If the characters ask what the wild elves used to do, Vascendra answers truthfully that she doesn't know, but tells them that "the elves' leader, a terribly dull druid named Kail'Ithal, will know what the wild elves usually did to activate the *Yil'Quessir Ayin*." She can also provide the characters with directions to both the monument and Elfhome, where the wild elves live.

YIL'QUESSIR AYIN

The *Yil'Quessir Ayin* is a sacred elven monument that lies about 8 miles west of Eldermill on an outcropping by the Timber Gully. The characters can reach it in 2–3 hours of travel from Eldermill. As they approach, read or paraphrase the following:

The trees around you become increasingly rot-infested, their naked branches seeming like claws reaching out toward you. After a while, the ground becomes harder and the forest less dense, and you can see a wide ravine up ahead. On an outcropping over the steep cliff you see three weathered stone statues facing each other.

The three statues are carved to depict some of the most important elven deities:

The Father of Elves (God of Light and Magic). A stern elven man who peers into the distance.

The Wise Mother (Goddess of Life and Wisdom). A stately elven woman holding a long staff.

Goldenheart (Goddess of Love and Beauty). A smiling elven woman with long flowing hair.

An elven character or a character proficient in Religion can make a DC 10 Intelligence (Religion) check for each statue. On a success, they recognize which deity is depicted and what divine aspects it's associated with.

THE ELVEN MONUMENT

The *Yil'Quessir Ayin* was built not just as a monument, but also to help nourish the Verdant Woods. When activated through a magical ritual, the monument would weaken the barrier between the Material Plane and the Fey Realm, where nature flourishes, and even allow passage between the two realms.

When Quil'ithal was murdered near the monument, the monument's magic was corrupted by the twilight's darkness, Quil'ithal's death, and Aimon's bitterness. Instead of connecting to the Fey Realm, it now connects to the Shadowmire, a dark and twisted mirror of the Material Plane. As the veil between the worlds is kept thin by Aimon's hatred, fell energy from the Shadowmire now spreads from the monument to corrupt and darken the Verdant Woods.

The monument's corruption must be undone at its source: Aimon, who is trapped in the Shadowmire. To reach him, the characters must first activate the monument's magic and travel to the Shadowmire.

INVESTIGATING THE SCENE

If the characters travel to the *Yil'Quessir Ayin* to investigate Aimon's disappearance, a successful DC 10 Intelligence (Investigation) check reveals a large patch of dried blood between the statues.

ACTIVATING THE YIL'QUESSIR AYIN

Before the monument was corrupted, the monument's magic was activated by bringing the statues the three gifts that elves treasure most and which each god is the respective deity of: light, life, and love.

During sacred rituals, elven priests might cast a magical *light* spell upon the Father of Elves's statue and present their newborns to the Wise Mother's statue, while lovers danced by Goldenheart's statue. The monument's magic can also be activated accidentally – sometimes, when Aimon and Quil'ithal recited poems to each other under a full sun, the *Yil'Quessir Ayin* would let a little of the Fey Realm slip through.

While the monument is corrupted, its magic is activated by bringing the exact opposite gifts: Darkness instead of light, death instead of life, and hate instead of love. It is not important exactly how the characters present these offerings, just that they try to do so. Here are some gifts that could work:

Darkness. Waiting for nightfall or casting a *darkness* spell upon the statue of the Father of Elves.

Death. Bringing a dead animal or plant to the statue of the Wise Mother.

Hate. Swearing vengeance or committing a hateful act near the statue of Goldenheart.

The characters may learn what they need to do to activate the monument by speaking with the wild elf druid Kail'ithal and the dark witch Vascendra. If all else fails, you can decide that simply waiting by the monument until darkness falls is enough to pass through to the Shadowmire.

CONSEQUENCES

At your discretion, you can add consequences to failed attempts at activating the monument's magic:

Light/Darkness. If a character shines magical light on the Father of Elves's statue, the light is snuffed out and the character must succeed on a DC 13 Wisdom saving throw or take 2d6 psychic damage.

Life/Death. If a character presents an offering of life to the Wise Mother's statue, the offering begins to rot, as does the flesh of the character offering it. The character must succeed on a DC 13 Constitution saving throw or take 2d6 necrotic damage.

Love/Hate. If a character presents an offering of love to Goldenheart's statue, the character must succeed on a DC 13 Strength saving throw or be pushed back 10 feet and take 2d6 force damage.

Wrong Gift. If a character presents a gift that is altogether wrong, flashes of crackling, arcane magic shoot from the statues. Each creature within 30 feet of the statues must succeed on a DC 13 Dexterity saving throw or take 1d6 force damage.

INTO THE SHADOWMIRE

When the characters have presented the right gifts to the *Yil'Quessir Ayin*, read or paraphrase the following:

With unnerving suddenness, deep silence and darkness descend upon the monument. Shadows deepen and colors fade to gray – except for rivulets of glowing crimson that begin snaking their way up the elven statues, almost like pulsing veins of blood.

Though only seconds have passed and you haven't moved, you sense that you are no longer in the Verdant Woods – or, at least, not wholly so. The gloom around you dissolves into dark mist after a dozen paces or so and the starless sky seems to weigh down upon you, as if you were in a cave rather than outside.

Straight ahead, a lone humanoid figure kneels with its back to you on the withered grass in front of a pile of heavy stones. As you regain your bearings, the figure turns its head to regard you. His features – because it is a man, you see now – are twisted with anguish. Dark tears have left trails down his pale cheeks and stained his beard. There's a gash of deep crimson across his throat – a wound that should have been lethal, though no blood pours from it.

"Who are you? What are you doing here?" the man whispers. As he rises, you notice that the darkness clings to him and shadows seep off him like smoke.

AIMON'S STORY

While still human at his core, Aimon's prolonged stay in the Shadowmire has imbued him with dark powers, transforming him into a **shadowmire shade lord**. Although he doesn't attack the characters immediately, Aimon is wary of their motives. If the characters mention that they were sent by his sister Amilia, hatred flares in his eyes and he growls: "It's not enough that she leaves me to die, now she sends you to finish the job?"

If asked what happened between him and his sister, Aimon tells the story of how he and Quil'ithal met each other, how he fought against his sister's thirst for expansion, and how Amilia found him with Quil'ithal and slew the elf – in cold blood, or so Aimon believes.

The characters may also learn the following information, depending on the questions they ask:

How Did You Get Here? "I don't know. I could feel that I was dying, bleeding out. Suddenly, I was here, the bleeding stopped. I buried Quil'ithal as best I could, but couldn't find my way back to the light."

What Is Happening to Eldermill? "Eldermill is a mistake. We should have never settled on the elves' land. I hate myself for it, I hate Eldermill, and most of all, I hate my sister for what she's done. I can feel my hate enveloping the village. I hope it swallows them all. Then this will be all over."

Yil'Quessir Ayin





ENDING THE CURSE

Aimon is at the center of the dark curse that envelops the Verdant Woods. To end the curse, the characters must either promise to help him gain vengeance, convince him to let go of his hatred, or slay him.

THIRST FOR VENGEANCE

The characters can try to convince Aimon that they can slay Amilia and make the rest of the townsfolk vacate Eldermill. If a character succeeds on a DC 15 Charisma (Deception or Persuasion) check, Aimon will grant them permission to cleanse the *Yil'Quessir Ayin* using the elves' ritual (see *Leaving the Shadows* on the following page) and end the dark curse.

PATH TO REDEMPTION

Though Aimon has all but succumbed to the Shadowmire's darkness, characters who appeal to the sliver of good still inside him may be able to convince him to forgive Eldermill and his sister. To do so, a character must deliver a compelling argument and succeed on a DC 17 Charisma (Persuasion) check. This check is made with advantage if the characters explain that Quil'ithal's soul can't find peace as long as his body is in the Shadowmire, and succeeds automatically if the characters recite Quil'ithal's poems or give them to Aimon.

If the characters convince Quil'ithal to let go of his hatred, read or paraphrase the following:

"You are right. Damn it, you are right," Aimon says, wiping a dark tear from his cheek. "This isn't what Quil'ithal would have wanted. His heart would break if he saw me like this."

Straightening his back, Aimon fixes his gaze on you. "I am ready. Take me back. I will make sure Quil'ithal is buried with his people, where he belongs. I will forgive my sister – not for her sake but for Quil'ithal's. And I'll find a way for Eldermill to live in peace with the elves, like Quil'ithal always wanted."

With Aimon's blessing, the characters can begin the ritual to bring the *Yil'Quessir Ayin* back to the Material Plane (see *Leaving the Shadows* on the following page). If they ask about Quil'ithal's body, Aimon explains that the grave and the elf's corpse will be transported along with them to the Material Plane. If the characters don't know the correct ritual, you can also decide that Aimon's decision to forgive his sister is enough to end the curse, instantly bringing the monument back to the Material Plane.

FIGHTING AIMON

If the characters try to take Quil'ithal's corpse, attempt to leave the Shadowmire without Aimon's permission, or fail two checks made to convince Aimon to forgive Eldermill and his sister or to let them help him gain vengeance, he attacks with murderous fury.

Aimon fights until he is reduced to 0 hit points, upon which he falls to the ground and says: "What does it matter? I died when Quil'ithal did. If I cannot have vengeance or redemption, I can at least have peace." This may prompt the characters to speak with Aimon, but if it doesn't, they can bring him back to the Material Plane with them or kill him at their leisure. If Aimon is killed, read or paraphrase the following:

As the final blow strikes the pitiful man, the shadows coalesce around him until his form is pitch black. The darkness then explodes outward with a sudden burst, leaving nothing behind but a pale, twisted corpse wearing an anguished expression.

If Aimon is slain, the *Yil'Quessir Ayin's* corruption is ended and the monument and everything near it returns to the Material Plane (see *Leaving the Shadows* on the following page).

LEAVING THE SHADOWS

There are two ways the characters can leave the Shadowmire: either by slaying Aimon, which causes the monument's corruption to end, or by performing the *Yil'Quessir Ayin's* ritual, as instructed by Kail'ithal's poem. If they choose the latter, the characters must offer light, life, and love to the statues, as described under The Elven Monument on page 58.

When the curse ends, all nearby creatures and objects not native to the Shadowmire return to the Material Plane, including Aimon and Quil'ithal's cairn and body underneath it.

RETURN TO THE MATERIAL PLANE

When the characters return from the Material Plane, they find **Amilia** waiting for them near the monument. Read or paraphrase the following:

As colors return to the world, you are briefly disoriented before everything comes into focus. It is clear that you are back on the Material Plane. Everything seems the same as when you left, except that now the cairn Aimon built for Quil'ithal is here – and that Amilia is standing next to it.

"I figured you'd come here," she says somberly, her sad eyes fixed on her brother's pale face. "And you've brought him back with you. Thank you."

If the characters slew Aimon and return with his corpse, Amilia approaches them peacefully, a sad but friendly expression on her face. She asks them what happened and if the curse is ended (which it is), while coming still closer. Once she's within reach of a character, her expression changes suddenly and she draws her cursed dagger. Determined to leave no one alive who knows about her role in the *Yil'Quessir Ayin's* curse and her brother's death, she has resolved to slay the characters. While she can't surprise them, her advantage on initiative rolls may let her strike before they can defend themselves. See Fighting Amilia on the following page.

FINAL BETRAYAL

If the characters return with Aimon still alive, the shadows disappear from him and he falls to the ground, barely conscious upon their arrival. No longer a shade, he has only 1 hit point and five levels of exhaustion.

Amilia is at first happy and relieved to see her brother alive, but these emotions are quickly replaced with a fear of what his return means for her and Eldermill. Spurred on by her cursed blade, she resolves to finish what she started and kill her brother. As Amilia begins to move slowly toward her prone and gasping brother, give the characters a chance to intervene. If they don't stop her, read or paraphrase the following:

Amilia walks tentatively toward Aimon, a sad expression on her face. As she reaches him, she kneels down next to him. "I tried to find you, brother, I really did," she whispers, their eyes locking together. "I am so, so sorry. I never meant for it to happen like this. I love you, you know."

At this point, Amilia is slowly drawing the *betrayal's blade* from its scabbard. Make a Dexterity (Sleight of Hand) check for her (+6). A character who has a higher passive Perception than the result can roll initiative against her to see if they get to act before it's too late. If the characters don't stop her from attacking Aimon, read or paraphrase the following:

With a deft motion, Amilia's dagger – a twisted, discolored blade – is in her hand and a mad expression twists her features. Without a second of hesitation, she buries the blade in her brother's chest. "Wha—" Aimon manages to exclaim before the word dies in his throat.

"Schh, now, my brother. It's time to rest," Amilia says, her voice calm. "You've done enough. It's time for Eldermill to move on without you."

If the characters still haven't attacked Amilia, she turns toward them. Read or paraphrase the following:

Wiping the blood from her blade while her brother's last breaths gurgle and rattle in his throat, Amilia stands up and approaches you slowly. "It had to be done, you understand that, right? He was corrupted, evil – without him, Eldermill can finally thrive and grow," she says. "You've done well. Let's get you your reward and put all of this behind us."

This last statement is a lie – Amilia's thirst for treachery is not sated yet. A suspicious character can make a Wisdom (Insight) check against Amilia's Charisma (Deception) check to discern that she's lying. If the characters don't suspect her and allow her to get close, Amilia approaches the nearest character before attacking them with a sudden ferociousness, hoping to take them unaware.

FIGHTING AMILIA

Determined to leave no witnesses with knowledge of her betrayal alive, the characters' meeting with Amilia is bound to end in a fight.

Amilia's Tactics. Driven by her cursed blade, Amilia initiates combat by attacking the nearest unsuspecting target. She can also use the magic granted to her by her profane pact with her dark blade to bend the characters to her will and pit them against each other. While carrying the *betrayer's blade*, Amilia fights on until she is reduced to 0 hit points.

Betrayer's Blade. Amilia's cursed dagger is the driving force behind her murderous madness. As she draws it in anger, characters with passive Perception of 15 or higher notice that it's pulsating with dark energy. A character who succeeds on a 15 Intelligence (Arcana) check or Wisdom (Insight) check realizes that it likely has something to do with her corruption. If the characters can disarm her and either attune to the *betrayer's blade* themselves (by simply grasping it) or put it out of her reach (such as by throwing it into the Timber Gully), she is no longer overcome by insanity and tries to surrender.

Aimon. If Amilia manages to stab Aimon before or during the combat, he is reduced to 0 hit points and is dying. You can roll Death saving throws for him as you would for a player character, giving the characters a chance to revive him. If he regains consciousness, he can alert the characters to the evil power of Amilia's dagger by croaking: "Her blade... evil. She is... not... herself." Beyond that, Aimon can offer little help during the fight in his weakened state.

AMILIA

Medium Humanoid (Human), Lawful Evil

Armor Class 15 (studded leather)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

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

Saving Throws Dex +6, Wis +4

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

Senses passive Perception 14

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Injured Pride. When Amilia is knocked prone or becomes grappled or restrained, she has disadvantage on attack rolls, ability checks, and saving throws until the end of her next turn.

Legendary Resistance (2/Day). When Amilia fails a saving throw, she can choose to succeed instead.

Traitor's Paranoia. Amilia has advantage on initiative rolls and can't be surprised.

ACTIONS

Multiattack. Amilia attacks twice with her *Betrayer's Blade* or casts *eldritch blast* twice.

Betrayer's Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 4 (1d8) necrotic damage and if the target is a creature that hasn't targeted Amilia with an attack or harmful spell in the last minute, it must succeed on a DC 13 Constitution saving throw or be incapacitated until the end of her next turn.

Eldritch Blast. *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 8 (1d10 + 3) force damage.

Spellcasting. Amilia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

1/day each: *command*, *dominate person*, *invisibility*, *silence*, *suggestion*

REACTIONS

Stolen Renewal. When a creature Amilia can see within 30 feet of her casts a spell to cause another creature to regain hit points, Amilia can force the creature to make a DC 13 Charisma saving throw. On a failed save, the spell targets Amilia instead.

LEGENDARY ACTIONS

Amilia can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Amilia regains spent legendary actions at the start of her turn.

Attack. Amilia makes an attack.

Cast Spell (Costs 2 Actions). Amilia uses Spellcasting.





CONCLUSION

How the adventure ends depends on the party's actions. Below are some of the most likely scenarios.

EVERYONE'S DEAD

If both Aimon and Amilia both die, the villagers' joy that the curse lifted is dampened by their loss. They name the tavern owner Bertron as new mayor, and the elves and humans continue to clash as the Mistrock Trading Company pushes to expand their operations northward. The characters can claim their reward from either Bertron or Odessa.

ONLY ONE SURVIVES

If the characters manage to save only one of the corrupted siblings, the survivor makes it their priority to steer Eldermill clear of the elves' territory.

For his part, Aimon's thirst for vengeance is quenched after leaving the darkness of the Shadowmire and seeing his sister slain. If Amilia is the lone survivor and is rid of her cursed blade, she is overcome with grief and guilt. She swears to atone for her sins and carry out her dead brother's will.

Whoever returns assumes leadership of Eldermill and ensures that the villagers steer clear of the elves' territory and conduct their operations with more care for nature. Kail'ithal magnanimously forgives Eldermill. While disgruntled to have their expansionist designs quashed, the Mistrock Trading Company soon realizes that not having to deal with the elves' sabotage makes trade (and profits!) run much more smoothly.

BOTH SIBLINGS SURVIVE

If both Aimon and Amilia survive, the two siblings embrace each other, speaking words of forgiveness and reconciliation. Together, the two siblings resume their leadership of Eldermill, this time standing united in their efforts to conduct operations in a way that does not harm the elves or their lands.

QUIL'ITHAL'S BLOSSOMING

When Kail'ithal is told about her son's grave – by the characters or one of the siblings – the wild elves travel to the *Yil'Quessir Ayin*. If they are at peace with Eldermill, the elves invite the villagers to participate.

In a beautiful ceremony, the elves invoke the ancient magic of the *Yil'Quessir Ayin* with magical lights, joyful dancing, and loving songs. If the characters witness it, read or paraphrase the following:

While the elves dance among the statues, Kail'ithal sings a beautiful elven song over Quil'ithal's cairn. As she finishes, she places a hand on the stones. Everyone quiets expectantly. After a few, long moments, the stones begin to move, tumbling away as a green sprout shoots up from the cairn. Kail'ithal stands back slowly as it grows into a vibrant, young oak over the course of mere minutes. Tears streaming down her cheeks, Kail'ithal whispers: "Quil'ithal." A sad smile spreads on her face.

The tree continues to grow year after year, spreading its roots ever further. If Aimon lives, he can often be found sitting by the tree, whispering beautiful poems and staring wistfully up into its lush canopy.

ADJUSTING DIFFICULTY

As written, this adventure is suitable for a party of 5th-level adventurers. The difficulty of the adventure depends in large part on how the characters proceed, which fights they pick, and how often they rest. Below are some suggestions for adjusting difficulty to keep the adventure challenging without making it too difficult.

USING ENCOUNTERS

It is likely that the characters will spend at least a few days in and around Eldermill, as they travel to the various locations in the Verdant Woods.

You can maintain an exciting pace by using encounters (see Forest Encounters on page 52) to challenge the characters. This is especially important if the characters rest so often that the encounters at various locations in the Verdant Woods become too easy. You can also add additional encounters with **cursed giant boars**, **cursed bears**, **cursed giant spiders**, or **cursed wolves** as you see fit. Conversely, if the characters are pushing themselves hard and don't rest up, you should hold back on using non-essential encounters.

CALL FOR BACKUP

If the characters are ever in trouble, you can have **Kail'ithal**, her **wild elf warriors**, or a group of **village warriors** show up to aid the party against whatever dangers they encounter in the woods. Likewise, these groups can also show up at the final encounter with **Amilia**, if the characters are having trouble contending with the vengeful mayor.

ADJUSTING TO THE PARTY'S LEVEL

The adventure can be adjusted to fit a part of 3rd- to 7th-level characters by making the following adjustments:

Level 3. Reduce all trap and hazard DCs by 2.

Remove 1 **shadowmire shade** from the Shade Ambush Encounter. Take away **Aimon** and **Amilia's** Legendary Resistances and Legendary Actions.

Level 4. **Aimon** and **Amilia** have only one use each of their Legendary Resistance and can take only one Legendary Action per round.

Level 5. No adjustments required.

Level 6. Add two **cursed wolves** to the encounter at Hilde's Farmstead and two **wild elf warriors** to the encounter near Elfhome.

Level 7. Increase all trap and hazard DCs by 2. **Aimon** and **Amilia's** hit point maximums increase by 30 and each has three uses of their Legendary Resistance and can take three Legendary Actions per round.

TROUBLESHOOTING

This adventure has a lot of moving parts, possible complications, and challenges that can be adjusted. Below you'll find advice on how to handle it if something goes wrong when running the adventure.

CONFRONTING AMILIA

As the characters uncover information, they may become suspicious of Amilia and seek to confront her. If you want to wait with such a confrontation until the characters have activated the *Yil'Quessir Ayin*, you can decide that she has caught on to the characters' suspicions and temporarily left town. She reappears as the characters return from the Shadowmire.

Alternatively, you can also let the characters confront her but have her insist on her innocence. As long as the characters don't know the extent of her involvement, she may be able to deflect their questions and lie through her teeth to get clear. She can also give a part confession to allay their suspicions: "You're right, I haven't been completely honest. Aimon and I had an argument, and that's why he ran into the woods – not because he was out hunting. I tried to find him but gave up. Too quickly, probably. I feel guilty about it, so I lied. I'm sorry."

Finally, if things escalate as the characters confront her, you can let them have the fight with her then and there. If she's disarmed of her cursed dagger, she gives up and explains everything that has happened. Whether she lives or not, the characters won't have a confrontation with her in the end. In that case, you can have Aimon immediately attack the characters as they enter the Shadowmire so they're not robbed of an epic final encounter!

ATTACKING THE ELVES

The characters may feel certain that the elves are behind the curse and try to eradicate them wholesale. If this happens, you can try to have Kail'ithal appeal to their sense of decency by offering clemency and forgiveness even if they have already slain her elven warriors. If all else fails, you can have two dozen elven warriors show up to render the characters unconscious, after which they awake bound in the clearing and get an opportunity to speak with Kail'ithal, who's still offering forgiveness. If the characters continue their aggression – well, then they're just asking for it.

CHARACTER DEATHS

If any characters die during the adventure, both Kail'ithal and Vascendra can offer the means to bring them back; Kail'ithal by casting *reincarnate* and Vascendra with dark magic – that comes at a cost!

MYTHICAL MADNESS

In this adventure suitable for a party of 6th– to 10th-level characters, the heroes must figure out why magic has gone rampant in the city of Emberdusk – a harrowing investigation that will have them confronting evil cultists, spellwarped monstrosities, and more!

BACKGROUND

The ordinary bustle of Emberdusk, a large city that is home to some 10,000 souls, has been interrupted by mysterious events in recent weeks. At first, it was barely noticeable; a spell causing a mishap or a wizard not showing up for her appointment. But as magic became increasingly erratic and unreliable, and more and more spellcasters disappeared without a trace, it has become clear that something more sinister is afoot!

A MYTHICAL DISCOVERY

The whole ordeal started when Yarntree Hinckleskip, a gnome scholar and wizard, made a marvelous discovery a month ago. Studying ancient texts, he discovered that a magical artifact lay buried underneath the Goddess of Magic’s temple in Emberdusk. Ostensibly, this artifact, known as a *mythward*, could channel raw magic to a huge area. Yarntree believed it could be used to protect the city and grant magical powers to all its inhabitants.

When Yarntree brought news of his discovery to the Goddess of Magic’s temple, archpriest Ellathiel was hesitant. Such powerful magic is always dangerous and unpredictable, and especially when it hasn’t been maintained for centuries, she argued. To Yarntree’s chagrin, the archpriest refused to let him enter the temple’s crypt and search for the ancient artifact.

LADY’S FAITHFUL

Not all of the temple’s clergy shared Ellathiel’s views, however. The temple’s second-most-senior priest, Gerron Azureheart, had overheard the conversation. A failed wizard, Gerron had a burning desire to obtain true arcane power and believed the *mythward* might help him do so. Eagerly, he searched for – and found – the hidden entrance to the temple’s ancient crypt.

When archpriest Ellathiel discovered what had happened, it was too late. The *mythward* had been located and Gerron had persuaded many of the temple’s acolytes with promises of the incredible powers the *mythward* would bestow upon them. Declaring themselves the “Lady’s Faithful,” the cultists imprisoned Ellathiel and any other member of the clergy who they believed would oppose them.

UNSTABLE MAGIC

Aided by the industrious gnome wizard Yarntree Hinckleskip, Gerron and the cultists began their work to restore the *mythward*. Unfortunately, Yarntree was far from powerful or knowledgeable enough to fully control the ancient artifact, despite his best efforts.

As a consequence, the partially restored *mythward* began causing magic in Emberdusk to become erratic and unstable. Spells and magical items started to produce wild and dangerous magical effects, causing great harm to those who cast them – and everyone around them.

ARCANE ABDUCTIONS

Spells backfiring wasn’t all that practitioners of the arcane arts in Emberdusk had to worry about. Yarntree theorized that the *mythward* needed infusions of arcane energy to be restored. Unscrupulously, Gerron began instructing his followers to abduct wizards and other arcane spellcasters, so Yarntree could siphon their magical energy and use it to restore the *mythward*.

Only a few days ago, Gerron learned that the wizards at the College Arcana were investigating the magical instability in Emberdusk, so he decided to kill two birds with one stone. Leading his cultists against the College Arcana, he managed to kill or abduct most of the college’s wizards. After the assault, the College Arcana was sealed off by the authorities of Emberdusk because of the fearsome creatures and magic that had been awakened within – some of which had slipped out to wreak havoc in the streets of Emberdusk.

A NEED FOR HEROES

With no idea who or what’s behind magic growing wild or the disappearance of the city’s arcanists, Emberdusk’s authorities are looking for aid anywhere they can. If only a brave and resourceful band of adventurers would present themselves...

WILD MAGIC EFFECTS

The *mythward*’s partial restoration has caused magic in Emberdusk to become unstable and volatile. Whenever a creature casts a spell of 1st level or higher within the city, they must roll a d20. If the result is equal to or lower than the spell’s level, a random magical effect is produced. The nature of this magical effect is determined by rolling a d100 on the Wild Magic Effects table on page 29 of this document.

ADVENTURE SYNOPSIS

This adventure runs as an investigation. After helping out when a surge of wild magic causes chaos in the streets of Emberdusk, the characters are hired by the city guard to figure out what's going on with the erratic magic and disappearing wizards.

Where the characters begin this investigation is up to them, but they are initially steered toward either the College Arcana, the Crook & Creek Inn, or the Lady's Temple. In these locations, they may learn that cultists are involved and be led to Kírr, a gnoll who's been marked by wild magic, and/or discover the location of Yarntree's house, where more clues await them.

Eventually, their search should lead them to the Mythward Crypt underneath the Lady's Temple, where they must confront the evil, spellmarked cultists and fight a pitched battle against Gerron Azureheart under the *mythward's* magical light.

KEEPING PACE

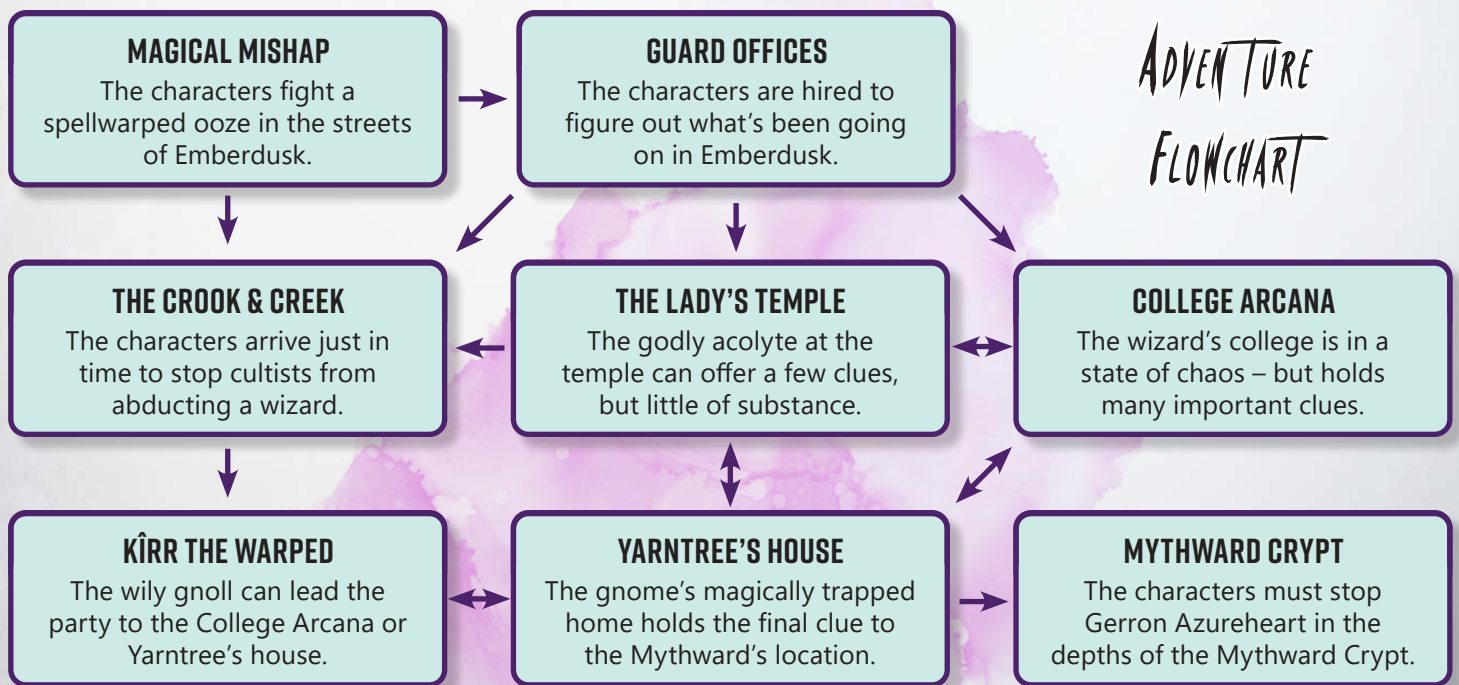
The adventure's pace and how challenging it is depends in large part upon the party's choices during their investigation, and how good they are at putting clues together. If they are efficient and steer clear of more challenging locations (such as the College Arcana), higher level characters can feasibly complete the adventure without needing to take a long rest.

Conversely, a party that runs head-first into every encounter may find themselves taking one or more long rests before reaching the Mythward Crypt.

The most important thing is that the characters don't outpace themselves or slow down so much that the adventure becomes either too challenging or not challenging enough. As a rule of thumb, a party of 7th-level or lower should be almost fully rested when they venture into the Mythward Crypt. Once within, the characters should be encouraged to clear the Mythward Crypt without taking another long rest. See Adjusting Difficulty on page 93 for more information on adjusting the adventure's difficulty.

MAKING THE MOST OF THE ADVENTURE

It is not entirely unlikely that the characters may learn the location of the Mythward Crypt without ever visiting the College Arcana. If you feel like that's a bit too easy or you just don't want the characters to miss out on a bit of magical fun within the college, you can decide that the final clue – the location of the Mythward Crypt – can only be found among Headmaster Terilious's notes in the College Arcana.



MAGICAL MISHAP

The characters may simply be passing through Emberdusk or they could be residents who already know a bit about what's been going on. Alternatively, the characters may also have happened upon a call for heroes that the city guard have been posting in surrounding settlements.

Whether they have been asked to come to Emberdusk or they were already here, the characters' peaceful day is interrupted around noon, when a surge of raw magic causes a street performer using a simple spell to summon a **spellwarped ooze** instead of harmless pyrotechnics!

THE OOZE IS LOOSE!

The characters are either walking down the street or sitting in a comfortable tavern, when they hear a loud noise – that sounds weirdly like a belch – followed by a screech. As they come out into the street or turn toward the noise, read or paraphrase the following:

Thirty feet down the street you see a young dark elf woman in brightly colored clothes sprawled on her back, clutching her right hand as if in pain. Looming over her, a large, amorphous blob of multicolored goo glides slowly forward, its club-like pseudopods grasping for the stunned woman.

The characters can easily outrun the **spellwarped ooze** and avoid this encounter. Other creatures in the vicinity are not so lucky, however:

- Essandra, a dark elf **apprentice**, is prone 5 feet away from the ooze and incapacitated by fear and shock.
- Spot, a **mastiff**, is 10 feet away from the ooze and is barking at it in an attempt to save its owner, Annie.
- Annie, a blind, aging human **commoner**, is 15 feet away from the ooze, and slowly edging away.
- Tarruk, a hungover, dragonborn mercenary (**thug**), is sleeping by the side of a building 20 feet away.

If the characters don't approach it, the ooze targets the creature nearest to it on each of its turns.

FIGHTING THE OOZE

If the characters get involved in combat against the ooze, it actively targets spellcasters as it is eager to slurp up their magical energies. Mindless and unafraid, it slithers toward its targets relentlessly until it's destroyed.

DEVELOPMENTS

The main purpose of this encounter is to get the adventure started and underscore the severity of the situation in Emberdusk. Any surviving NPCs can fill in the characters about how this is just the latest in a long series of weird, magical mishaps that have been happening throughout the city in the past weeks.

REWARDS

Depending on who of the nearby citizens survive, the characters may receive the following rewards:

- If Essandra lives, she thanks the characters profusely, but is quickly whisked away by a patrol of guards for questioning (see Guard Patrol below).
- If Anne and her mastiff both survive, she thanks the characters and offers them 50 gold pieces – she's a successful pianist with enough wealth to spare.
- If he survives, Tarruk offers to buy the characters a round of drinks – and tall tales! – at the Crook & Creek Inn later tonight (“when I've properly recovered from last night's ordeals, heh!”)

GUARD PATROL

A patrol of six **guards** arrives on the scene shortly after the ooze has been dealt with (or earlier, if the characters need help). Led by Lieutenant Rorrick Ainspur, a tall, dark, and handsome human **knight** with a bald pate and trimmed beard, the guard patrol immediately starts questioning everyone at the scene.

If she still lives, the guards hear Essandra's explanation – that she was using trying to magically produce an array of bright colors when the ooze suddenly appeared instead – and haul her away for further questioning. Upon hearing of the characters' involvement, Rorrick questions them personally, asking their names and purpose in the city.

If the characters aren't already investigating the weird events in Emberdusk, Lieutenant Rorrick recognizes their potential and asks that they follow him to Captain Alitha Morgrym, who may have need of their services.

GUARD OFFICES

Emberdusk's guard office is an imposing, three-story square building located near the center of the city. Four patrols that each consist of four **guards** and a **veteran** man the building's perimeter, and another twenty-four **guards**, eight **veterans**, and four **knights** are within.

GUARD CAPTAIN ALITHA

As the characters arrive at the guard offices alongside Lieutenant Rorrick, read or paraphrase the following:

The lieutenant takes you past the guards standing watch at the entrance and down a wide corridor. The offices on either side of the hall seem to all be occupied by one or more guards and clerks. Going up a flight of creaking stairs and down another corridor, you are taken to a sturdy mahogany door. "Wait here," Rorrick says, before knocking on the door and entering. He reappears shortly after, bidding you to follow. Inside, a bronze-skinned half-elf woman sits at a large desk.

"Welcome. I am Guard Captain Alitha. The lieutenant tells me that you helped out in the streets earlier today. The city thanks you. Tell me, who are you?"

Captain Alitha (lawful good half-elf **veteran**) takes the party's names and explains the situation:

Unstable Magic. "A few weeks ago, magic began to behave erratically. Spells would fail or manifest in unusual ways. At first we thought nothing of it, but it has been happening more and more."

Disappearing Mages. "Around the same time, wizards and other magic-wielders began disappearing. Few enough that we didn't connect the disappearances at first, but lately, we've been getting reports of missing people almost every day."

The College Arcana. "We have asked the wizards at the College Arcana to help us investigate. A few days ago, Headmaster Terilious informed us that he had made a breakthrough – but before we could learn more, a disaster befell the college. Likely the result of some spell gone wrong, we heard loud noises and screams from within, and terrible monstrosities from the college's zoo escaped out the front door. With some difficulty, we slew the escaped creatures and sealed the college. We haven't had contact with anyone within since."

In Need of Aid. "We need to get to the root of this issue and fix it, before the whole city devolves into chaos. But with all the chaos that's going on, we're spread so thin we can barely even keep the streets safe. In addition, most of the guards are afraid of dealing with the unstable magic. They are likely to mutiny if I push them too far. We need someone better suited to this type of task – someone like you."

Alitha is willing to offer the characters a reward of 2,500 gp if they can aid Emberdusk and get to the bottom of the matter. She can offer no additional resources or manpower, except for the most basic equipment and provisions. She does provide the characters with a Letter of Authority, which grants them free passage to any locations within the city – even the sealed-off College Arcana – and directs any complaints about their behavior to Alitha herself.

STARTING THE INVESTIGATION

Alitha can provide the following information to get the characters' investigation started:

The College Arcana. "The College Arcana is sealed off and our guards won't venture in. The letter of authority will get you inside, if you want to try and figure out what the Headmaster had learned."

The Crook & Creek. "A wizard disappeared after leaving an inn yesterday. It's the third this week who was last seen at that particular inn – a sordid establishment called the Crook & Creek."

The Lady's Temple. "There is a temple dedicated to the Goddess of Magic in the city. Their priests haven't been too helpful so far, but maybe they'll be more forthcoming if it's you asking."



COLLEGE ARCANA

Though not the biggest college of arcane lore in the realms, the College Arcana in Emberdusk is an old and proud institution. Usually home to Headmaster Terilious, two professors, and a dozen apprentices, the two-story building was assaulted by Gerron Azureheart and his cultists a few days ago. The cultists came up through the sewers and overwhelmed the wizards within, killing some, abducting others, and leaving less than a handful of disorganized survivors behind. Not eager to brave the college's arcane defenses and magical creatures, the city guards sealed the college off and posted guards outside.

ARRIVING AT THE COLLEGE

When the characters arrive at the College Arcana, read or paraphrase the following:

At the end of the wide street, a large two-story structure rises well above the surrounding houses. The building is surrounded by a 10-foot tall stone fence and in front of the heavy iron gates – which are locked with heavy chains – a dozen city guards stand watch, fully armed and vigilant.

The **guards** protecting the College Arcana have strict orders to not let anyone in or out. Their commanding officer, Lieutenant Edrick Stonebreaker, a burly dwarf **knight** with a perfectly rectangular black beard, is none too happy to see visitors.

If presented with Captain Alitha's Letter of Authority, however, he reluctantly allows the characters to pass through the guards' perimeter. Read or paraphrase the following:

Shaking his head, the dwarf mutters something incoherent before nodding grimly. "It's yer funeral. Laddies, get these 'ere gates open and let 'em pass. Captain's orders," he barks the last command in a loud voice. Several guards spring to attention, quickly unlock the chains on the gates, and open them to let you pass. Before you, the imposing structure rises menacingly, its foreboding presence emphasized by the guards' fearful expressions.

GENERAL FEATURES

The College Arcana has the following general features unless otherwise noted.

Ceilings. The ceilings are 20 feet high.

Doors. Doors are closed, but unlocked.

Illumination. Rooms in the college are cast in dim light that filters through glass-pane windows.

Windows. The college's windows are enchanted to be unbreakable. The windows are also transparent from the inside, but are completely opaque to anyone outside the college. A *dispel magic* spell cast at 5th-level or higher ends this magical effect.

APPRENTICES' SPELLBOOKS

The characters can find several spellbooks within the College Arcana. When the characters find an apprentice's spellbook, you can roll on the table below to determine which spells the book holds.

d6 Spells

- 1 *alarm, burning hands, charm person, chromatic orb, color spray, invisibility*
- 2 *darkvision, disguise self, false life, magic missile, gust of wind, jump*
- 3 *acid arrow, blink, fly, hold person, levitate, misty step, shatter, thunderwave*
- 4 *alter self, feather fall, find familiar, magic missile, scorching ray, sleep*
- 5 *arcane lock, blur, color spray, dispel magic, grease, levitate, shield, web*
- 6 *darkness, fear hideous laughter, identify, mage armor, thunderwave*

APPRENTICE

Medium Humanoid, Any Alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	14 (+2)	10 (+0)	11 (+0)

Skills Arcana +4, History +4

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft. *Hit:* 5 (1d10) fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

Spellcasting. The apprentice casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 12):

At will: *fire bolt, mending, prestidigitation*

1/day each: *burning hands, color spray, magic missile*

LOWER FLOOR LOCATIONS

The following locations are keyed to the College Arcana map.

C1. ENTRANCE

When the characters have made their way past the gate and approach the college's entrance, read or paraphrase the following:

A sturdy door sits in the wide door frame, three arcane symbols etched into its marble surface.

The entrance to the College Arcana is magically sealed and designed to keep non-spellcasters out.

Magic Door. A character proficient in Arcana or who succeeds on a DC 10 Intelligence (Arcana) check recognizes that the symbols on the door represent the magical schools of "enchantment," "evocation," and "transmutation," respectively. To open the door, a character must cast a cantrip or spell belonging to one of these schools of magic on the door. Normally a trifling matter, this simple protection is complicated by the wild magic that permeates the city, which may cause even simple spells to have unpredictable effects.

The door can also be destroyed (AC 10, 20 hit points; damage threshold 10; immunity to poison and psychic damage). Any creature within 10 feet of the door as it is destroyed must make a DC 15 Dexterity saving throw, taking 4d6 force damage on a failed save or half as much on a success.

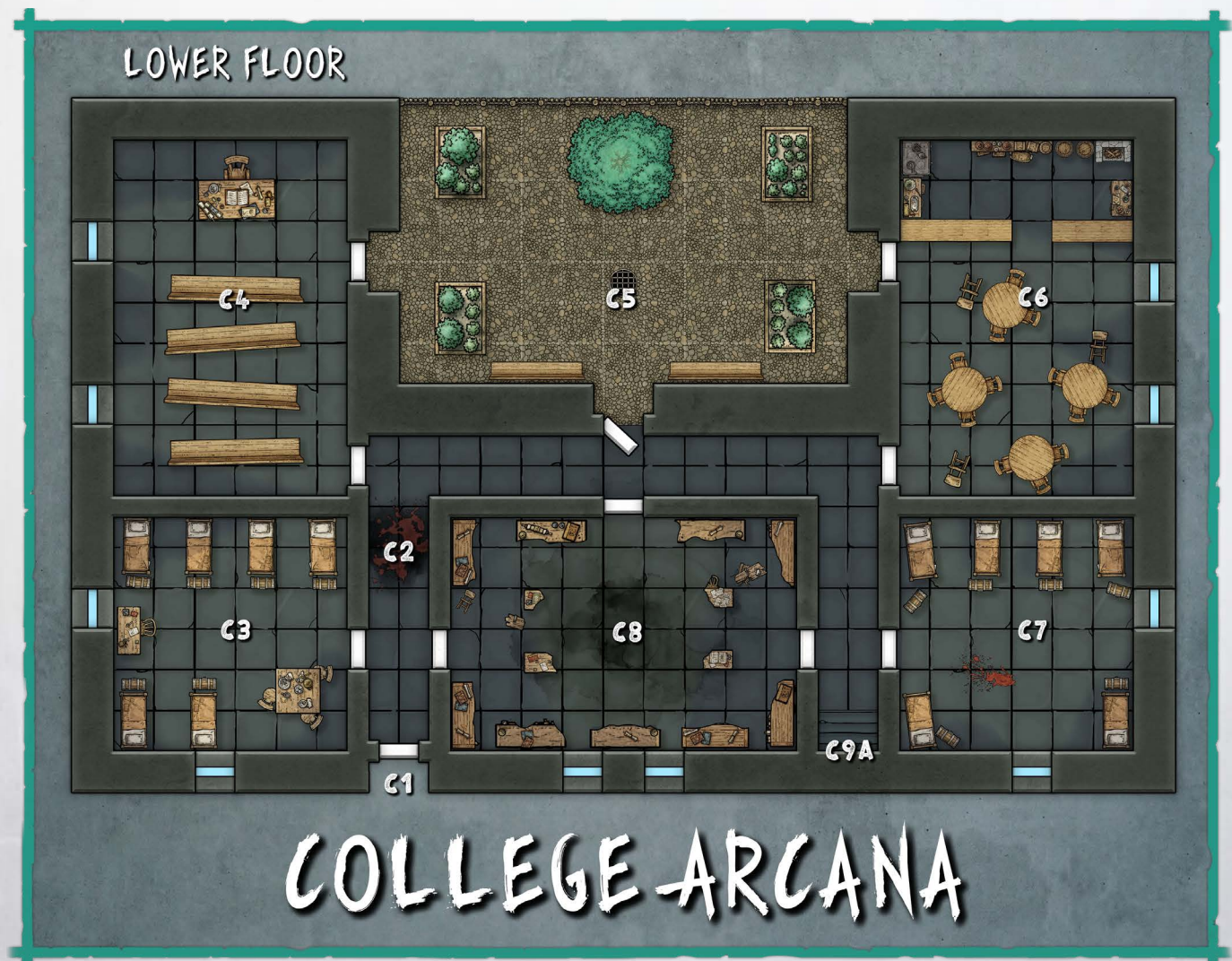
C2. HALLWAY

When the characters make their way inside the college, read or paraphrase the following:

A wide hallway snakes its way through the college's interior with doors at irregular intervals. Paintings of stately wizards hang askew on the walls and some are even burned or torn to shreds. A humanoid figure lies sprawled on its back a dozen feet from the entrance, its face and upper torso burned beyond recognition.

The corpse belongs to Emythra, a second-year **apprentice** who died when a *fireball* spell cast at the cultist intruders backfired and blew up in her own face.

Treasure. All Emythra's belongings, including the key to her chest (see area C3. Western Dormitory) and her spellbook were destroyed by the fireball she cast.



C3. WESTERN DORMITORY

The walls of this square room are lined with beds, each with a chest at its foot. A statue of a young half-elf man stands bent over one of the wooden trunks, its fingers barely touching the lid.

All the apprentices who slept here were elsewhere when the cultists broke into the college.

Stone Apprentice. The statue (AC 8, 10 hp, immunity to poison and psychic damage, resistance to all other types of damage except thunder) is in fact the petrified form of Yumil, a second-year **apprentice**. When the cultists broke into the college, Yumil decided to take advantage of the chaos and steal his co-apprentice's belongings before fleeing. Unfortunately for Yumil, he was turned into a statue when he attempted to open the chest (see Magic Chest below). If Yumil's petrification is reversed, he focuses on getting out of the college as quickly as possible but will reluctantly answer the characters' questions. His knowledge is limited, however, as he was in the library with the Headmaster when they heard shouts of "intruders," and the Headmaster told him to run away.

Magic Chest. The chest that the statue is reaching for belongs to Pimara, an apprentice who met her end in the laboratory (see area C13. Laboratory). The harmless *alarm* spell on the chest has become unstable, and the chest now produces a random magical effect from the table below each time it is touched, instead of sounding a magical alarm.

d6 Effect

- 1–2 Each creature within 10 feet of the chest is affected as by the spell *flesh to stone* (spell save DC 13, no concentration required). Any creature in the area already petrified is transformed back into flesh instead.
- 2–4 The chest produces a *thunderwave* (as a 4th-level spell).
- 5–6 The chest springs to life and attacks, using the statistics of a **mimic**. Any items within it are spewed forth if it dies.

A successful DC 17 Dexterity check using thieves' tools is required to open the chest. If the attempt fails by 5 or more, the chest's magical effect is triggered and the pick breaks in the lock, making further attempts to pick it impossible. If the chest is smashed (AC 8, hp 20; damage threshold 10; immunity to poison and psychic damage), the potion within is destroyed in the process.

Treasure. The students' chests contain a combined haul of six apprentices' robes, four spellbooks, four spell component pouches, a *scroll of hideous laughter*, a *scroll of flying*, a diamond (100 gp), 48 sp, and 78 gp. Pimara's chest contains a *potion of invisibility*, an *empowering crystal*, and an egg-sized emerald (1,000 gp).

C4. LECTURE HALL

Rows of benches fill this lecture hall. A large desk sits on a raised platform to the north underneath a black chalkboard filled with arcane scribbles.

This room wasn't in use when the cultists broke in and was thus mostly spared from the carnage.

Chalkboard. A character proficient in Arcana who examines the chalkboard realizes that the scribbles on it concern the nature of raw magic. There is mention of something or someone called Kírr and the following scribbled notes: "Survived magical explosion – Appears to be immune to raw magic – what are the blue markings?"

Teacher's Notes. Headmaster Terilious held the last lecture here, which had to do with the nature of raw magic. Among his notes, which are stacked in a pile on the desk, is the compendium *Hinckleskip's Thesis on the Nature of Raw Magic*. This thesis explains how raw magic functions and is signed by Yartree Hinckleskip. A character who reads it learns that raw magic is often more powerful than "regular" magic but is unstable and prone to causing wild magical effects (see page 24 for more information on spellwarping and wild magic).



C5. COURTYARD

This cobblestone courtyard is lined with a multitude of plants growing in raised beds, a small, lush apple tree and a single sewer drain in the middle. The courtyard is surrounded by walls and a tall fence that keeps prying eyes from peering into the garden.

The wizards grow plants in this courtyard.

Fence. The spiked fence is 15 feet tall and solid iron. A character who attempts to climb it must succeed on a DC 17 Strength (Athletics) check. On a failure, the character takes 1d6 bludgeoning or piercing damage (your choice) and fails to get over.

Magic Doors. Each of the doors leading to and from the courtyard is enchanted in the same way as the door in area C1. Entrance. The middle door, which the cultists used to enter and leave the college, stands ajar.

Plants. A character with proficiency in Nature or Survival can harvest ingredients for up to two *potions of greater healing*. Brewing a potion requires 1 hour of work by a character proficient with and using an alchemy or herbalism kit.

Sewer Drain. A character who investigates the sewer drain and succeeds on a DC 10 Intelligence (Investigation) check notices fresh scrape marks around it, indicating that someone moved the grate recently.

C6. MESS HALL

Tables and chairs line this room, many of them broken or tipped over. At the far end of the large chamber is a kitchen and a long desk from which food was served. Two mangled bodies – one gnome, one human – lie among the debris.

The mess hall and kitchen were run entirely by the transmutation professor, Emyl, and his staff of animated kitchenware. When the cultists broke into the college, Emyl was here, preparing for supper. With the aid of his magical objects, Emyl managed to slay one of the intruders and beat back the rest – though not before perishing himself as his animated kitchenware turned on him.

Animated Kitchenware. Warped by wild magic during the transmuter's battle with the intruders, Emyl's construct helpers have become permanently enlarged and imbued with magical powers. As soon as a creature enters this room, a **giant animated broom** and a **giant animated cauldron** attacks furiously.

Dead Cultist. While the cultists took great care to take their fallen with them, they were unable to retrieve the dead cultist from the mess hall. Though clearly not an apprentice – she's clad only in a bland, brown robe – the cultist's identity isn't immediately apparent. A character who performs a careful search of the body and succeeds on a DC 13 Intelligence

(Investigation) check finds an elaborate pattern of azure marks on the cultist's upper arms – a spellmark (see page 25 for more about spellmarks). A character who searches the body and succeeds on a DC 11 Wisdom (Perception) check also notices a faint stench of sewage originating from the corpse's clothes.

Treasure. The cultist has a pouch with a *potion of raw magic* and a note with the Lady's Prayer upon it:

"My gift is not crutch nor weapon,
not whip nor prison,
but a brush and a weave,
a door to wonder and relieve,
If you wield it, be never afraid,
But use it often, to learn and create."

Knowledge of this prayer may come in handy later in the adventure – and give a clue to the cultists' identity. You can give the players Appendix B: Lady's Prayer to help them keep the prayer fresh in memory.

C7. EASTERN DORMITORY

The walls of this square room are lined with beds, each with a chest at its foot. In the middle of the room lies the corpse of a young man with freckles and red hair. A rat sitting on the corpse's bloody chest bares its teeth and hisses at you.

Three apprentices were in this room when the cultists attacked. Two were taken by the cultists while the last was slain and his corpse left behind.

Apprentice's Familiar. The corpse is that of Terry, a first-year apprentice who fought back bravely against the cultists before he was killed. The **rat** perching on his chest is his familiar, Chip, who's been jealously guarding his body since he died. A character who approaches carefully and succeeds on a DC 13 Wisdom (Animal Handling) check can examine the apprentice's body safely – otherwise, Chip digs its teeth into anyone who dares come close. If a character communicates with Chip using *Speak with Animals* or similar magic, the rat knows the following:

Bad People. "Brave master was killed by bad people. Brown robes, sharp metal, blue marks."

Took Friends. "Bad people took master's friends. Left Chip all alone with master."

Sewer Smell. "Chip didn't see where bad people come from or go to. But smelled like sewer. Good."

Treasure. In total, the chests contain six apprentices' robes, three spellbooks, three spell component pouches, a *spell scroll of greater restoration*, a small diamond (100 gp), and 102 gp.

C8. LIBRARY

This large library is filled from floor-to-ceiling with bookshelves and reading desks, though most seem to have been burned and scattered by a violent explosion. The library stretches all the way to the second floor where two doorways some 20 feet above the ground lead out of the room. In the middle of the room, two glowing disks about 3 feet in diameter hover a few inches above the floor.

Headmaster Terilius was in the library when Gerron and the cultists accosted him. He was subdued eventually, but not before an errant spell destroyed most of the library's furniture and books.

Levitation Disks. The college's wizards employ levitation disks to help them reach the top of bookshelves or transport them to the upper doors. If a character steps onto one of the disks, both **animated floating disks** come to life and attack the characters.

Books. A character who rummages through the debris for a few minutes can find about two dozen books – none of which are particularly valuable or rare – including titles such as *The Thinking Evoker – or Why Fireball Isn't Always the Answer*; *Draconic Arcana – an Encyclopedia of Eldritch Wyrms*; and *101 Ways to Scribe a Scroll – An Apprentice's Guide to Scribework*.

C9A. STAIRCASE

A wide set of stairs leads up to the building's second floor.

This staircase connects the college's two floors, leading up to area C9B. Staircase.

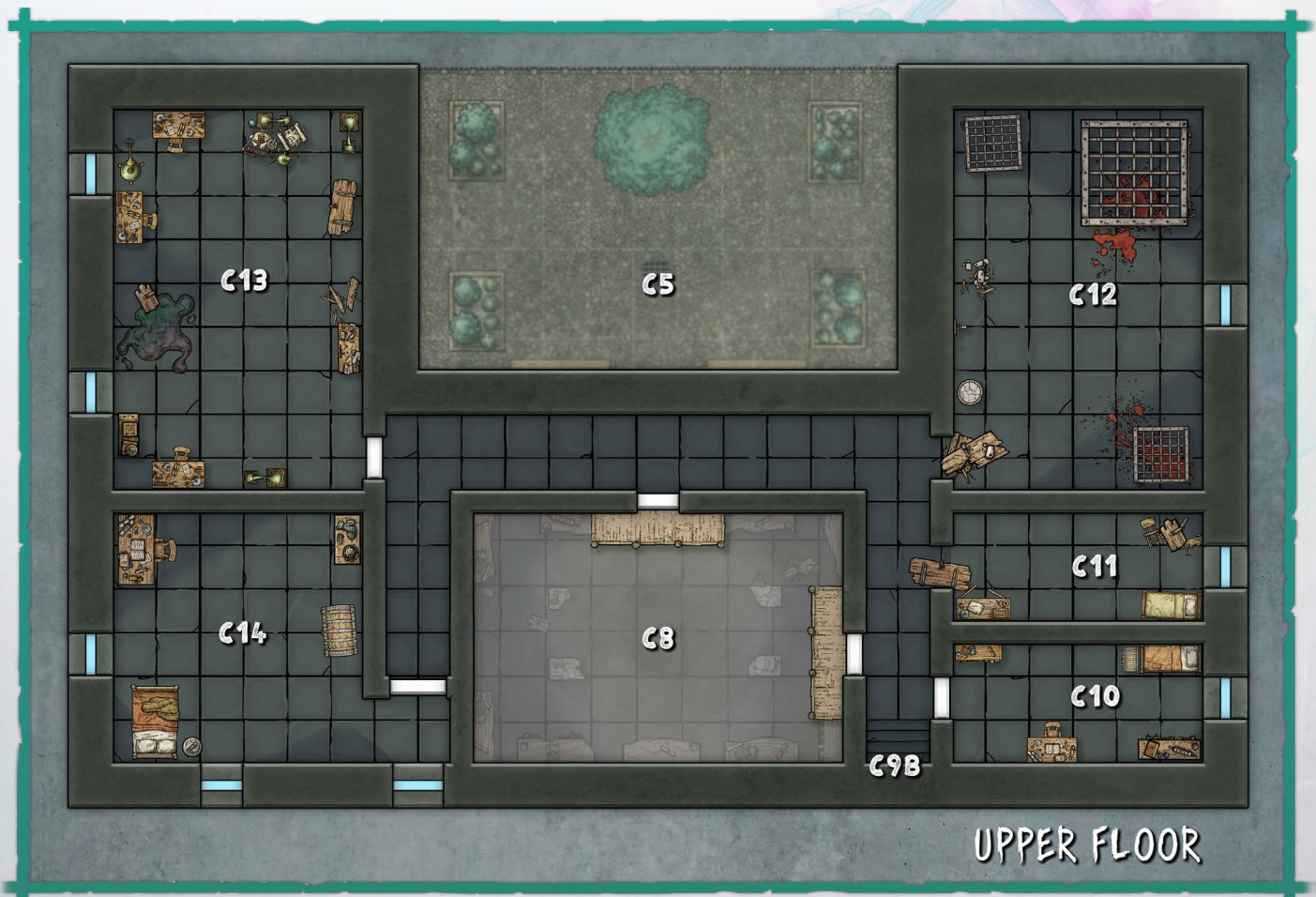
UPPER FLOOR LOCATIONS

The following locations are keyed to the College Arcana map.

C9B. STAIRCASE

A wide set of stairs leads down to the building's first floor.

This staircase connects the college's two floors, leading down to area C9A. Staircase. When the characters come up this staircase, they immediately notice the face on the door to C10. Professor Uliah's Room.



C10. PROFESSOR ULIAH'S ROOM

As the characters approach the locked door to this room, read or paraphrase the following:

The marble door in front of you bears an illustration of a beautiful woman's face wearing a frightened expression. As you approach, the intricate lines swirl around before coalescing back into the same woman's face – but with a different expression.

Professor Uliah has enchanted the door to show an illustration of her face when someone approaches. To open the door, a visitor must cast a specific spell of enchantment on the face, depending on the face's expression. The face's expression mirrors the closest humanoid's mood, or, if their mood is neutral, is randomly determined by rolling on the table:

d6	Expression	Spell
1	Happy/Excited	<i>bless</i> or <i>heroism</i>
2	Angry/Tense	<i>bless</i> or <i>calm emotions</i>
3	Bored/Neutral	<i>enthral</i> or <i>hideous laughter</i>
4	Afraid/Nervous	<i>calm emotions</i> or <i>heroism</i>
5	Sad/Gloomy	<i>bless</i> or <i>hideous laughter</i>
6	Tired/Weary	<i>command</i> or <i>sleep</i>

When the correct spell is cast on a face (or you decide that an attempt is close enough), the door swings open to let the party pass through. The door is impervious to damage but its magic can be dispelled with a *dispel magic* spell cast at 7th level or higher.

Figuring out the Riddle. A character who's proficient in Arcana realizes that a spell must be cast upon the door – and which spell likely has to do with what expression the door's face has. If the characters need help, you can have the students inside call out through the locked door, pleading for the characters to help them. If the characters ask how they can open the door, the students can provide the following information: "The door was looking angry when we ran to it. Professor Uliah cast a spell upon the door and its face became neutral and it opened. I'm sure it was an enchantment spell, but I don't know which. I'd ask her but she's... I don't know. Not all there, any more."



Once the characters get past the door, read or paraphrase the following:

This room holds a large desk and chair, a comfortable bed, two bookshelves, and a large trunk. The walls are decorated with paintings of a beautiful, dark-haired woman striking various poses.

This room belongs to the college's professor of enchantment, Uliah. It now acts as shelter and prison for the professor and three of her students.

Professor Uliah. When the cultists broke into the College Arcana, professor Uliah led a nearby trio of students to take refuge in her sealed chambers. As she was casting spells on herself to prepare her for battle, one of her spells was warped by wild magic into a *feblemind* spell – aimed at herself! Uliah now sits silently in the middle of the chamber, a slack-jawed, dumbstruck expression on her face.

Students. The three **apprentices** in this room are Jenyl, Elathil, and Peterra, all first-year students. After Uliah led them in here – and incapacitated herself in the process – they slammed the door shut behind them. Unfortunately, they didn't possess the wits or magical prowess to get it open again once they realized it was safe to venture back out. The frightened trio of students can share the following information:

What Happened? "We were with Professor Uliah in the Creature Room when the college was attacked. The professor took us here and made sure we were safe, but when she was preparing herself to venture back out for more students, her spell misfired and she... well, she ended up like this."

Who Attacked the College? "We only caught a glimpse of them down a hallway. They were wearing robes. Had these odd, blue marks on them. One of them was a tall, blonde man. He shouted at us not to 'be afraid' and that we should 'embrace the Lady's will.' He was holding this weird, glowing sword. That's when we ran!"

Thirsty and hungry, the apprentices each have two levels of exhaustion and are in no condition to fight. They are eager to leave the college.

Paintings. The paintings on the walls are all of Professor Uliah and show her petting giant lizards, studying a spellbook, riding a griffon, and battling a dragon – all with a confident smile on her face and her dark hair flowing perfectly behind her.

Treasure. Uliah's unlocked trunk contains gem-studded necklaces, earrings, and bracelets worth a total of 500 gp, and a pouch with 100 gp. The trunk also holds a *potion of flying* and a *potion of invisibility*. Uliah also has a *spell scroll of calm emotions* spell in her inner pocket. One of the bookcases has a *spell scroll of enthral* lying on it.

CII. PROFESSOR EMYL'S ROOM

The door to this room has been blown clean off its hinges. The chamber within appears to have been searched thoroughly – the bed is unmade, the wardrobe's doors are flung open, and the desk is tipped over and smashed to debris.

This room belonged to the college's professor of transmutation, Emyl. The cultists searched the room and took nearly everything of value.

Chroniclum. Emyl's **chroniclum** companion – a large, leatherbound book with a silver face – lies inanimate on the floor. Realizing the cultists' evil intentions, the chroniclum remained quiet as they searched the room. Upon seeing the characters, however, the chroniclum springs to life and begins asking questions in a dry monotone. It inquires about its master's fate – replying only with a dry “noted” if the characters let it know that he's dead – and readily answers any questions the characters may have about what's happened. It can provide the following information, reciting its notes from the past 30 days:

- The wizards' research into what was going on with unstable magic was going well and they seemed confident that some sort of object or entity was being deployed to make magic become wild and unstable.
- When the attack on the college happened, the chroniclum felt magic become even more unstable.
- The chroniclum remained inanimate while two figures wearing nondescript robes and with blue markings – like glowing tattoos – on their skin searched the room. At one point, one pulled the other along, saying: “We have to go, the Master said to get the apprentices first. Let's go!”

Whether it realizes that Emyl is dead or not, the chroniclum wants to go along with the characters, either to escape the college or to find him. If it knows that Emyl is dead, it may bond with a character – preferably a scholarly type – at your discretion.

CI2. CREATURE ROOM

Cells and cages of various shapes, sizes, and materials fill this chamber. Most of the cages seem to have been forced open and some have smatterings of blood, feathers, or scales on the floor. The domed ceiling in this chamber is 60 feet high.

When the cultists broke into the College Arcana, the magic protecting the cages in this room was disrupted, allowing the creatures within to escape. Some immediately slipped out to wreak havoc elsewhere.

Snallygast. Perched atop the large cage in the northeast corner is a fierce **snallygast**. An ill-fated product of magical experimentation, this monstrous

bird-reptile-hybrid was too large to escape out the open door. Instead, it quickly snatched up as many of the other creatures as it could. Fresh out of morsels to gobble down, it sets its hungry gaze on the characters as soon as they enter. The snallygast attacks immediately, only fleeing if it is brought to below half hit points and the gate in the ceiling has been opened. If the characters remain by the door, it may attempt to suddenly rush toward them and pull one or more of them into the room with its tail.

Ceiling Lever. The domed ceiling can be opened by pulling on a lever in the western wall. Any creature with a passive Perception score of 15 or higher realizes the lever's function immediately upon entering the room. A creature can use an action to pull the lever. On a success, the domed ceiling slowly glides back to make a 20-foot-radius hole in the ceiling.

Treasure. Three intact feathers dropped by the snallygast can be fashioned into a *snallygast amulet* by a character who is proficient in Arcana and who succeeds on a DC 15 Dexterity check using jeweler's or tinker's tools. On a failure, the attempt fails and the feathers are destroyed.

CI3. LABORATORY

Tables with various arcane instruments and apparatuses line the walls of this laboratory. A few of them lie smashed, as if a battle took place here. One destroyed table seems to burn with smokeless purple and green flames.

Cultists broke into this room while two apprentices were conducting experiments. During the ensuing struggle, several flasks containing liquids used for magical alchemy shattered and mixed. The contents created a **spellwarped ooze**, which attacked and killed the apprentices and sent the cultists fleeing. The ooze has since completely absorbed its victims.

Spellwarped Ooze. If the characters enter the room without carefully checking the ceiling, the **spellwarped ooze** slithers down behind them and attacks. Characters with passive Perception of 16 or higher aren't surprised as the ooze attacks.

Spellfire. The flames dancing around one of the worktables – seemingly without affecting it – is a patch of raw magical energy. Any creature that comes into contact with this magical fire takes 3d10 force damage and risks gaining a spellmark (see the Touched by Raw Magic sidebar on page 87).

Treasure. Most of the reagents in this room have been destroyed. A character who spends 10 minutes and succeeds on a DC 15 Dexterity check using an alchemist's kit can spend 10 minutes to distill three *potions of raw magic*. On a failure, the attempt fails and the reagents are lost.

CI4. HEADMASTER'S ROOM

The door to Headmaster Terilious' private chambers is locked with powerful magic. A curious and inquisitive person by nature, Terilious had enchanted his door to only open to anyone who could answer an arcane riddle composed by the door itself.

Warped by wild magic, the spark of sentience Terilious had imbued the door with became a fully-fledged consciousness. The door has now become an **animated puzzle door** that spews riddles at a breakneck pace – and punishes tardiness and stupidity!

As the characters approach the door to Headmaster Terilious' room, read or paraphrase the following:

A heavy, wooden door inscribed with intricate glyphs and carved with ornate decorations towers imposingly before you. As you approach it, a huge mouth appears in the door's center, moving eerily as it booms in a loud voice:

"My first question's easy, so don't be nervous,
What, I beg, is your name and purpose?"

Once one or more characters have stated their names and, presumably, their intention to enter the room, read or paraphrase the following:

The door's mouth forms a sly smile as it says:

"To get past me, you need more than brawn,
So sharpen your wits or be here 'till dawn,
Beat me with answers, strike fast and true,
But fail to answer and I'll beat you!"

After delivering this cryptic rhyme, the door attacks. During the battle, the door spews riddles every round, which the characters – if they're able to solve them – can use to destroy it.

Once the characters have bypassed the door and enter the room, read or paraphrase the following:

This spacious but cluttered chamber is outfitted with a large bed, a messy writing desk, a wardrobe, and a sturdy-looking chest.

Headmaster Terilious was not in his chamber when the college was attacked (see area C8. Library).

Desk. Headmaster Terilious was a notoriously frazzled person, which the mess on his desk is a testament to. Open books, loose pieces of paper, and various odd-sized paperweights fill every square inch. A character who spends at least 10 minutes rummaging through the mess and makes an Intelligence (Investigation) check can find the following clues, depending on the result of their check:

DC 10. Headmaster Terilious seemed focused on the causes and effects of something called "wild magic."

DC 13. Several of the texts – ranging from short essays to whole books – are authored by a Yarntree Hinckleskip.

DC 15. One text mentions something called a *mythward*, which has been circled in fresh ink. The text describes a *mythward* as a "large, magical artifact that can alter, extend, and warp spells and magical effects in a large area."

Chest. A successful DC 13 Dexterity check using thieves' tools is required to open this chest. If the attempt fails by 5 or more, the pick breaks in the lock, making further attempts impossible. If the chest is smashed (AC 8, hp 20; damage threshold 10; immunity to poison and psychic damage), the potion within the chest is destroyed in the process.

Treasure. Terilious' wardrobe holds four fine wizard's robes (20 gp each) and an azure robe with a golden hem (100 gp). The chest holds a *potion of fire giant strength*, a *scroll of greater restoration*, a *portal wand*, and a pouch containing 200 gp.



PORTAL WAND

THE CROOK & CREEK

This two-story inn lies at the edge of the Merchant District and has a varied clientele – from merchants with heavy purses to grime-covered day-laborers.

MENU AND SERVICES

The **minotaur** innkeeper Krellik takes great pride in maintaining a friendly and welcoming atmosphere. He offers ale, wine, spirits, meals, and lodging at modest prices (see the fifth edition handbook for players).

He greets newcomers with a friendly smile, is always willing to answer questions, and never seems to get stressed, even when the inn is bustling with guests. If a fight breaks out for any reason, Krellik steps in to calm demeanors – or shove someone out the doors head-first if mere words won't do the trick!

ARRIVAL AT THE INN

Assuming that the characters visit the inn later in the day, they will find it filled to capacity with road-wearied travelers, sweaty workers, and boisterous revelers. Though the mood is somewhat dampened by recent events, a steady flow of ale and spirits ensures a lively atmosphere. Read or paraphrase the following:

The Crook & Creek's wooden sign creaks as it swings back and forth in the wind. As you enter through the door between two large stained-glass windows, you come into a large taproom filled almost to capacity. Each of the dozen tables seats several patrons, ranging from dirty tradesmen to merchants in fashionable attire. A handful of servers weave through the crowd, serving pitchers of ale and decanters of blood-red wine.

TARRUK'S WELCOME

If the characters saved Tarruk during the Magical Mishap encounter, the dragonborn **thug** quickly notices them. Read or paraphrase the following:

"Heroes – come hither and share an ale!" a familiar dragonborn bellows. "Everyone, these here's the folk I's tellin' you about – bloody heroes, believe you me!" Nearby patrons turn toward you, giving you appraising looks or raising their mugs in salute.

Tarruk shoos away the rag-tag crew of dockworkers, he was sitting with and bids the characters to sit down with him. With a practiced whistle and a wave of his scaled hand, he orders a round of ales for the table.

Speaking with Tarruk. The dragonborn is interested in little more than having a good time. He toasts the characters' bravery and begins sharing stories of his many exploits as a mercenary. If asked, the dragonborn can provide the following information:

Wild Magic. "Magic's been running rampant, this is no secret. I never had a stomach for the stuff anyway, tho' it's certainly got its uses, but now I steer well clear of it. If you're askin' why, I'm the wrong one to ask. I do know someone who may know more – but I'll warn you, he's even crazier than I am!"

Kírr the Warped. "There's this gnoll named Kírr, who lives down in the shanties by the river. Used to work as a wilderness guide back in the day – met him on one of my jobs. A bit odd, but an excellent tracker. Then something happened to him and he got these weird markings. Said he'd been touched by raw magic or something. Now he works with the stuff – spellfire, he calls it. If anyone knows about wild and unstable magic it'd be him, I reckon."

Disappearing Wizards. "It's the darnest thing. I had an ale with old Tim just a few days ago and next thing I hear, he's gone. Don't see many arcanists out and about. Only one who stops by here now is Tassil. See that halfling over there with the quirky hair?"



INVESTIGATION AT THE INN

If the characters ask or look around for any patrons who stand out, have each character roll an Intelligence (Investigation) or Wisdom (Perception) check. On a result of 13 or more, they notice a black-and-white-haired halfling who seems to be a wizard (see Tassil Firefingers). On a result of 17 or more, they also take note of the two figures clad in brown robes sitting at the back of the taproom (see The Lady's Faithful).

TASSIL FIREFINGERS

After asking around or listening in on conversations, the characters become aware of **Tassil Firefingers**, a halfling with long black-and-white hair who's playing cards with a band of dwarves. The dwarves lovingly refer to her as a "damn trickster" or "spellweaving wench!" as she empties their purses.

Speaking with Tassil. If a character approaches her, Tassil is initially dismissive – especially if they ask her if she's a wizard, which causes her to lower her voice and whisper: "Not a fact I'm advertising at the moment, thank you very much!" A character who succeeds on a DC 12 Charisma (Persuasion) check (made with advantage if they play cards with Tassil or buy her an ale) can turn her mood friendly. When talkative, she can provide the following information:

Wild Magic. "Magic's gone unstable. I saw an expert conjurer trying to teleport to visit his aunt – ended up taking his entire house with him. Can't say that I know what's causing it, but I'm steering well clear of any spellcasting until it's blown over!"

Disappearing Wizards. "Yeah, not a great time to be a wizard. That's why I don't flaunt the fact that I know a spell or two. I've no idea who or what's behind it – and I don't intend to find out!"

Following Tassil. The halfling trickster stays at the inn until midnight, after which she gathers up her winnings with a grin and heads out the door. If the characters are keeping track of her, they notice two cloaked figures slipping out shortly after (see The Lady's Faithful). Tassil doesn't make it more than a few streets away before she's ambushed by cultists seeking to abduct her – if the characters follow her, they may arrive in time to intervene (see Cultists' Ambush).

THE LADY'S FAITHFUL

Tucked away at a table in the back are two figures clad in brown robes. An astute observer notices that the woman has blue tendrils snaking down her arms and glowing marks are just visible above the man's collar. Seemingly engaged in quiet conversation, the pair occasionally glance toward a halfling playing cards with a group of dwarves a few tables away.

Speaking with the Cultists. If a character approaches the pair, Rylad (**spellmarked cultist, spellmantle**) and Denck (**spellmarked cultist, omen**) are polite but dismissive, insisting that "we prefer to keep our own company, friend." They refuse to answer any questions, only admitting that they are followers of the Goddess of Magic, if a character asks in a suitably charming way and succeeds on a DC 17 Charisma (Deception or Persuasion) check. If the characters make it clear that they're suspicious of the pair by mentioning the cultists' interest in Tassil or their spellmarks, Rylad and Deck stand up, mutter curt farewells, and move to leave. Determined to get rid of the meddlers, they set up an ambush for the characters (see Cultists' Ambush).

Following the Cultists. If the characters follow the cultists as they leave, they are led directly to their companions who are hiding in an alley not far from the inn (see Cultists' Ambush).

TASSIL FIREFINGERS

Small Humanoid (Halfling), Chaotic Neutral

Armor Class 15 (studded leather)

Hit Points 38 (7d6 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	15 (+2)	10 (+0)	14 (+2)

Skills Arcana +4, Sleight of Hand +7, Stealth +7

Senses passive Perception 10

Languages Common, Halfling, thieves' cant

Challenge 2 (450 XP)

Proficiency Bonus +2

Improved Mage Hand. The spectral hand created by Tassil's *mage hand* spell is invisible and she can control it as a bonus action instead of an action.

ACTIONS

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (2d10) fire damage. A flammable object hit by this attack ignites if it isn't being worn or carried.

Spellcasting. Tass casts one of the following spells, using Intelligence (spell save DC 12, +4 to hit with spell attacks) as the spellcasting ability:

At will: *mage hand, prestidigitation*

1/day each: *charm person, disguise self, hideous laughter, hold person, invisibility, mirror image*

BONUS ACTIONS

Distracting Hand. Tass uses the spectral hand created by her *mage hand* spell to distract a creature she can see within 30 feet of her. The target must succeed on a DC 12 Wisdom saving throw or have disadvantage on the next attack roll, ability check, or saving throw it makes before the end of its next turn.

CULTISTS' AMBUSH

A band of Lady's Faithful cultists has set out to abduct the wizard Tassil, who's playing cards at The Crook & Creek. Their plan is simple: wait until the halfling leaves and set upon her in a dark alley. If the characters raise the cultists' suspicions at the inn, they may become the target of the ambush instead of Tassil. The characters may also be caught up in the encounter if they follow Tassil or the cultists as they leave the inn.

SPRINGING THE TRAP

If the characters follow Tassil and/or the cultists as they leave The Crook & Creek, they are led to a dark alley a few streets down. Here, three more **spellwarped cultists** – Ariana (**omen**), Brenan, (**spellmantle**), and Melek (**spellmantle**) – hide in the shadows. A character with passive Perception of 15 or higher who approaches to within 30 feet of the hidden cultists notices them and isn't surprised as they attack.

Ambushing Tassil. If the characters are trailing behind Tassil and the two cultists following her, they are at the alley's entrance (area A1) when the ambush is sprung, 30 feet behind the two cultists (area A2), 60 feet behind Tassil (area A3), and 90 feet from the hidden cultists (area A4).

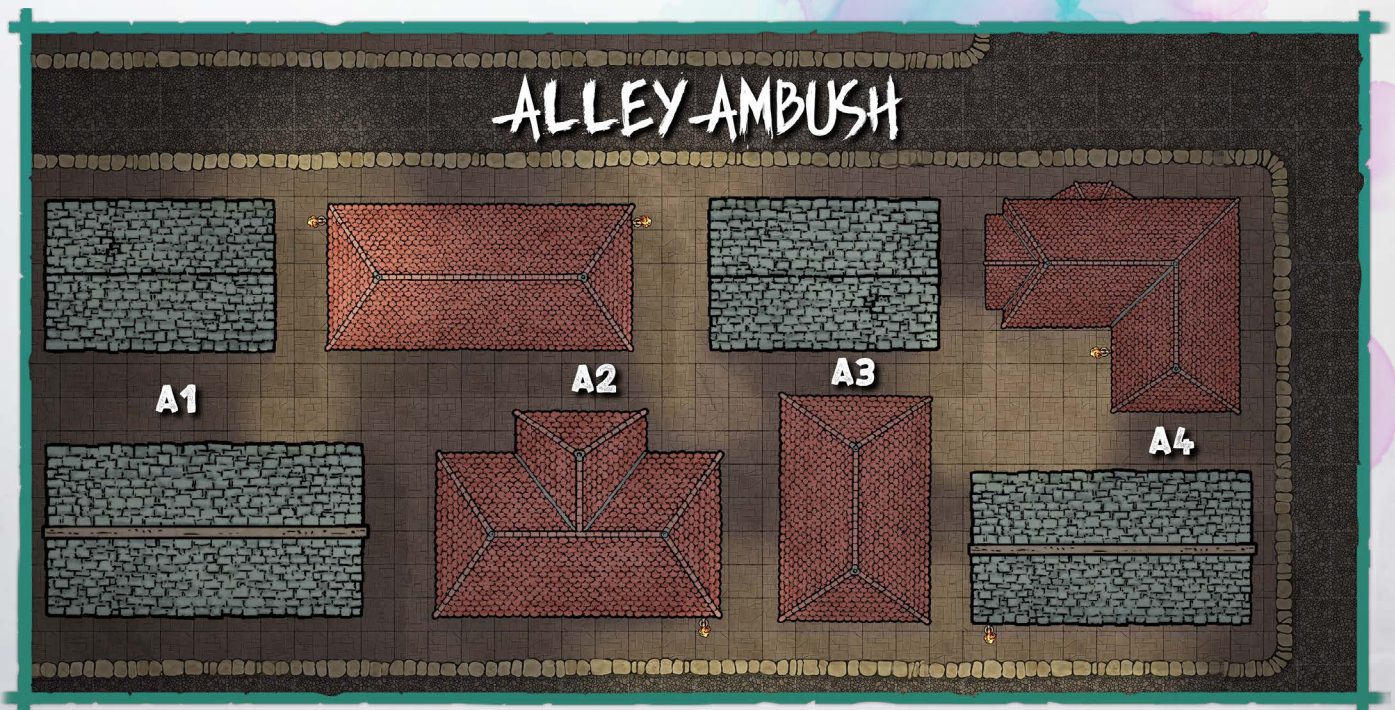
Ambushing the Party. If the characters are following the cultists instead of Tassil, the other cultists are hiding down the side alleys (areas A3 and A4). The characters make it to the square (between areas A3 and A4) before the ambush is sprung.

DEVELOPMENTS

The fanatical cultists won't surrender willingly and will only attempt to flee if they feel certain the fight is lost and the characters can't or won't follow them.

Interrogating the Cultists. The cultists are zealots who would rather die than harm their cause. They accept imprisonment and even torture without breaking, but if they suspect that they will be magically coerced to spill the beans, a cultist will bite down on a magical bead hidden in their molars. Upon doing so, a *fireball* (spell save DC 15) explodes within them – completely incinerating the cultist and bringing great harm to everyone in the immediate vicinity.

Following the Cultists. If the cultists flee, they take care to make sure that they aren't followed. A character who tries to track the cultists back to the hideout in the Lady's Temple must first make a DC 15 Dexterity (Stealth) check. On a failure, the cultists stop fleeing and turn around to attack their pursuers. If the character succeeds in being stealthy, they must make a DC 15 Wisdom (Perception) check and a DC 15 Intelligence (Investigation) check. If either check fails, the cultists slip away without a trace. If both checks succeed, the character manages to track the cultists into the sewers, after which the cultists disappear, their tracks impossible to follow in the sewer tunnels.



KÎRR THE WARPED

The characters' investigation might bring them to Kîrr the Warped, a half-crazed gnoll who makes a living manipulating raw magic. The gnoll lives down by the river's edge, where a large cluster of tents and makeshift huts house the city's poorest inhabitants. Kîrr's home, a distinctive tent fashioned from a chimera's hide, sits at the outskirt of the camp and with a cleared perimeter around it, as if none dare set their tents too close. As the characters approach, read or paraphrase the following:

As you make your way through the camp, you see children playing with sticks and raggedy dolls while adults stoke cookfires or rub sore feet. Every race under the sun seems to be present, from tusked orcs and sinewy goblins to gaunt elves and dirty humans. Your reception is mixed – some give you friendly smiles, others suspicious glances, but none seem inclined to bother you.

As you reach the far end of the camp, a large, rustic tent sits alone near the river's edge. Underneath the awning, an old gnoll squats on its haunches, filling small glass vials with a mystical, azure substance.

The hunchbacked gnoll lifts his head as you approach, fixing its glowing, pupilless eyes on you. A raspy cackle escapes the gnoll's lips as his head bobs from side to side. "Eh-eh, come to see old Kîrr, have you? Eh-eh, if you are old foes looking for a fight, I must disappoint – Kîrr has little fight left in him," the gnoll says, seemingly unfazed by the prospect of battle. "But if you're looking for, eh-eh, magic's touch, well, that Kîrr can provide!"

TALKING WITH KÎRR

The gnoll Kîrr has time to spare and enjoys company – in moderation. He answers the characters' questions willingly and without need for payment, although his answers can be somewhat cryptic and hard to understand. Depending on what they ask, the characters may learn the following information:

What's Going on with Magic in Emberdusk?

"Magic's been freed, yes it has. Untamed. Eh-eh. No longer sculpted and shaped to perfection – no, no, magic is raw now, wild. Why? This Kîrr does not know. But someone is tampering with powerful, unstable magic. Few – besides Kîrr, eh-eh – are brave enough to do that. Very few, I know, eh-eh."

Who Would Tamper with Wild Magic? "Hard to say. Wizards at the College, maybe, they're always too curious. The Headmaster – powerful, daring, friendly. Visits Kîrr often to discuss magic, eh-eh. Someone else, too. Yarntree, a gnome-fellow. Talks less, buys more – potion of raw magics and such."

Who are Abducting Spellcasters? "Kîrr does not know. But Kîrr hears others in camp talking – eh-eh. Some have seen people with marks like Kîrr's, lurking in shadows, snatching people. Dangerous folk. For what purpose? Kîrr does not know."

What are the Blue Marks? "Spellmarks, yes. Left by the touch of raw magic. Dangerous – but powerful, eh-eh. Any who have them are either very brave, very stupid, or very lucky. Like Kîrr, eh-eh."

DEVELOPMENTS

Kîrr can't elaborate much further but may direct the characters to inquire with other folk in the camp, if they want to learn more. A character who does so quickly finds a pair of half-orc children who are willing to talk if they get a few silver pieces. The children can recount how they saw robed humanoids with weird, blue markings "like that ol' gnoll's!" lurking in an alley near The Crook & Creek a while ago – and later saw them carrying away an unconscious figure. The streetwise urchins may also be able to lead the characters to Yarntree's house – for an extra fee of two gold pieces, of course!

KÎRR THE WARPED

Kîrr's role in this adventure is to lead the characters to either Yarntree Hinckleskip or the College Arcana. That's not all Kîrr can provide, however – the gnoll also sells various spellwarped items and can imbue the characters with spellmarks, if they're willing. Find a full description of Kîrr and his services on page 37 of this document.



YARNTREE'S HOUSE

The gnome Yarntree Hinckleskip lives in a two-story house in the Merchant district, though he rarely stays there these days. Spending most of his time in the dungeon underneath the Lady's Temple, Yarntree leaves the protection of his house up to his many magical traps. Once the characters know Yarntree Hinckleskip's name, they can learn where he lives by asking around town or from Captain Alitha, who can access the city records to find his address.

GENERAL FEATURES

Yarntree's House has the following general features unless otherwise noted.

Ceilings. The house's ceilings are 10 feet high.

Doors. Interior doors are closed but unlocked.

Magic. Any spells and magical protections within the house are cast at 3rd level and use Yarntree's spell save DC of 15 unless otherwise noted.

Windows. The house's windows are shuttered and sealed with magic. If touched, an *alarm* spell is triggered, silently alerting Yarntree. The shutters are also sealed with an *arcane lock* spell and require a successful DC 25 Strength (Athletics) check to force open. A *dispel magic* spell cast on a window removes both protections.

YARNTREE'S HOUSE LOCATIONS

The following locations are keyed to the Yarntree's House map.

Y1. ENTRANCE

This square, two-story building looks much like the other homes that surround it – a fenced front yard, a small flight of stairs leading to a wooden door, and shuttered windows.

Like the house's windows, the front door is sealed with an *arcane lock* spell and fitted with an *alarm* spell that silently alerts Yarntree if the door is touched.

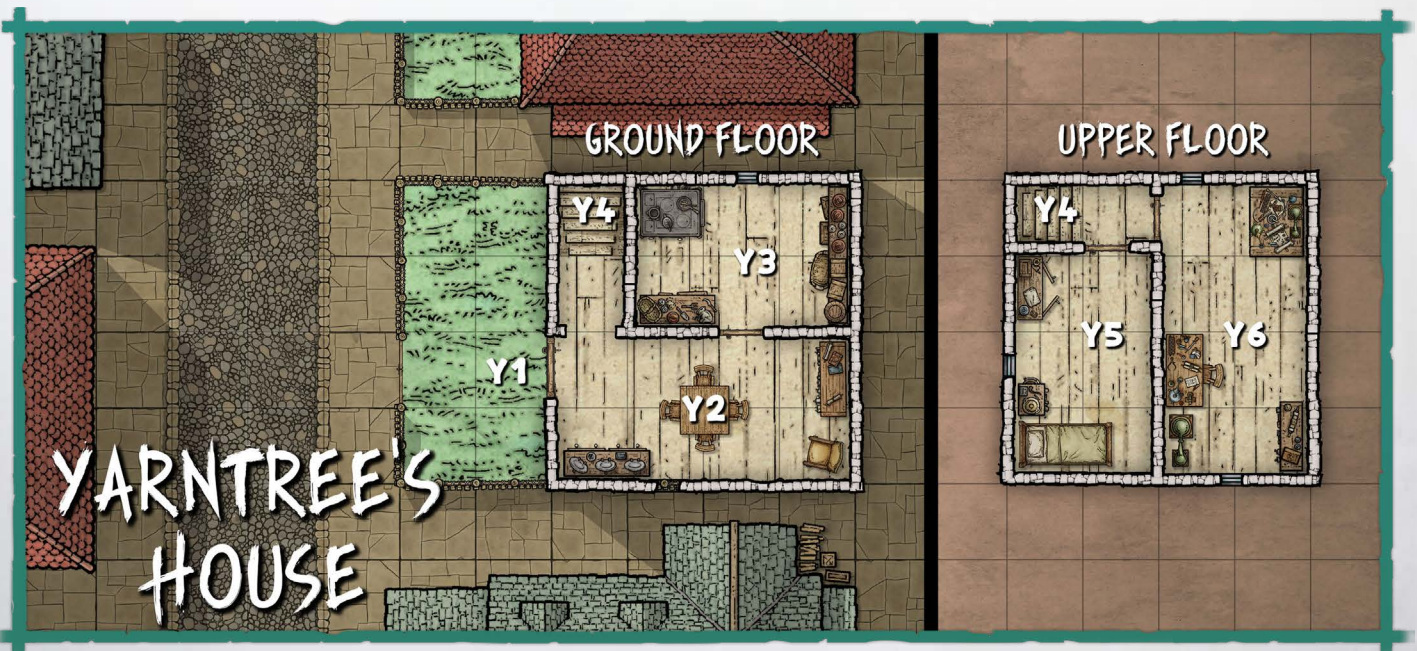
Glyph of Warding. Yarntree has placed a *glyph of warding* on the front door. A creature investigating the door notices the glyph with a successful DC 15 Intelligence (Investigation) check. The glyph can be removed with *dispel magic* or by carefully scratching it off with a successful DC 15 Dexterity (Sleight of Hand) check using a small blade. If the check fails or a creature tries to open the door and the glyph hasn't been removed, a *lightning bolt* is cast from it, striking any creatures directly in front of the door.

Y2. LIVING ROOM

This cramped living room has a dining table and chairs, a plush chair, a bookshelf, and a cabinet with cutlery and plates.

A fine layer of dust covers Yarntree's living room.

Bookshelf. The bookshelf here contains a mix of gnomish fiction novels – a 12-volume set of *Gnomeheart's Adventures* among them – and books on the nature of magic. None of the books hold any significant value.



Y3. KITCHEN

This small kitchen has a single stove underneath packed shelves and closed cupboards.

The kitchen holds nothing of interest.

Y4. STAIRS

A flight of rickety stairs lead up to the house's second floor.

This flight of stairs leads to the house's second floor.

Trapped Steps. Prone to over-complicating everything, Yarntree has outfitted his stairs with an elaborate trap. When more than 15 pounds of weight is put on the third step from the top, three magical glyphs are triggered in rapid succession:

First Glyph. A *glyph of warding* on the third step from the top casts a *thunderwave* spell. Creatures that fail their save against the spell are pushed backward to the middle of the stairs.

Second Glyph. At the same time, another *glyph of warding* on the middle of the stairs casts a *grease* spell. Any creature standing on the middle of the stairs or who is pushed there by the *thunderwave* spell must succeed on a DC 15 Dexterity saving throw or slide to the bottom of the stairs, taking 2d6 bludgeoning damage as they do so.

Third Glyph. At the bottom of the stairs, another glyph triggers a *black tentacles* spell, which affects any creature standing there or who comes tumbling down the stairs from above.

A character who examines the stairs can notice each glyph with a successful DC 15 Intelligence (Investigation) check, but since only the glyph at the top actually triggers the trap; avoiding the first two glyphs does nothing. Each glyph can be removed with *dispel magic* or by scratching it off with a successful DC 15 Dexterity (Sleight of Hand) check using a small blade. If the attempt fails, the glyph is triggered.

Y5. BEDROOM

This small bedroom holds a bed, a wardrobe, and a nightstand with a leather notebook on it.

Yarntree's bedroom shows no signs of recent use.

Notebook. The notebook on the nightstand is Yarntree's planner, where he writes down his plans every morning, and notes how they went each evening. A character who reads Gnomish and who spends a few minutes flipping through the book learns the following:

- Yarntree made several visits to the College Arcana in the past months – though none in recent weeks – the last of which has a note saying “Terilious continues to preach caution. That’s rich, coming from him!”

- Several entries simply named “Kirr” each of which has only terse notes such as “2 potions, 150 gp,” indicating a transaction of some sort.
- Two visits to the Lady’s Temple a few months ago. The first noting: “Ellathiel is dismissive. I know I am not mistaken. How to change her mind?” The second visit is also the last entry, dated two months ago, and reads only: “Gerron Azureheart.”

Y6. STUDY

This room holds an apparatus with several weird flasks, reagents, and substances, a large bookshelf, and a desk with several pages of scattered notes.

Yarntree did most of his extensive research here.

Desk. The pages on the desk contain almost indecipherable calculations and comments Yarntree has made while working. A character who can read Gnomish and who succeeds on a DC 13 Intelligence (Investigation) check realizes that the scribblings concern some sort of ancient artifact called a *mythward* that could supposedly conjure powerful magic in a large area. On a map of the city, a red circle has been drawn around the Lady’s Temple in the city’s temple district, with a question mark next to it.

Alchemical Apparatus. Yarntree was in the process of distilling a *potion of raw magic* when he last used the apparatus. A character who succeeds on a DC 13 Intelligence (Arcana) check can spend a few minutes to finish the process. On a failure, the volatile concoction explodes instead, causing a random effect on the Wild Magic table and shattering the apparatus.

Treasure. In addition to the *potion of raw magic* the characters can brew themselves, another *potion of raw magic* sit next to the apparatus. If transported carefully, the alchemical apparatus itself is worth 100 gp. As a collection, Yarntree’s books are worth another 100 gp.

DEVELOPMENTS

If the characters triggered Yarntree’s *alarm* spells or if you think that it would be fitting, cultists show up to ambush the party. They enter the house just as the characters are leaving or while the characters are still upstairs. The band consists of 2 **spellwarped cultists**, **omen** and 2 **spellwarped cultists**, **spellmantle**.

Their orders are to eliminate any nosy intruders. See Cultists’ Ambush on page 79 for more information on how the cultists act in combat. If the characters already know that the *mythward* is under the Lady’s Temple, you can allow them to follow fleeing cultists all the way to the Mythward Crypt’s sewer entrance.

THE LADY'S TEMPLE

The temple dedicated to the Goddess of Magic sits like a gleaming pearl in the middle of the Temple District. It is frequented by a wide and varied clientele of sorcerers, wizards, and everyone else who feels as if their lives could use the Lady's magical touch. At present, the Lady's Temple stands much diminished.

A secret revolution has happened within its walls, as the temple's archpriest, the elf Ellathiel, was imprisoned by her second-in-command, the ambitious Geron Azureheart. The traitor now leads the Lady's Faithful, a sect of fanatics, who are trying to revitalize the ancient *mythward* in the crypts under the temple. Meanwhile, a small number of clerics who remain unaware – but suspicious – of what's happened to Ellathiel, run the temple's day-to-day operations.

GENERAL FEATURES

The Lady's Temple has the following general features unless otherwise noted.

Doors. Doors are unlocked and easily opened.

Illumination. Torches and braziers fill the temple with bright light.

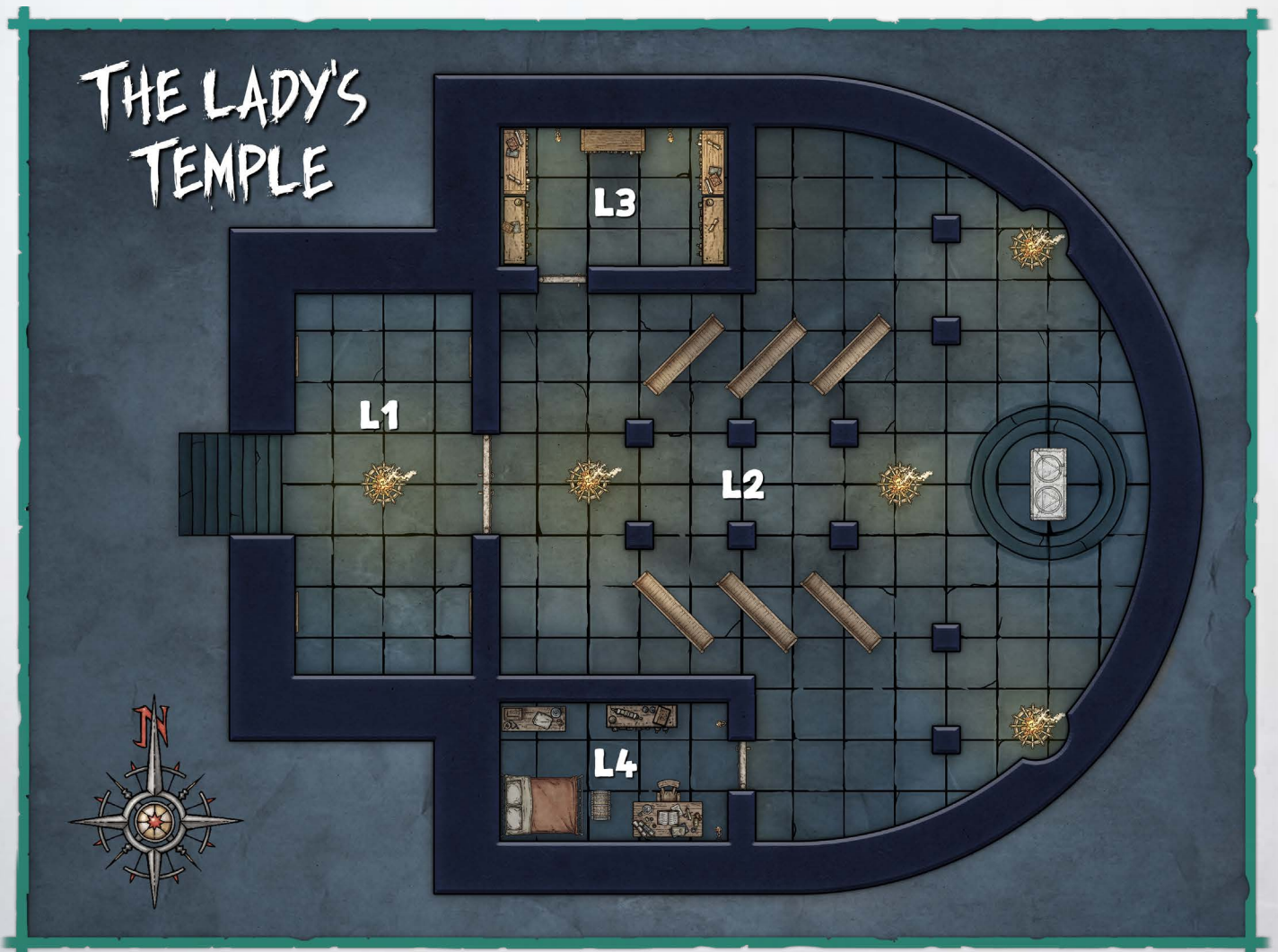
LOCATIONS IN THE LADY'S TEMPLE

The following locations are keyed to the Lady's Temple map.

LI. ANTECHAMBER

Murals of a beautiful woman bestowing blessings, wizards casting spells, and fantastic creatures line the walls of this rectangular antechamber. A single brazier burns in the middle of the room.

A character who studies the murals and succeeds on a DC 10 Intelligence (Religion) check recognizes the woman as the Goddess of Magic and see that each wall holds a stanza from the Lady's Prayer (see page 72).





L2. CHAPEL

The temple's chapel is more than 60 feet on either side, its vaulted ceiling held up by massive marble pillars. Benches line the walls, facing toward a platform with a stone altar at the far end of the chamber. Four braziers keep the chapel bright.

When the characters first arrive at the temple, they find the priest Hassanalith in this large chapel (see Visiting the Temple on the following page).

Altar. The stone altar is engraved with a circle holding seven gleaming stars, which any character with proficiency in Religion recognizes as the Goddess of Magic's symbol. This isn't just decorative, however, for a secret passage to the Mythward Crypt lies beneath the stone altar. This secret passage is imperceptible to anyone who doesn't know it's there. If all seven stars (AC 15) are dealt force damage at the same time, the altar glides soundlessly aside to reveal a staircase to the crypts (see area M4. Temple Entrance on page 87). The only clue to this is an inscription at the circle's center that reads: "Under seven stars shining bright, venture forth with magic's light."

Treasure. The altar holds several religious objects; a silver censer (50 gp), a platinum chalice (200 gp), and a dozen sticks of mundane incense (1 gp each).

L3. LIBRARY

Bookcases line the walls of this chamber, which is lit by two torches hanging on the walls.

The books in this room are mostly religious and historical texts, as well as books on the nature of magic. The temple's priests do not allow visitors to leave with books but anyone is free to stay and read the texts.

Studious Acolyte. Ts'hian, an acolyte priest (tiefling commoner) is here, reading a copy of *Tenets of the Lady*, a book about the Lady of Magic's faith. Deemed too squeamish to be a member of the Lady's Faithful,

Ts'hian is clueless about the *mythward*, Ellathiel's disappearance, and Gerron Azureheart's coup. If questioned by a character who succeeds on a DC 13 Charisma (Intimidation or Persuasion) check, she does mention that the temple has been suspiciously empty in recent weeks and that she barely sees any of the other acolytes anymore. She also knows that Ellathiel is away on a trip and that Gerron Azureheart and Hassanalith are running the temple in her absence.

Treasure. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a *scroll of circle of power* tucked between the pages of a large book.

L4. ARCHPRIEST'S CHAMBER

This small bedroom is filled with a wide bed, a wardrobe, a bookshelf, a writing desk, and a trunk.

No one has been in this room since archpriest Ellathiel was imprisoned by Gerron Azureheart weeks ago.

Desk. A few neatly stacked sermon-drafts lie on the table, among writing utensils and various non-important objects. A character who deliberately searches the desk may find a letter that reads:

"Dear Ellathiel,

I am glad to hear that you are in good health. To answer your question, I do know the gnome you mention. He is an inquisitive fellow – a true innovator, no doubt – but also somewhat reckless, even by my standards. If I may be so bold as to ask, what proposition did he approach you with? If I can, I would be happy to lend my expertise.

Whichever is the case, may the Lady smile upon you, fair Ellathiel. Yours always,

Terilious"

Treasure. The only objects of value in the room are a gilded chalice (100 gp) and Ellathiel's *wand of magic missiles* (which may come in handy to enter the secret passage underneath the altar) on the desk.

VISITING THE TEMPLE

When the characters arrive at the temple for the first time, they find the **priest** Hassanalith by the temple's altar in area L2. Chapel, lighting incense. Read or paraphrase the following:

As you approach the temple's altar, you see a robed figure moving around it, lighting sticks of incense with a candle. When the figure turns toward you, you find that it is one of the most ancient elves you've ever seen, his pale face lined with deep furrows – something that is highly unusual for elves. "Ah, visitors," he creaks, smiling brightly. "Welcome to the Lady's sanctum. Have you come to pray?"

Hassanalith is the temple's custodian and, in Ellathiel's absence, the priest who leads the clergy in service. He is a friendly and jovial elf who speaks and moves quietly and deliberately. If the characters wish to pray, he asks them to kneel by the altar while he recites the Lady's Prayer (see area L1. Antechamber).

WHAT HASSANALITH KNOWS

If the characters inquire about recent events in the city – the disappearances of spellcasters and magic running rampant – or the whereabouts of Ellathiel, Hassanalith can offer the following information:

Wild Magic. "There's a disturbance in the weave, that much is certain. I won't presume to know the Lady's will, but I pray every day that her touch shall set the weave at ease. I wish that our archpriest, Ellathiel, were here, she – much more so than me – could discern the Lady's intent."

Disappearances. "It is deeply troubling. Many of those who've gone missing used to come here to pray or seek the Lady's guidance. Now, the temple is often nearly empty at service. I pray for their safe return."

Ellathiel. "The archpriest left for her homeland some months ago – a pilgrimage of sorts. She has sent a few letters but I do not know when she's due to return. In the meanwhile, Gerron Azureheart is the temple's ranking priest. He's been busy with the city's magical problems, so I maintain the temple in his absence."

While Hassanalith isn't lying, he is mistaken about Ellathiel being on a pilgrimage. This is a lie he's been fed by Gerron Azureheart, who also had letters forged to allay the venerable elf's concerns. Even so, Hassanalith has grown suspicious of Gerron, but is not about to divulge such information to strangers. If the characters ask to speak with Gerron, Hassanalith says that he doesn't know where Gerron is, but that he'll be happy to let Gerron know that they're looking for him.

If the characters insist on searching Ellathiel's quarters, Hassanalith expresses his disapproval, but ultimately has no way of stopping them.

AIDING THE INVESTIGATION

If the characters arrive at the temple early in their investigation, Hassanalith can offer the following leads:

College Arcana. "I know that Ellathiel had a good relationship with Headmaster Terilious of the College Arcana. He's very knowledgeable about the weave."

Tassil Firefingers. "There's a halfling who still shows up to service from time-to-time. Tassil Firefingers, I believe her name is. I've heard her mention an inn called the Crook & Creek."

Yarntree Hinckleskip. "Before Ellathiel left for her pilgrimage, there was a gnome wizard who visited here a few times. Hincklesli... Hincklecliff, or something like that. He was very persistent about talking with her. I don't know much more about him, I'm afraid, and I haven't seen him since."

DEVELOPMENTS

If the characters arrive after discovering that the temple is at the heart of events – having found information about the *mythward* in Yarntree's house – and mention the artifact to the elf, read or paraphrase the following:

The aged elf's brows furrow even further and he sighs deeply. "I've heard that word before – long ago, but also more recently. The gnome who visited Ellathiel before she left also mentioned it," he says reluctantly, as if pained to divulge a secret. "I don't know much more about it, except that it's ancient, powerful magic. And that it used to be right underneath this temple."

Hassanalith explains that the altar hides a passage to the crypts underneath the temple (see area L2. Chapel). The passage has, to his knowledge, been sealed off for a long time. He doesn't know how to open it, but suggests that area L4. Archpriest's Chamber may hold further clues (which it does, as Ellathiel's *wand of magic missiles* can be used to open the door). At your discretion, he can also help the characters figure out that the wand can be used to open the secret passage by casting *magic missile* on all seven stars on the altar simultaneously. Alternatively, Hassanalith can also suggest that they try to find an entrance from the sewers instead. Characters who search the sewers beneath the temple easily find the newly constructed entrance to the crypt (see area M1. Sewer Entrance).

Ambush. If the party hasn't already been ambushed by cultists during their investigation, and you feel like they need some softening up before delving into the Mythward Crypt, you can have a group of four **spellwarped cultists** (two **omens**, two **spellmantles**) show up to ambush the characters as they're talking with Hassanalith in the chapel.

MYTHWARD CRYPT

The crypts below the Lady's Temple are ancient, dusty, and poorly maintained. Believing the crypts to be dangerous, Archpriest Ellathiel has had them sealed off for decades. When Gerron Azureheart overheard Ellathiel's conversation with Yarntree Hinckleskip and learned that the crypt possibly held an artifact of great power, he ventured into the darkness. Gerron found the *mythward* – a huge crystal pulsating with arcane power – and when he touched it, both his mind and body were branded by its raw magic.

Through that touch, Gerron gained both frightful power and clarity of purpose. The *mythward* has to be reawakened and restored, so that its searing magic can envelop Emberdusk, empowering the deserving and consuming the weak. To that end, he recruited Yarntree and a small band of zealous followers, all of whom have been marked by the *mythward* like himself. Before Ellathiel realized what was going on, Gerron and his followers overpowered and imprisoned her.

For the past few weeks, Yarntree and Gerron have been hard at work restoring the *mythward*. To that end, Gerron's followers, the Lady's Faithful, have been sent to abduct wizards, sorcerers, and other spellcasters, whose magical energy Yarntree uses as fuel for the *mythward*. Those who survive this process are imprisoned alongside Ellathiel in area M9. Prison.

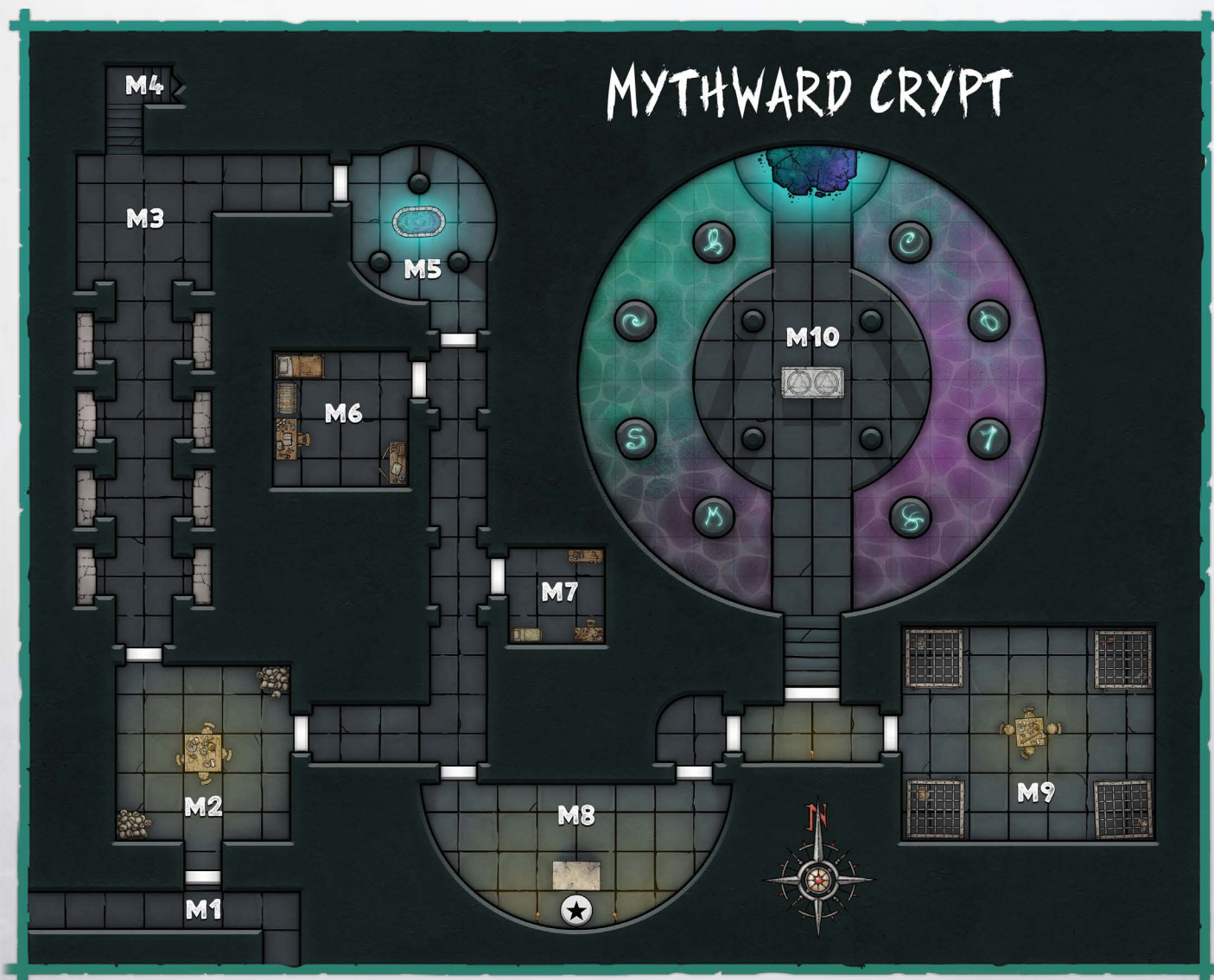
GENERAL FEATURES

The Mythward Crypt has the following general features, unless otherwise noted.

Ceilings. The crypt's ceilings are 10 feet high.

Illumination. The crypt is cast entirely in darkness except where a light source is visible on the map.

Wild Magic. Due to the proximity of the *mythward*, creatures within the crypt must roll a d10 instead of a d20 whenever they cast a spell to determine whether or not a wild magic effect occurs (see page 29 for more information about wild magic).



LOCATIONS IN THE CRYPT

The following locations are keyed to the Mythward Crypt map.

M1. SEWER ENTRANCE

The doorway and door in this sewer passage seem to have been constructed recently.

The Lady's Faithful carved out this entrance to the sewers so they could get in and out of the crypts without drawing attention from the temple above.

Trapped Door. The door is unlocked, but a small *glyph of warding* has been inscribed above it. Perceptible only with a successful DC 15 Intelligence (Investigation) check, the rune casts *irresistible dance* (save DC 15) on any creature who opens it without first saying: "With the Lady's blessing, I enter." The glyph can be removed with a *dispel magic* spell or by carefully scratching it off with a successful DC 15 Dexterity (Sleight of Hand) check using a small blade. On a failure, the glyph is triggered.

M2. OSSUARY

Piles of skulls fill the corners of this room and the floor is littered with splinters and bone fragments. A large table and four chairs sit in the middle of the room and sconces with torches fill the room with cozy, bright light.

This grim ossuary has been mostly cleared of bones and now serves as the cultists' common room.

Cultists. Unless they have been lured elsewhere, three **spellwarped cultists** (2 **omen**, 1 **spellmantle**), Arkhen, Basil, and Jadie, are occupying this room when the characters arrive. The cultists attack on sight, unless the characters have taken steps to disguise themselves as cultists and succeed on a DC 15 Charisma (Deception) check to convince the cultists that they are new members of the cult. Combat in this room alerts the cultists in area M3. Burial Niches, who join the battle after two rounds.

M3. BURIAL NICHES

Shallow alcoves line the walls of this rectangular chamber which smells faintly of decay. Blankets and pillows fill most of the burial niches, indicating that someone is using them as beds.

Most of the cultists sleep in this room.

Sleeping Cultists. Two **spellwarped cultists** (**omen** and **spellmantle**), Jakhal and Terron, are sleeping soundly in two of the alcoves. The characters can move through the chamber without waking the cultists with a successful DC 14 group Stealth (Dexterity) check.

M4. TEMPLE ENTRANCE

A flight of wide stairs leads into the chamber from the north.

Believing the entrance from the temple to be secure, the cultists have placed no guards or traps here.

Going Up. Anyone who attempts to head up from here will find the passage barred by the heavy altar above. A character with a passive Perception of 15 or higher or who succeeds on a DC 15 Intelligence (Investigation) check notices a circle with seven stars painted on the altar's bottom. As above, a *magic missile* spell must be cast at the stars to make the altar glide soundlessly aside and allow passage to the temple (see area L2. Chapel in the Lady's Temple).

M5. LADY'S BASIN

This small chamber is bathed in light coming from a glowing, azure liquid that fills the round basin in the middle of the room. Tendrils of snaking energy flow from the basin, coiling and grasping around the three stone pillars that support the ceiling.

This room was once used to ritually bathe corpses of priests before they were interred for burial. The *mythward's* instability has warped the holy basin, filling it with liquid raw magic instead of holy water.

Raw Magic Basin. The tendrils of raw magic originating from the pool reach out toward any creature or object that comes within reach. A character who starts their turn within 10 feet of the basin or moves within 10 feet of the basin for the first time on their turn must succeed on a DC 15 Dexterity saving throw to avoid the tendrils. This saving throw is made with advantage if the character takes steps to guard themselves, such as by holding a shield out in front of them, covering themselves in a thick cloak, or hiding behind another creature or object. On a failed saving throw, a character is grappled and they, or another creature within 5 feet of them, must use an Action and succeed on a DC 15 Strength (Athletics) check to free the character. A creature takes 3d10 force damage at the start of each of its turns while grappled by the tendrils and risks acquiring a spellmark (see the Touched by Raw Magic sidebar).

TOUCHED BY RAW MAGIC

Whenever a creature that doesn't have a spellmark is exposed to the searing touch of raw magic, it must make a DC 15 Constitution saving throw. On a failed save, the creature gains a spellmark (see page 25). The spellmark is permanent and can only be removed with a *wish* spell. At your discretion, the spellmark may also fade on its own accord once the *mythward* has been either restored or destroyed.

M6. GERRON'S ROOM

The door to this chamber is locked with a heavy padlock. A successful DC 15 Dexterity check using thieves' tools is required to open it quietly. On a failure, the pick breaks in the lock, rendering further attempts impossible. The door can also be opened by destroying the lock (AC 10, 12 hp; immunity to poison and psychic) but doing so alerts any cultists in areas M2. Ossuary and M3. Burial Chamber.

When the characters open the door to the room, read or paraphrase the following:

This room has been thoroughly cleaned and outfitted with luxurious furniture and decorations; oil paintings, a comfortable bed, an ornate wardrobe, a mahogany desk and chair, and a large, iron-studded chest.

Though a fanatic like the rest of the Lady's Faithful, Gerron is far from an ascetic – he likes the finer things in life and though circumstances have him living in a sewer, he refuses to live in squalor.

Paintings. The paintings show Gerron – a tall, fair-haired man with a square beard and piercing blue eyes – in various poses alongside the Lady of Magic – a beautiful woman with raven-black hair. In one, he's praying to her, in another he's wielding a wand and sword in her defense, and in the third he's embracing her as she gazes lovingly up at him.

Books. Two books lie on Gerron's desk: *Tenets of the Lady*, a book about the Lady of Magic's faith, and *An Exploration of Ancient Artifacts*. In the latter, the section "Mythward" is bookmarked and opens to a description of these powerful, magical artifacts that were ostensibly able to imbue whole areas with magical powers and protections, barring certain spells from working within their area of effect, and letting denizens cast beneficial spells at will.



Gerron's Speech. Believing that he'll naturally become Emberdusk's defacto leader once the *mythward* has been fully restored, the megalomaniacal priest has begun writing a speech for the people of Emberdusk. Several crumpled up attempts lie scattered about, with the most recent reading:

"Citizens of Emberdusk. It is with great pleasure that I, Gerron Azureheart, your willing and devoted servant, welcome you to the Lady's embrace. You may wonder, what is that newfound, magical power that courses through you and our fair city? Worry not, that is the power of the *mythward*, a powerful artifact that has been awakened by myself and the Lady's Faithful. With the blessings and protections bestowed upon us by the *mythward*, Emberdusk shall become the greatest city in the region, nay, on the continent: a city of vibrant magic devoted wholly to the Lady and her—"

Chest. Gerron's chest is locked with a heavy padlock similar to the one on the door. If opened with force, the noise may alert the cultists in areas M2. Ossuary and M3. Burial Chamber.

Treasure. The wardrobe holds six fashionable outfits, ranging from priest's robes to noble's attire, each worth 50 gp. The chest holds three *potions of raw magic*, 712 gp, and a ruby (500 gp). While expertly made, Gerron's paintings have no value to anyone but himself.

M7. HINCKLESKIP'S ROOM

This small chamber has been outfitted with a simple bed, a desk with alchemical apparatuses, and a rickety bookshelf.

Hinckleskip has taken up temporary residence here while he works on the *mythward*.

Alchemical Apparatus. The alchemical equipment on the table doesn't seem to have been in use recently. Scattered around the equipment are Hinckleskip's notes and calculations. A character who examines them and succeeds on a DC 13 Intelligence (Arcana) check realizes that Hinckleskip has figured out that he can transfer arcane energy from spellcasters to the *mythward* in order to strengthen and restore it.

Bookshelf. The ancient bookshelf holds a multitude of dusty records outlining all the priests and other people interred in the crypt. Among the records is a much-less-dusty set of eight books in the series *Gnomeheart and the Dragon – a Fiery Tale of Love and Laughter* that Hinckleskip brought to the crypts to occupy himself in his few hours of leisure time.

Treasure. A character who succeeds on a DC 15 Intelligence (Investigation) check finds a *scroll of resurrection* and a *scroll of greater restoration* among the grimy records in the bookshelf.

M8. ALTAR OF THE LADY

A statue of a serene-looking woman stands at the southern end of the room, a stained marble altar in front of it. Eight symbols have been carved into the altar's surface, forming a semicircle above a faded plaque that fills the altar's center.

This room is where the Goddess of Magic's priests used to come to receive her blessing.

Glyphs. Each of the glyphs on the altar symbolizes one of the eight schools of magic. A character proficient in Arcana can make a DC 10 Intelligence (Arcana) check for each glyph to correctly identify which school of magic it refers to. A character who casts *detect magic* can also sense which school of magic emanates from each glyph.

Riddle. The plaque in the center of the altar reads:

"Speak my prayer and blessed be thee,
Touch two marks, what will they be,
Protection's force sets your power free,
Death's creation brings you closer to me,
Deception's sight allows you to see,
Charm's change makes them obey your plea."

Lady's Blessings. To activate the altar and receive a blessing from the Lady, a character needs to touch two matching glyphs while reciting the Lady's Prayer. A character who succeeds on a DC 13 Intelligence (Religion) check knows the prayer – or the characters may have learned it during their investigation. A character who recites the Lady's Prayer while touching a matching pair of glyphs receives a blessing that lasts for 1 hour:

Abjuration and Evocation. You have advantage on saving throws against spells and other magical effects. In addition, when you cast a spell of 1st level or higher, the spell takes effect as if it was cast using a spell slot one level higher.

Conjuration and Necromancy. You gain 2d8 + 5 temporary hit points. In addition, you can cast *misty step* at will.

Divination and Illusion. You have truesight out to a range of 30 feet. In addition, you can cast *invisibility* and *mirror image* once each.

Enchantment and Transmutation. Your spellcasting ability score increases by 2. In addition, you can cast *command* at will.

The statue can only provide one of each type of blessing per hour. Any spellcasting ability granted by these blessings uses the character's spellcasting ability score, or Constitution, if the character has no spellcasting ability.

Raw Magic Flash. Originally, the consequences of choosing the wrong pair of glyphs or messing up the prayer would be a minor shock, but like everything else in the crypt, the altar has been warped by raw magic. Now, if a creature performs the rite incorrectly – such as by touching a pair of glyphs that don't match or reciting the wrong prayer – the altar erupts with raw magic. Any creature touching the altar takes 3d10 force damage and runs the risk of suffering a spellmark (see the Touched by Raw Magic sidebar on page 87).

M9. PRISON

A foul stench permeates this large, square room. In each corner is a steel cage; huddled figures stir within the cages, some standing, some sitting, others lying motionless on the floor.

The cultists keep abducted spellcasters and other prisoners in this chamber. Malnourished, exhausted, and depleted of any magical powers, the prisoners are too weak to resist their captors or free themselves.

Cultists. Yaneth (**spellwarped cultist, omen**) and Heklan (**spellwarped cultist, spellmantle**) are watching over the prisoners. They spring up and prepare to attack when the characters enter unless the characters have disguised themselves convincingly and succeed on a DC 15 Charisma (Perception) check.

Cells. The cells are locked with heavy padlocks (AC 10, 12 hp; immunity to poison and psychic). The cultist Yaneth carries the keys to the cells on his belt.

Archpriest Ellathiel. The venerable **priest**, the half-elf Ellathiel, has been placed alone in one of the four cells. Her hands are manacled behind her back and a leather gag keeps her completely mute. Her red hair is tangled and filthy, and her priest's robes have been reduced to scraps. She has five levels of exhaustion, no spell slots, and can only barely sit up. If the characters remove her manacles and gag, she can explain what happened – how Yartree approached her about the *mythward*, that Gerron overheard and found it, and how she was imprisoned here. She also knows that Yartree and the cultists are trying to siphon arcane magic from spellcasters to restore the *mythward*. In her current state, she can offer no help, except to tell the characters that Headmaster Terilious was taken to the *mythward* a few hours ago, and that "Gerron is beyond redemption – he'll die before he allows you to stop him. Yartree is not evil, just misguided."

Prisoners. Aside from the archpriest, the cells also hold five apprentices from the College Arcana, four wizards, two bards, a sorcerer, and three acolytes from the Lady's Temple. As each has at least three levels of exhaustion and no spell slots remaining, treat them as non-combatants with 12 AC and 10 hit points.

MIO. MYTHWARD CHAMBER

A 10-foot flight of stairs leads down into this huge, circular chamber. The ceiling is 30 feet above the floor, which is flooded with a luminescent liquid that fills the chamber with bright light. A path of raised tiles cuts through the chamber, across a circular platform with a stone bench upon it, and ends at a huge crystalline object at the far end of the chamber. Along the edges of the room are eight circular platforms engraved with glowing glyphs.

This chamber holds the powerful *mythward*.

Mythward. The unstable *mythward* fills this chamber with raw magical power. Any spell cast within the chamber produces a magical effect from the Wild Magic Effects table, without the need to roll.

Circles of Magic. Each of the glyph-engraved platforms in this chamber represents a school of magic and confers a specific benefit to any creature standing upon it. Starting at the top-right platform and going clockwise, the platforms and their benefits are:

Abjuration. A creature on this platform has a +2 bonus to AC and all saving throws.

Conjuration. A creature on this platform can use a bonus action to magically swap places with another creature it can see within 30 feet of it.

Divination. Attack rolls against a creature on this platform are made with disadvantage.

Enchantment. Any creature who targets a creature on this platform with an attack or a harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Evocation. When a creature on this platform deals damage, it can choose to reroll one die of damage.

Illusion. A creature that starts its turn on this platform or enters it for the first time on its turn becomes invisible until the end of its next turn.

Necromancy. When a creature on this platform is reduced to 0 hit points, it drops to 1 hit point instead. A creature can only benefit from this once per day.

Transmutation. A creature that starts its turn on this platform or enters it for the first time on its turn gains a flying speed of 30 until the end of its next turn.

Mythward Sludge. The thick, syrupy liquid that fills most of the chamber is 2-feet deep and infused with raw magic. It is considered difficult terrain for Medium or smaller creatures, and creatures have disadvantage on saving throws against spells and magical effects while wholly or partially submerged in the sludge.

Gerron and Yarntree. When the characters arrive in this chamber, the priest Gerron Azureheart (**spellmarked cultist leader**) stands on the circular platform in the middle of the chamber. He's bent over the unconscious form of Headmaster Terilious, a balding middle-aged human with an impressive beard, who's strapped to the stone bench. **Yarntree Hinckleskip** is standing by the *mythward*, brow beaded with sweat as he weaves a spell that transfers the headmaster's arcane powers to the *mythward*.

As the characters enter, read or paraphrase the following:

"Yes, it's working, I can see it. Keep going, Yarntree, don't stop now. He'll survive – or he'll die for his Goddess' glory!" the man in the middle of the chamber shouts feverishly at the gnome by the large crystal. Noticing your arrival, the man – a golden-haired, blue-eyed man with broad shoulders – turns toward you, and scrambles to unsheathe a crystalline blade from its sheath at his hip. "I figured you'd find us sooner or later. For your own safety, don't step any closer – you shouldn't even be here," he says, quickly gathering himself after his initial surprise. His blue eyes almost glow as they reflect the luminescent water around him. "We are doing this for the city, don't you see?"

Unless the characters interrupt him, Gerron Azureheart begins blathering about how the *mythward*, once sufficiently restored, will provide magical powers and protections to all citizens of Emberdusk. He is happy to keep the characters occupied while Yarntree slowly drains arcane energy from Headmaster Terilious' restrained form.

DEVELOPMENTS

Gerron's goal is to get the characters to leave or, failing that, keep them from interrupting the ritual. If the characters move closer or attack, he shouts "pick up the pace, gnome, now is not the time for caution – drain everything he's got!" and attacks the characters.

GERRON AZUREHEART

Gerron fights with fervor, although he's not quite as suicidal as the lesser cultists. He knows the properties of the Circles of Magic and will move around to utilize their benefits. If the fight goes poorly for him, he may allow the *mythward* to completely warp his form (see The Mythward Ritual below).

YARNTREE HINCKLESKIP

Yarntree is incapacitated while he is concentrating on the spell that transfers power from Headmaster Terilious to the *mythward*. If the spell ends, either because it finishes or the characters interrupt it (see The Mythward Ritual below), Yarntree fights the characters alongside Gerron, using non-lethal force.

If the characters appeal to the gnome's conscience, by telling him that the *mythward* is out of control and that Gerron is insane, they can get him to stand down with a successful DC 15 Charisma (Persuasion) check. The check is made with advantage if a character mentions the heroic adventurer Gnomeheart, whom Yarntree is a huge admirer of.

THE MYTHWARD RITUAL

Spurred on by Gerron, Yarntree has ramped up his efforts to transfer arcane energy from Headmaster Terilious to the *mythward*. If he isn't stopped, his reckless efforts will cause the *mythward* to overload.

Interrupting the Ritual. The characters can interrupt the ritual by breaking Yarntree's concentration or moving the unconscious Headmaster Terilious more than 60 feet away from the *mythward*. The ritual also ends if the headmaster dies.

Mythward Overload. At the end of the third round of combat, the *mythward* becomes overloaded with arcane energy and explodes, if the ritual hasn't been interrupted. When this happens, each creature within the *mythward* chamber must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 5d8 force damage and must also succeed on a DC 17 Strength saving throw or be pushed back 10 feet and knocked prone and succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn. A creature that succeeds on its Dexterity saving throw takes only half as much damage and isn't pushed back or blinded.

YARNTREE HINCKLESKIP

Small Humanoid (Gnome), Chaotic Neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d6 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Saving Throws Con +5, Int +6, Wis +4

Skills Arcana +9, History +9, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Gnomish

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Gnome Cunning. Yarntree has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

ACTIONS

Mythward Lash. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 19 (3d10 + 3) force damage and, if the target is a creature, it suffers a random magical effect (roll a d4):

1. The target must succeed on a DC 14 Strength saving throw or be pushed back 10 feet and knocked prone.
2. The target must succeed on a DC 14 Dexterity saving throw or be restrained until the end of its next turn.
3. The target must succeed on a DC 14 Constitution saving throw or be turned to stone and subjected to the petrified condition until the end of its next turn.
4. The target must succeed on a DC 14 Charisma saving throw or be banished to a harmless demiplane until the end of its next turn, when it return to the space it occupied or the nearest unoccupied space.

Spellcasting. Yarntree casts one of the following spells, requiring no material components and using Intelligence (spell save DC 14) as the spellcasting ability:

At will: *mending* (as an action), *prestidigitation*

1/day each: *confusion*, *hold person*, *mage armor*, *thunderwave*

BONUS ACTIONS

Misty Step (2/Day). Yarntree casts *misty step* and magically teleports up to 30 feet to an unoccupied space that he can see.

REACTIONS

Counterspell (2/Day). Yarntree casts *counterspell* in an attempt to interrupt a creature that he can see within 60 feet in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, Yarntree makes an Intelligence check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect.

GERRON'S TRANSFORMATION

Attuned to the *mythward*, Gerron is directly channeling its fearsome arcane powers. Even so, it might not be enough to allow him to prevail against the adventurers. At your discretion, Gerron Azureheart may turn into a **spellwarped demon** at some point during the combat. This can happen as he is brought to 0 hit points, when the *mythward* becomes overloaded, or because Gerron runs to the *mythward*, touches the magical artifact, and voluntarily channels its powers to transform him. When the transformation happens, read or paraphrase the following:

Tendrils of arcane force stream from the *mythward* toward the priest, latching onto him, and soon enveloping him fully. With a maniacal laugh that quickly turns into a shrill shriek of despair, the man's physical form begins to unravel. Intense, multicolored light streams forth through cracks in his flesh, until it seems to be all that's left of him. As the light slowly fades, you see a grotesque fiend standing where he stood, a ravenous grin on its face and crackling spellfire weaving about its form.

Consumed by the *mythward*'s power, Gerron has become a **spellwarped demon**. In this form, he fights with reckless abandon with no other goal than to slay the characters – and everyone else in the dungeon!

CONCLUSION

The adventure ends with the defeat of Gerron Azureheart in the Mythward Crypt. Depending on the characters' actions throughout the adventure and the outcome of the final battle, there are a few different ways the adventure wraps up.

HEADMASTER TERILIOUS

If the headmaster survives, he is immensely grateful to the characters. In spite of all good judgment, he is still curious about the *mythward* and its powers. If the *mythward* wasn't destroyed, he'll want to examine it. As a fellow curious arcanist, the headmaster doesn't harbor resentment against Yarntree for his evil actions.

YARNTREE HINCKLESKIP

If the gnome survives, he is deeply remorseful. Pitifully, he tries to excuse himself by saying he was swept up by Gerron's rhetoric and lost his way. He is also genuinely surprised if the characters inform him that magic has been going awry all across the city and wizards have been abducted, as Gerron took great care to keep the gnome in the dark – going as far as to tell him that the unconscious prisoners he brought in for the *mythward*'s restoration were all volunteers. It is up to the characters whether or not they will allow Yarntree to be pardoned – and potentially aid Headmaster Terilious in his efforts to stabilize the *mythward* (see The Mythward below) – or if they'll hand him over to the city guard who are prepared to give him a lengthy prison sentence.

ARCHPRIEST ELLATHIEL

If Ellathiel survives, the priest is happy to be freed and that Gerron has been dealt with. Grateful to the characters, she can help arrange for their wounds to be healed and for any of their slain to be resurrected, at your discretion. If the *mythward* wasn't destroyed in the battle, she is inclined to leave it to fall dormant once more – unless Headmaster Terilious and/or the characters convince her otherwise.

THE MYTHWARD

If the *mythward* was destroyed, its effects are ended without further work. If the *mythward* remains, it quickly falls dormant once more unless Headmaster Terilious is allowed to work on restoring and stabilizing it. The resourceful wizard soon finds a way to do so without siphoning arcane energy from unwilling victims and within a few weeks, the *mythward* is fully functional, albeit not at the scale that Gerron had envisioned. The stabilized *mythward* no longer warps magic throughout the city, but instead protects the Lady's Temple with powerful abjurations and bolsters magic cast within the temple's walls.

CITY GUARD

As long as the battle doesn't end in a complete bloodbath, Guard Captain Alitha is happy to have the city restored to normalcy and gratefully pays the characters their promised reward of 2,500 gp.

ADJUSTING DIFFICULTY

As written, this adventure is suitable for a party of four 8th-level adventurers. The difficulty of the adventure depends in large part on how the characters proceed, which locations they visit, and how often they rest. Below are suggestions for adjusting difficulty to keep the adventure challenging without making it too difficult.

THE FINAL FIGHT

If the characters are lower level, or are heading into the final battle in the Mythward Crypt greatly diminished, there are several ways you can make the final encounter more manageable. You can decide that Archpriest Ellathiel has some healing magic left, such as *mass cure wounds* or *greater restoration*, or perhaps even a *bless* spell or similar magic. Likewise, keeping Yarntree Hinckleskip out of the fight will also make Gerron much easier to deal with. Finally, you can skip Gerron's transformation into a **spellwarped demon** if you feel the characters have been sufficiently challenged.

Conversely, if the characters are higher level and you need the final fight to be tougher, make sure to utilize Gerron's transformation into a **spellwarped demon** only after his humanoid form has been defeated. You can also decide that up to three **spellwarped cultists** aid Gerron and Yarntree in the Mythward Chamber.

ADJUSTING TO THE PARTY'S LEVEL

The adventure can be adjusted to a party of 6th- to 10th-level characters by making the following adjustments:

Level 6. Reduce trap and hazard DCs by 1, halve the **snallygast's** hit points and skip **Gerron Azureheart's** transformation.

Level 7. Skip **Gerron Azureheart's** transformation.

Level 8. No changes required.

Level 9. Add 1 **spellwarped cultist, omen** to each encounter with spellwarped cultists.

Level 10. Add 1 **spellwarped cultist, omen** to each encounter and 2 **spellwarped cultists, omen** and **spellmantle** to the final fight in the Mythward Chamber.

TROUBLESHOOTING

This adventure has a lot of moving parts, possible complications, and challenges that can be adjusted. Below you'll find advice on how to handle it if something goes wrong when running the adventure.

EASY INVESTIGATION

If the players are smart – or just lucky – they may somehow unravel the source of the city's magical troubles and the location of the *mythward* without ever visiting the College Arcana or Yarntree's house. If you feel that this is a bit too easy, you can try to salvage matters by deciding that Hassanalith has no clue how to open the secret passage to the Mythward Crypt (area L2. Chapel in the Lady's Temple), and that there's no *wand of magic missiles* in Archpriest Ellathiel's chambers. The elf can, however, suggest that Headmaster Terilious knows how to get in – and sure enough, the headmaster has a *wand of magic missiles* and a note describing how to use it to open the altar (because you've placed both there, of course).

EXPLOITING THE CULTISTS

Though efforts have been made to make it unlikely that the characters can interrogate the cultists or follow them back to the Mythward Crypt's sewer entrance before you're ready for them to do so, the characters may still accomplish it somehow.

If you feel like this cheats the players and their characters out of some of the adventure's more exciting content – such as the College Arcana – you can have a guard sent by Guard Captain Alitha find the characters before they enter the crypt. Winded and frazzled, the guard informs them that they've caught word that someone is still alive within the College Arcana and that Guard Captain Alitha needs them to go in there and save any survivors right now (since the guards are too afraid of the unstable magic to do so).

RUNIC RECOVERY

In this adventure suitable for a party of 9th- to 13th-level characters, the heroes must retrieve a legendary runestone from an abandoned runecarver enclave – an undertaking that pits them against brutal constructions, deadly traps, and runic puzzles as they uncover the twisted result of the runecarvers' final experiment and face the *arkrune's* terrifying protector.

BACKGROUND

Spearheaded by the ambitious gnome runecarver Gideon Reag, the Arkrune Enclave housed some of the brightest runecarvers alive. Working within their mountain laboratory, they made numerous breakthroughs in combining runic magic and runewrought technology. Perhaps the greatest of these was the invention of the *arkrune*, a magical runestone capable of transferring magical abilities from one source to another.

A DARK DISCOVERY

A few years ago, the runecarvers' experiments led them to the discovery of darkshard – a semi-sentient alloy of metal infused with runic magic and fueled by the *arkrune*. Blinded by the new alloy's potential, the runecarvers threw caution to the wind and began experimenting recklessly.

When the runecarvers eventually mixed the alloy with humanoid blood in an attempt to bring it fully to life, they were overcome with joy at their success. Their excitement was short-lived, however, as the darkshard oozes they had created turned out to be mindless, parasitic monsters. In the span of a few days, the oozes slew most of their creators and turned their corpses into grotesque puppets. The Arkrune Enclave now lays abandoned, its secrets lost to the world.

LOST KNOWLEDGE

Though the runecarvers are no more, their runewrought creations still guard the Arkrune Enclave's many secrets. Their magical and mechanical traps, puzzles, and constructs have ensured that none have been able to retrieve the runecarvers' invaluable research, blueprints, and creations.

Thus sealed and guarded, the Arkrune Enclave's discoveries were forgotten by most – but not all. For those who know about the many hidden secrets and treasures that lie within the cavern complex – such as the legendary and powerful *arkrune* – have not given up hope of recovering them, even if they need to hire intrepid adventurers to do so.

ADVENTURE HOOKS

Below are a few ways the characters can be set on their mission to retrieve the *arkrune*.

DIRESHI STEELARM

Direshi Steelarm, an ogre runecarver of no small renown, was once a researcher at the Arkrune Enclave. It's been years since he left – in large part because he felt that Gideon Reag was too reckless in his experiments – but he has kept intermittent contact with the runecarvers since. For a long while now, he hasn't been able to contact his old colleagues, leaving him anxious as to their fate – and to the fate of the fabled *arkrune*, which he fears may end up misused.

The characters may receive the quest to fetch the arkrune for Direshi as they seek him out to acquire his services – see page 35 for a detailed overview of the services he can provide – or Direshi seeks them out and offers them 2,500 gp for their aid. In either event, start the adventure with the Talking to Direshi section on the following page.

ALTERNATIVE EMPLOYER

The party can also be employed by an NPC from a faction they're involved with, a rich patron, or another runecarver NPC. Their motivations may vary:

- A goodly NPC may seek to ensure that whatever evil has befallen the enclave is eradicated and that the dangerous relics within – the *arkrune* especially – are recovered and kept hidden from evildoers.
- A rich patron may care little for the runecarvers' fate, seeking only to acquire the invaluable *arkrune*.
- A runecarver NPC is likely after both the runecarvers' blueprints and the *arkrune* itself.

Regardless of who employs the characters, they are provided with the following information:

- The Arkrune Enclave is an old runecarver laboratory hidden away deep in the mountains. It was once a place of great discoveries in the field of runewrought machinations, but a few years ago, the laboratory cut off contact with the world for unknown reasons.
- Expeditions have been sent to the enclave since, but none have returned, discouraging further attempts.
- The runecarvers were capable of creating magical constructs, which likely guard their secrets.
- Ostensibly, the runecarvers possessed an *arkrune*, a legendary runestone that could transfer magical abilities between objects.
- The characters will receive a reward of 2,500 gp for their aid.

TALKING TO DIRESHI

Direshi is a warm-hearted ogre who has dedicated his life to runecarving. Although he was once doing research with the runecarvers at the Arkrune Enclave, he disliked their blind ambition and careless attitude toward the consequences of their inventions.

As the characters receive the quest to investigate what has happened at the Arkrune Enclave and retrieve the arkrune for Direshi, you can read or paraphrase the following:

"It's been a long while since I worked at the Arkrune Enclave. A wondrous place it is, I must admit. And most wondrous of all is the *arkrune* they've created," the ogre says, sighing longingly.

"A marvelous red runestone, the *arkrune* is. Capable of transferring magic from one source to another. I understand why old Gideon insisted that everyone focus their research on what we could do with that stone..." the ogre slowly nods and brushes his beard with his prosthetic hand.

"Even so, there are limits to what we mortals should carve with runes," he says, shaking his head. "The enclave's leader, the runecarver Gideon Reag, of course, didn't share that belief. This is why I left them in the first place. The last I heard from Gideon was almost two years ago. I remember he was rambling about using the *arkrune* to create living metal. Living metal?! Pfft! Sentient constructs are one thing but metal that... lives? On its own? No, no, that's where I draw the line. I told him this, although I doubt he listened. It was not long after that I stopped getting letters or visits. I haven't heard from any of the runecarvers since.

"I cannot easily leave my shop, and even if I could, I'm not worth much as an adventurer. So I'd like you to head to the Arkrune Enclave and see if you can figure out what's going on. Hopefully, it's nothing – but if my fears are founded, and Gideon's experiments have finally gotten the better of him, I ask that you also retrieve the runecarvers' blueprints and the *arkrune* for me. They must not fall into the wrong hands," Direshi says sternly.

WHAT DIRESHI KNOWS

If the characters ask for more information, or you want to help them a little, you can read or paraphrase the following:

"I can't tell you much about the place or its defenses, which have likely been updated several times since I last visited. I do know, however, that the *arkrune* is in the vault beneath the enclave and that Gideon and his second-in-command, a dwarf named Hymruth Resborr, each carry one of two keys needed to open the vault."

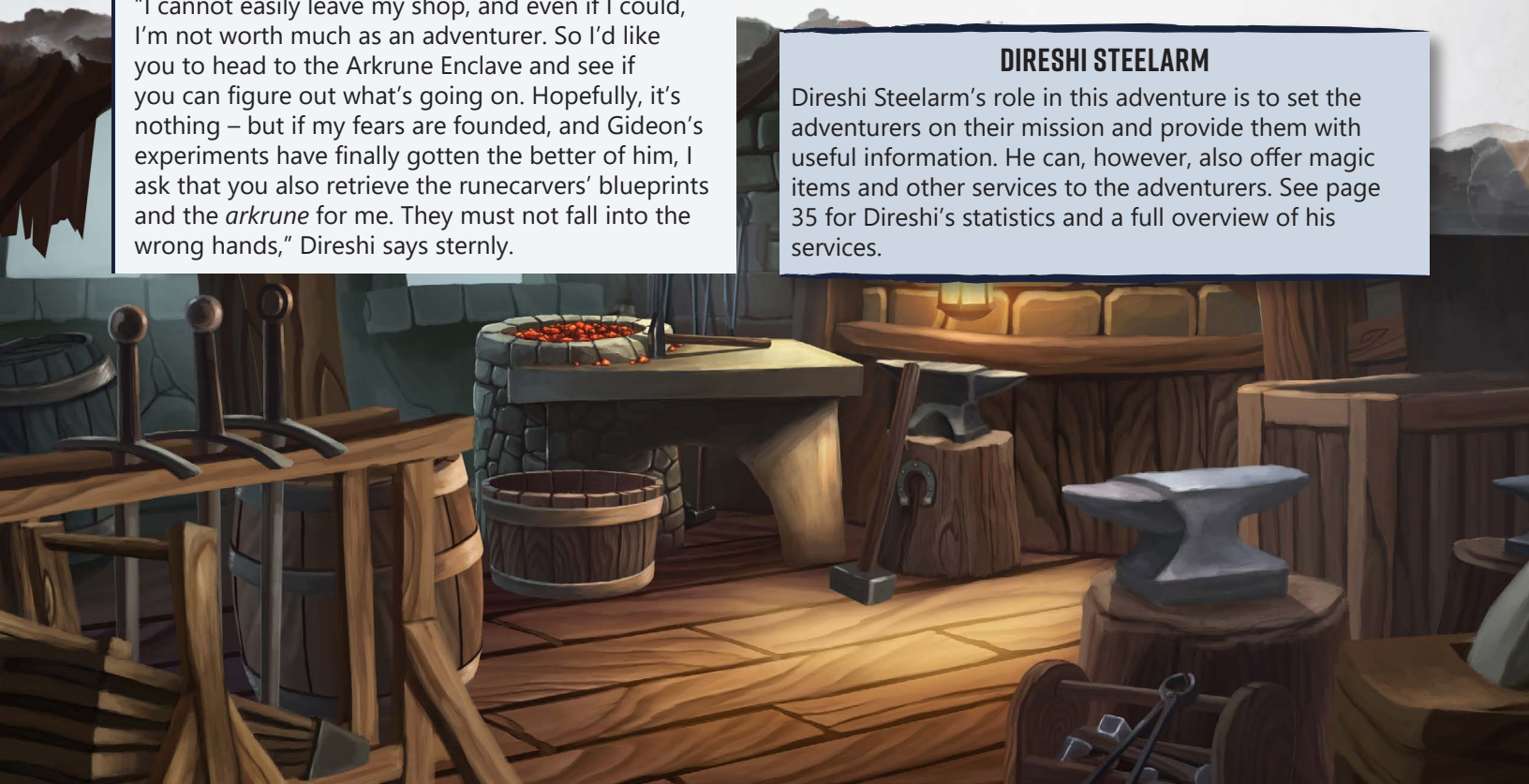
Enclave Floorplan. Although Direshi spent most of his time in the Arkrune Enclave conducting his own research on runewrought prosthetics and hasn't been in the dungeon below the study to see the vault's protections, he can describe the overall layout of the upper floors of the Arkrune Enclave from memory.

Entrance Riddle. Direshi can also inform the characters of the concept of the simple puzzle at the laboratory's entrance – there's a riddle, usually something simple enough – and one must touch the right runes to gain entrance. The runecarvers change the riddle every few months, so Direshi can't help with the specifics.

Runic Alphabet. If none of the characters can read Dwarvish, Giant, Gnomish, Goblin, or Orc, which all use a runic alphabet, they may have a hard time navigating the puzzles within the enclave. In that case, you can have Direshi provide them with a sheet that details the runes and their meanings. In either case, you can provide the players with Appendix C: Runic Alphabet for easy reference at the table.

DIRESHI STEELARM

Direshi Steelarm's role in this adventure is to set the adventurers on their mission and provide them with useful information. He can, however, also offer magic items and other services to the adventurers. See page 35 for Direshi's statistics and a full overview of his services.



ARKRUNE ENCLAVE

Led by the ambitious gnome and creator of the *arkrune*, Gideon Reag, the Arkrune Enclave was until recently a leading bastion of research in constructs and magic items powered by runes.

A few years ago, the laboratory's discoveries culminated with the successful creation of darkshard, a living, sentient alloy. However, the discovery ended up being a catastrophe for the runecarvers, as the liquid metal substance took shape as an ooze-like creature, killed its creators, and possessed their dead bodies.

Now, all that's left of the study is the constructed creatures that were wrought there, the mindless husks of the once-so-bright runecarvers, and, of course, the *arkrune* that fueled most of their creations.

GETTING TO THE ENCLAVE

The Arkrune Enclave is a remote runecarver facility carved into the side of a mountain. At your discretion, it can be located about 20 miles from the characters' current location, allowing them to reach the facility in the early evening if they set out at dawn. Having been told where the enclave is, the characters easily find the small road at the foot of the mountainside that leads to the enclave, and – unless you decide otherwise – won't have any encounters or need to make any checks before they arrive there safely.

GENERAL FEATURES

The Arkrune Enclave has the following general features unless otherwise noted:

Ceilings. The ceilings are 20 feet high.

Doors. Doors are closed but unlocked.

Illumination. The interior of the enclave is completely dark.

ARKRUNE ENCLAVE

The following locations are keyed to the Arkrune Enclave map.

A1. ENCLAVE GATES

When the characters have traveled the mountainous path leading to the Arkrune Enclave, read or paraphrase the following:

A heavy stone door carved into the mountainside and covered in vines marks the entrance to the laboratory. Arrayed in a semi-circle at the door's top are seven runes above four lines of text.

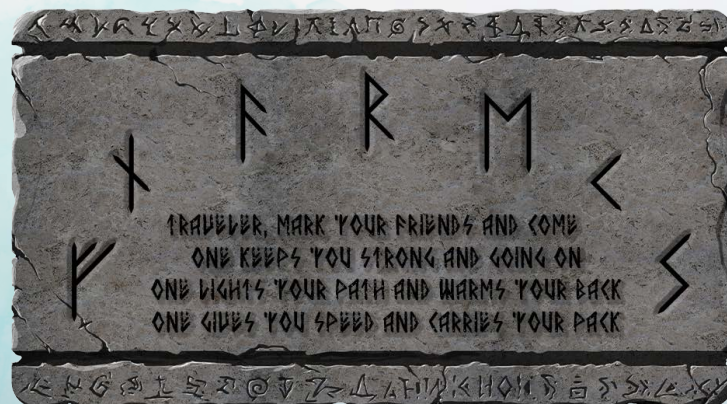
The door to the enclave has been magically sealed and can't be opened by any means other than solving the runic puzzle on its face or dispelling the door's magic with a *dispel magic* spell cast at 7th level or higher.

Runic Puzzle. To open the magical door, the characters must touch three specific runes on the door's surface. A character who approaches the door can read the following rhyme written in Common:

*Traveler, mark your friends and come,
One keeps you strong and going on,
One lights your path and warms your back,
One gives you speed and carries your pack.*

From left to right, the runes at the top of the door are: Fehu, Naudiz, Ansuz, Raidho, Ehwaz, Kenaz, Sowilo. You can show the players Appendix D: Runic Door to make it easier for them to visualize the puzzle. If a character touches the Naudiz rune (which signifies endurance), the Sowilo rune (which signifies the sun), and the Ehwaz rune (which signifies a mount or companion), they glow with a pleasant blue light for 1 minute. If all three runes glow at the same time, the doors swing open, allowing the characters to enter. If a character touches a wrong rune, the rune flashes with a red light and any creature touching the door takes 2d8 lightning damage.

Alternate Entrance. Characters who spend an hour searching the mountainside can find an alternate entrance: a wide, nearly vertical shaft that seems to have been used for ventilation. The characters can climb down the steep shaft, which gradually becomes less steep, until they arrive at area A10. Venting Tunnel – where an angry **necrorune bulette** awaits them.



A2. ENTRANCE HALL

This large entrance hall is covered in a thick layer of dust and has a musty smell. Four stone pillars meld with the rocky ceiling 60 feet above you. Two doors on each side of this hall lead further into the dungeon. At the northern end of the room is a statue of a one-eyed, spear-wielding man with a raven perched on each of his shoulders. A single line of runic script is engraved on the statue's base.

This entrance hall doubled as a place of prayer.

Statue. A character who understands Dwarvish, Giant, Gnomish, Goblin, or Orc can read the script on the statue: "Name what you seek and my wisdom is yours." A character proficient in Religion also recognizes the statue as the God of Wisdom and Judgment and can make an Intelligence (Religion) check to learn the following information:

DC 10. The statue depicts the God of Wisdom and Runes, who's often referred to as "The Wise One."

DC 15. The ravens on the statue's shoulders are the God of Wisdom's companions. One represents "thought" and the other represents "memory."

DC 20. Statues like this one are said to be able to provide answers and information once per day.

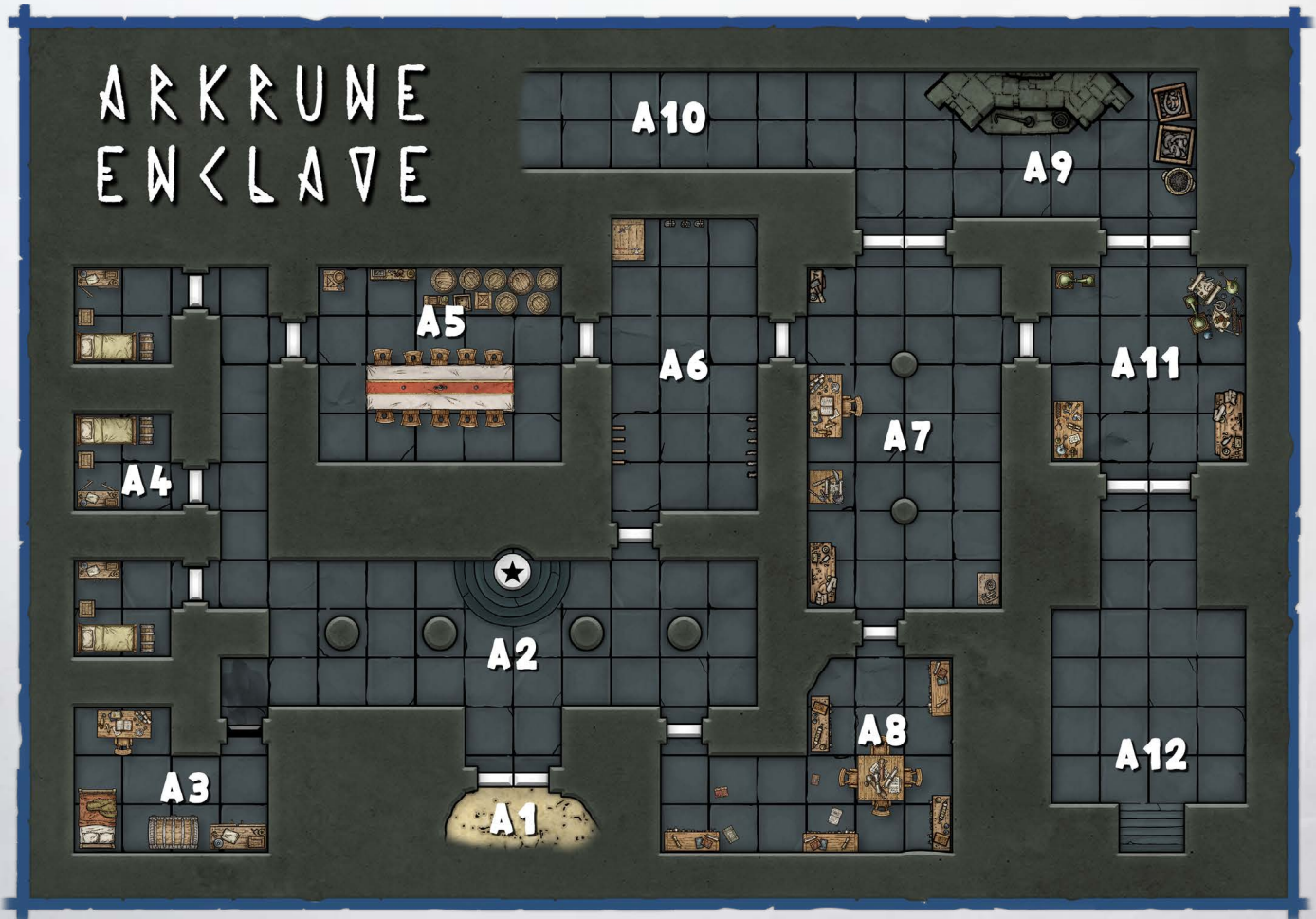
If a character activates the statue by naming or describing a person, place, or object, the runes on the statue flare with blue light and the two ravens spring temporarily to life and offer information about the person, place, or object as with the spell *legend lore*, before becoming stone once more. One raven always speaks to what or who the subject is and the other typically describes how it was created or born, or what happened to it. This magic works only once per day.

If a character inquires about the Arkrune Enclave, read or paraphrase the following:

One raven croaks: "Clever crafters, runes they wrought; wise masters, constructs they forged – yet the brightest of runes brought them naught." Followed by the other raven: "Neither living nor fully dead, a dark metal caused this dread."

If a character inquires about the *arkrune*, read or paraphrase the following.

One raven croaks: "Careful one must tread, with this rune so red, the carvers it led to their death," followed by the other raven saying: "Sealed away in the rock beneath, to enter its vault, find the keys. A true ordeal for the rune to steal, fight your way through traps and steel."



A3. GIDEON REAG'S BEDROOM

As the characters approach the locked door to this room, read or paraphrase the following:

A black metal door with a large keyhole but no handle blocks the entrance to this room. The frame above the door is etched with intricate golden script. The floor around the door is covered in a layer of soot, and at its foot lies a scorched corpse with dark metal spikes protruding from the remains.

The door to this room has been magically sealed with an *arcane lock*, and a magical trap has been placed on the door by Gideon Reag. The trap is activated if a creature attempts to force open the door.

Darkshard Ooze. The corpse in front of the door belongs to a runecarver who inhabited the enclave and was killed and possessed by a **darkshard ooze**. The body was later destroyed by the trap on the door, but the ooze is still alive and is currently hiding in the remnants of the corpse. If a character investigates the remains, they must succeed on a DC 13 Wisdom (Perception) check or be surprised as the ooze attacks. Otherwise, the ooze remains hidden, biding its time.

Door Riddle. A character who understands Dwarvish, Giant, Gnomish, Goblin, or Orc can translate the script above the runes to get a hint at how to solve the puzzle: "Rest your hand upon the door, and find the key where no thief would think to look." Any character who touches the door and puts a hand in their own pocket or pack will find their fingers closing around a silver key – the key to the door. Turning this key in the door's lock causes the key to magically disappear and the door to slide open. From inside, the door can be opened freely.

Forcing the Door. Up to four creatures with a combined Strength of 30 or more can attempt to force the door open, or the door can be destroyed (AC 10, 20 hit points; damage threshold 10; immunity to poison and psychic). If the door is struck or forced open, a gout of flame explodes from the door. Each creature within 10 feet of it must make a DC 17 Dexterity saving throw, taking 6d8 fire damage on a failed save, or half as much on a successful one.

Once the characters manage to get past the door, read or paraphrase the following:

A pungent, rotting smell fills your nostrils as you enter this spacious room, which holds a comfortable bed, a large desk, a trunk, and a wardrobe.

The enclave's lead runecarver, the gnome Gideon Reag, fled to his room when oozes started to attack his colleagues. He spent his last days in this room in a state of shock before he died of thirst. His rotted and desiccated body lies in the bed.

Darkshard Notes. While the runecarvers mainly kept their notes in area A8. Archive, the proud gnome spent his last days drafting a compendium about the darkshard metal. A character who succeeds on a DC 10 Intelligence (Arcana) check while studying the notes for at least 10 minutes can learn the following:

- Gideon was obsessed with sentient constructs and was working with something called "darkshard alloy," which he believed to be semi-sentient.
- When a fellow runecarver accidentally cut himself on a piece of darkshard, Gideon saw how the alloy came briefly alive. Believing blood to be the key to bringing the metal fully to life, he convinced his colleagues to pour more blood into the alloy.
- Though he was right – the alloy did come to life as an ooze-like creature – the sentient metal was not benevolent. It attacked the runecarvers, forcing Gideon to flee and seal himself in his room.
- Gideon hoped someone would find these notes and continue his work with the dangerous alloy.

Treasure. The desk in this room contains various apparatuses used in runecarving as well as three *runewrought grenades, gravity*. A character searching Gideon's corpse also finds a pair of *runewalker's boots* and an adamantine key – one of the two keys needed to unlock the door to area A15. Dragon's Chamber and reach the vault that holds the *arkrune*.

A4. DORMITORY

Each of these three bedrooms holds a bunk bed, a nightstand, a wardrobe, and a small chest.

Diary. A character who searches the northern bedroom finds a book signed by an E. Ildrith on the nightstand. Half diary, half research notes, the book describes Ildrith's attempts to create a runeward golem that could be controlled with a *warden runestone*. The last few pages describe how the runecarver was tasked by Gideon Reag to set aside their own work to focus on the creation of "living metal." The final page reads:

"We're close now. Gideon holds no doubt of it, and when has his intellect ever failed us? Sad as it may be for Ygilian to lose his remaining fingers, it was a fault of his own to touch the shards. It's only natural for the living substance to react as it did. But still, I shiver with the memory of it, the way it ripped Ygilian's flesh. Uncharted territories like these always make me uncomfortable, but I can't shake the feeling that we're somehow acting against the will of the Wise One. In any case, we need to contain it, give it a body, of that there can be no doubt. Living metal... what a time to be alive."

Treasure. The chest in the central bedroom holds a *runewrought grenade, shrapnel, a runewrought grenade, flashbang, and a runewrought grenade, spell*.

A5. MESS HALL

This hall holds a large oak table and half a dozen sturdy wooden chairs covered in dust. Paintings featuring various humanoids standing next to constructs and objects decorate the walls, and a handful of barrels and crates line the northern wall.

This room was used as a mess hall.

Barrels and Crates. The barrels and crates hold rotted foodstuffs and moldy honey mead.

Runecarver Paintings. The various paintings depict renowned runecarvers standing next to their most groundbreaking invention. A character who has been in area A3, Gideon Reag's Bedroom and found the gnome runecarver's corpse recognizes him in the pictures; he holds a fist-sized red runestone.

A6. ARMORY

The walls in this room are lined with racks holding sets of armor, a prosthetic arm, and other types of equipment. Two humanoid corpses with mangled limbs lie on the floor. One of them holds a metal leg in its hands.

This room was used to display the creations built by the runecarvers who resided here.

Runeward Golem. A motionless **runeward golem** stands at the northern wall of this room. Its last command was to protect the items held in this room and it attacks the characters if they attack it or touch any of the objects here, unless a character has found the *warden runestone* in area A8. Archive and issues a new command to it.

Dead Adventurers. The bodies in this room belong to a duo of bold adventurers who were killed by the runeward golem as they attempted to take an item from the rack. The darkshard oozes steer clear of the golem and thus haven't inhabited these corpses. A successful DC 13 Wisdom (Medicine) check reveals that they have been dead for a few months.

Treasure. A character who searches the two adventurers finds two *potions of greater healing* and a *runewrought prosthetic leg*. In addition to a slew of mundane arms and armor, the racks also hold a *runewrought prosthetic arm* as well as a shield and a suit of half-plate, each etched with a magical rune. To decide which runes the items are enchanted with, you can roll on the table below or pick the rune you like (see Runecarving on page 17 for more information):

d4 Rune

- 1 Algiz
- 2 Dagaz
- 3 Isa
- 4 Mannaz

A7. WORKSHOP

Worktables line the walls of this room and a large, half-finished construct with disjointed limbs hangs from chains on the eastern wall of this room.

This workshop was used by the runecarvers to create magical constructs.

Unfinished Golem. The unfinished construct is the foundation of a **gravity golem**. It remains dormant as long as it doesn't take damage, but if it does, it comes to life and starts attacking the creature closest to it. Incomplete, the gravity golem has only 100 hp and can't take the Multiattack action.

Snuffler. A **snuffler** – a small magical construct resembling a miniature boar with a hide made from runecarved steel plates – is hiding behind the gravity golem. Excited to see creatures that aren't infected by darkshard oozes, it approaches the characters as soon as it senses they don't intend to kill it. Although it can't speak, it understands Common and Dwarvish and knows its way around the upper floors of the Arkrune Enclave. It steers clear of the **necrorune bulette** in area A10, Venting Tunnel.

Adamantine Key. The snuffler holds one of the two adamantine keys needed to unlock the door to area A15, Dragon's Chamber in its gut. It regurgitates the key in front of the characters if it realizes that they're looking for the keys or they're seeking the *arkrune*.



A8. ARCHIVE

Half-broken bookshelves line the walls of this room and books lie scattered on the floor among the corpses of four humanoids. At the room's eastern end are four chairs placed around a table covered with old parchment scrolls.

This room holds the runecarvers' records.

Darkshard Oozes. Four Humanoid bodies lie scattered around this room, seemingly dead. The ooze-infected remains of the runecarver Eressa Ildrith rise as a **darkshard ooze, forge leader** alongside three **darkshard oozes, forge worker** and attack the characters soon after they enter this room. If the characters are not already on alert, any character with a passive Perception of 13 or less is surprised. The oozes fight until the corpses they inhabit are destroyed. If an ooze's corpse is destroyed, it attempts to flee rather than fight if the chamber isn't in complete darkness.

Books. Most of the books in this room are detailed recordings of the runecarvers' experiments that have no significant value. Among them are about a dozen books containing lore about runecarving that include titles such as *Ancient Scripts*, *The Nature of Rune Magic*, and *Me and My Machine*. Each of these books is worth 25 gp. At your discretion, a character who reads these books or studies the blueprints of the runewrought constructs (see Treasure below) may learn the weaknesses, features, resistances, and immunities of the various constructs that can be found in the enclave.

Treasure. Atop the desk are some of the Arkruno Enclave's most valuable secrets: three *manuals of runewrought constructs*, detailing the designs of the gravity golem, runeward golem, and runewrought bulette, respectively. On the floor, the characters can also find a *warden runestone* that can be used to control the golem in area A6. Armory, dropped by Eressa as she was overwhelmed by the darkshard oozes.

A9. SMELTING ROOM

A huge furnace sits at the northern wall of this room, which opens up into a tunnel to the west. Crates filled with large chunks of various metals line the room's eastern wall.

This furnace was used to melt and transport metals for the runecarvers' constructions. The room opens up to area A10. Venting Tunnel.

Darkshard Ooze. A character who approaches the cold furnace to look inside it must succeed on a DC 13 Wisdom (Perception) check or be surprised as a **darkshard ooze** lurking inside springs out and attacks.

Bulette Attack. If the characters make loud noises or engage in combat with the darkshard ooze in this room, they disturb the **necrorune bulette** in area A10. Venting Tunnel. The construct's approach is announced by a loud rumbling and shaking of the ground as it burrows into the ground and appears next to the characters on the following round.

Treasure. A character searching the crates finds 12 fist-sized nuggets of adamantine ore worth a total of 1,200 gp, among caches of less valuable minerals.

DARKSHARD OOZE, FORGE WORKER

Medium Ooze, Typically Chaotic Evil

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12) and 40 temporary hit points

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Damage Resistances cold, fire, lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Corpse Possession. If the ooze loses all its temporary hit points, the corpse it possesses is completely destroyed and the ooze reappears in an unoccupied space within 5 feet of the corpse, using the regular statistics of a **darkshard ooze**. The ooze can also end the possession as a bonus action.

ACTIONS

Multiattack. The ooze makes two weapon attacks.

Darkspike. Melee Weapon Attack: +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13).

Spiky Gobbet. The ooze lobs a gobbet of spiky goo at a point it can see within 30 feet of it. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw as the goo explodes into a cloud of spikes. A creature takes 7 (2d6) piercing damage on a failed save, or half as much on a successful one.

BONUS ACTIONS

Darkshard Infestation. The ooze attempts to infest a creature it is grappling. The target must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points and must repeat the saving throw after each hour that elapses. On a failed save, the target's hit point maximum is reduced by 10 (3d6). The target dies if its hit point maximum is reduced to 0 as a **darkshard ooze** spawns inside it. If the target succeeds on three of these saves, it is no longer diseased.

Rip Flesh. A target the ooze is grappling takes 3 (1d6) piercing damage and must succeed on a DC 12 Constitution saving throw or have disadvantage on attacks rolls, ability checks, and saving throws until the end of its next turn.

AIO. VENTING TUNNEL

Fresh air passes through this wide tunnel that slopes steeply upward and seems to go on for several hundred feet.

This 20-foot-wide tunnel leads steeply upward for 500 feet before ending at the surface near the mountain's top. It is now inhabited by a bulette construct, which the runecarvers used to help them dig and guard the venting tunnel.

Bulette Attack. The **necrorune bulette** is lying dormant 10 feet beneath the ground about 20 feet into the tunnel. If it senses anyone approaching with its tremorsense, it digs free and attacks.

AII. LABORATORY

Strange apparatuses, metal gears in all shapes and sizes, workbenches, and bizarre metal contraptions litter this laboratory. The remains of three humanoids lie scattered on the floor.

It was here that the runecarvers, led by Gideon Reag, attempted to create a living alloy.

Darkshard Oozes. Shortly after the characters enter this room, they are attacked by two **darkshard oozes**, **forge worker** and a **darkshard ooze, forge leader**. If the characters are not wary, any character with a passive Perception of 13 or less is surprised as the darkshard-infested corpses rise from the ground. The forge leader, a rotund dwarf with spikes protruding from its body, is wearing a metal-and-leather eye-patch carved with runes. If the snuffler from area A7. Workshop is with the characters, it squeals at the sight of the dead dwarf, sounding almost a bit sad (the dwarf, Hymruth Resborr, created the snuffler).

Treasure. Most of the alchemical equipment in this room was damaged or destroyed when the darkshard came to life and attacked. If carefully gathered and carted off, the equipment may yet fetch up to 1,000 gp from the right buyer. The remains of the Arkrune Enclave's second in command, Hymruth Resborr, wears a *runewrought prosthetic eye*.

DARKSHARD OOZE, FORGE LEADER

Medium Ooze, Typically Chaotic Evil

Armor Class 16 (chain mail)

Hit Points 39 (6d8 + 12) and 60 temporary hit points

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +7

Damage Resistances cold, fire, lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened

Senses blindsight 120 ft., passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Corpse Possession. If the ooze loses all its temporary hit points, the corpse it possesses is completely destroyed and the ooze reappears in an unoccupied space within 5 feet of the corpse, using the regular statistics of a **darkshard ooze**. The ooze can also end the possession as a bonus action.

ACTIONS

Multiattack. The ooze makes two weapon attacks.

Darkspike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 13).

Spike Explosion (Recharge 5–6). The ooze creates a blast of razor-sharp dark spikes around it. Each creature within 15 feet of it must succeed on a DC 14 Dexterity saving throw or take 21 (6d6) piercing damage and suffer a lingering wound. While wounded, the creature's speed is halved and it loses 3 (1d6) hit points at the start of each of its turns due to blood loss. Any creature can take an action to stanch the wound

with a successful DC 14 Wisdom (Medicine) check, and the wound also closes if the target receives magical healing. On a successful save, the creature takes half as much damage with no additional effects.

Spiky Gobbet. The ooze lobs a gobbet of spiky goo at a point it can see within 30 feet of it. Each creature within 5 feet of that point must make a DC 13 Dexterity saving throw as the goo explodes into a cloud of spikes. A creature takes 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

BONUS ACTIONS

Darkshard Infestation. The ooze attempts to infest a creature it is grappling. The target must succeed on a DC 13 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points and must repeat the saving throw after each hour that elapses. On a failed save, the target's hit point maximum is reduced by 10 (3d6). The target dies if its hit point maximum is reduced to 0 as a **darkshard ooze** spawns inside it. If the target succeeds on three of these saves, it is no longer diseased.

Rip Flesh. A target the ooze is grappling takes 7 (2d6) piercing damage and must succeed on a DC 13 Constitution saving throw or have disadvantage on attacks rolls, ability checks, and saving throws until the end of its next turn.

REACTIONS

Disruptive Skewer. When a creature the ooze can see within 60 feet of it begins casting a spell, the ooze makes a weapon attack against it. If the attack hits, the creature must make a spellcasting ability check against a DC equal to 10 + the spell's level. On a failure, the creature's spell fails and has no effect.

A12. VAULT STAIRS

A wide hallway leads to a large, rectangular room with a staircase in its southern wall. A small humanoid corpse lies on the ground halfway down the hallway, at the feet of a huge, inert construct that seems to be held together by balls of glowing energy.

The spiral staircase in this room leads 50 feet down to area A13. Vault Entrance.

Golem Guardian. A gravity golem guards the stairs. Its last orders were to stop anyone except Gideon Reag and Hymruth Resborr from entering the vault. If either of them appears – or if a character disguised as one of them succeeds on a DC 13 Charisma (Deception) check – the golem stands aside and lets the party pass.

Otherwise, it squares its shoulders and lifts its hand in warning when the characters are halfway down the tunnel. If they continue approaching or attack it, the golem attacks. It fights until destroyed but won't chase the characters further than area A11. Laboratory.

Dead Adventurer. The corpse in the hallway belongs to a halfling adventurer who thought he could sneak past the golem by making himself invisible, but was caught off-guard by the golem's blindsight. The golem's attacks broke most of the halfling's bones and left the body too crushed for the darkshard oozes to use. A successful DC 13 Wisdom (Medicine) check reveals that the halfling has been dead for a few months.

Treasure. Characters searching the halfling's body find 12 gp, a *potion of invisibility*, a *potion of heroism*, and the shattered remains of a handful of other potions.



ARKRUNE VAULT

The following locations are keyed to the Arkrune Vault map.

A13. VAULT ENTRANCE

This small chamber holds a wide staircase at one end and, at the other end, a heavy door with two five-foot-tall statues of dwarves with gaping mouths on either side of it. Six circular symbols forming a triangular shape protrude from the door's surface, next to four lines of golden scripture.

The locked metal door in this room is sealed by powerful magic that can't be dispelled, is impervious to all damage, and can't be forced open.

Door Puzzle. The script on the door is written in Common and reads:

*"From three corners to none,
Four moves to be done,
Keep always close to a pair,
Change the shape and enter there."*

To open the door, the symbols – which slide easily around on the door's surface when touched – must be rearranged into a circular pattern. A character must do so in just four moves and while each circle that is moved to a new position touches at least two other circles. If the characters manage this, the door slides open to area A14. Vault Tunnel. You can give the players Appendix E: Runic Shuffle to help them visualize the puzzle.

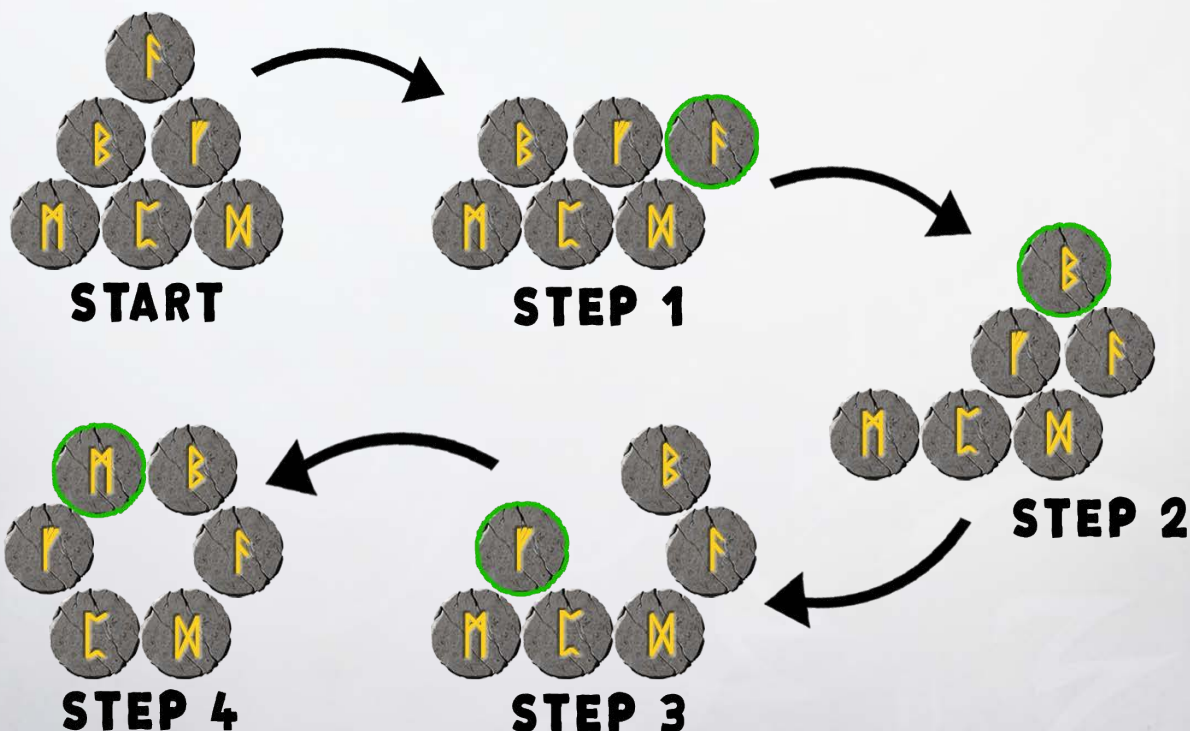
If the symbols are slid to form a circle using more than four moves or if a symbol is moved to a position where it doesn't touch at least two other symbols, the symbols magically rearrange themselves into the triangular formation they started in.

Dwarven Statues. Whenever a character slides a wrong symbol and causes the door puzzle to rearrange itself, roll a d6. On a roll of 4–6, the dwarven statues exhale a cloud of maddening gas that fills the room and disappears after 1 round. A creature that enters the cloud for the first time on its turn or starts its turn there must make a DC 15 Constitution saving throw. On a failed save, a creature takes 2d8 poison damage and is poisoned for 1 hour. If the saving throw fails by 5 or more, it also suffers a random form of short-term madness (see chapter 8 of the fifth edition guide for gamemasters) while poisoned in this way.

FIGURING OUT THE PUZZLE

If the characters are having trouble figuring out what they're supposed to do, you can allow a character with an Intelligence score of 12 or higher, or who succeeds on a DC 10 Intelligence check, to realize that the circular symbols on the door must be rearranged to form a circle in four moves – while always keeping the symbol you're moving adjacent to at least two other symbols.

If the characters have the snuffler with them, you can have it indicate what moves are correct with its snout or by oinking excitedly when a character is about to slide the correct symbol.



A14. VAULT TUNNEL

The door opens into a 10-foot-diameter sloping tunnel that continues upwards into complete, impenetrable darkness. Near the end of the tunnel is a metal door with two large keyholes.

A 10-foot diameter boulder sits secured by a metal bollard at the southeastern end of this sloping tunnel.

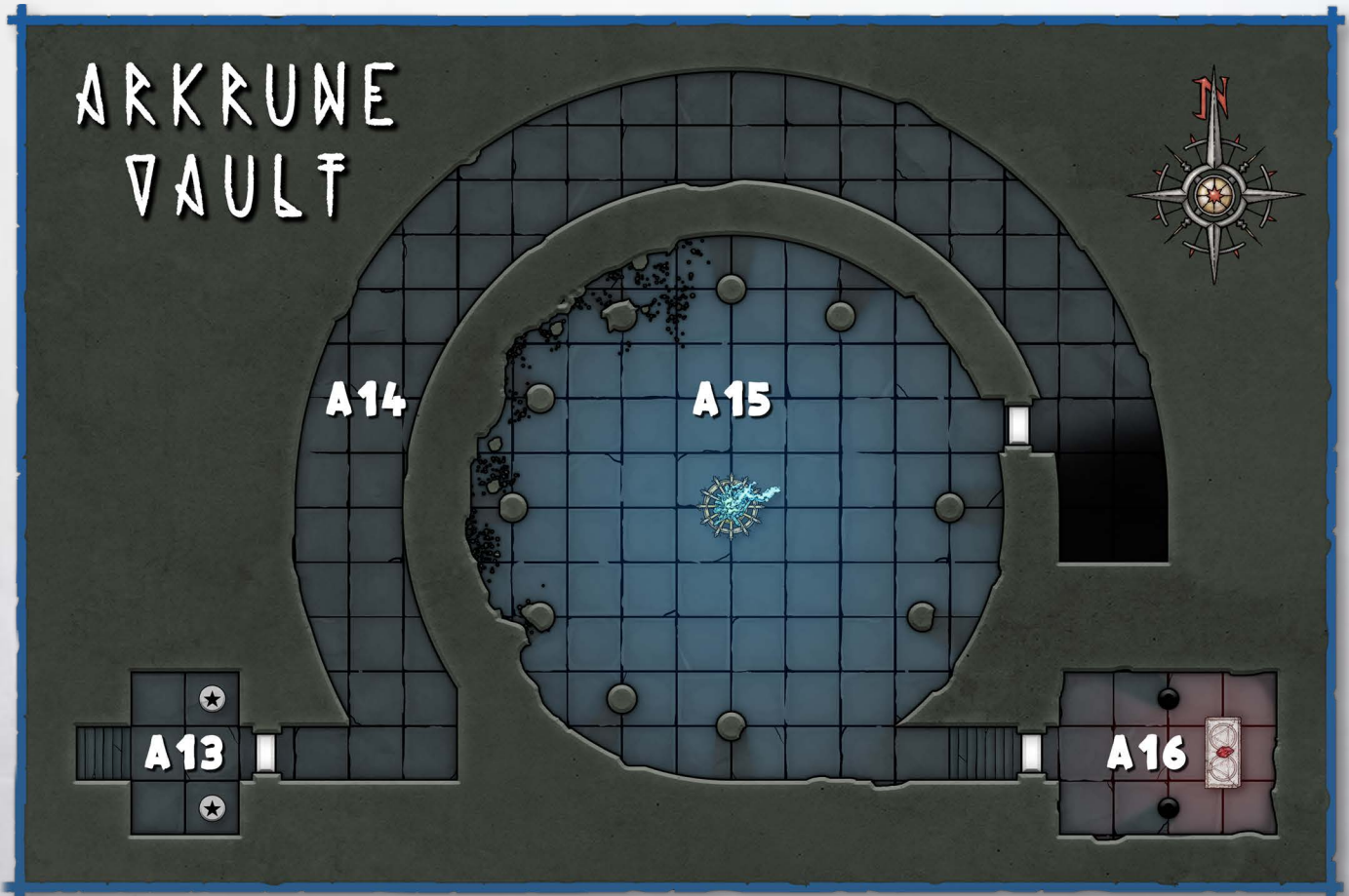
Pressure Plate. A 5-by-5 foot pressure plate 20 feet before the door to area A15. Dragon's Chamber is designed to release the boulder if 10 or more pounds of weight are placed on it. If the character in the lead has a passive Perception of 17 or higher, or is checking for traps and succeeds on a DC 17 Wisdom (Perception) or Intelligence (Investigation) check, they spot the plate before stepping on it.

Rolling Boulder. When the trap is triggered, the boulder at the end of the tunnel is released:

- Have each creature in the tunnel roll initiative.
- The boulder acts on initiative count 20 (losing initiative ties) and moves 60 feet on its turn.
- When the boulder enters a creature's space, the creature must succeed on a DC 17 Dexterity saving throw or take 5d10 bludgeoning damage and be knocked prone. On a failed save, a creature takes half as much damage and isn't knocked prone.

- As an action, a creature within 5 feet of the boulder can attempt to slow it down with a DC 20 Strength (Athletics) check. On a success, the boulder's speed is reduced by 20 feet. If the boulder's speed drops to 0, it stops moving and is no longer a threat.
- If it's not stopped, the boulder continues rolling until it reaches the end of the sloping tunnel, where it becomes stuck, effectively sealing the vault. A Medium or Small creature can squeeze past the stuck boulder as an action with a successful DC 15 Dexterity (Acrobatics) check (a Small creature makes this check with advantage). On a failure, a creature is stuck until it succeeds on the check.
- Up to four creatures with a combined Strength score of 40 or more working in unison can push the boulder back up the slope and secure it. A creature that does so must succeed on a DC 15 Constitution saving throw or suffer a level of exhaustion.

Locked Door. The locked metal door in the southwestern end of the tunnel leads to area A15. Dragon's Chamber. The door is sealed by powerful magic that can't be dispelled, is impervious to all damage, and can't be forced open. To open the door, the characters must use the adamantine keys found in area A4. Gideon Reag's Bedroom and in the snuffler's gut in area A7. Workshop. Turning the two keys in the door's keyholes causes the door to magically slide open.



A15. DRAGON'S CHAMBER

This semi-circular room has a 50-foot-high ceiling and is illuminated in bright blue light from a large brazier that crackles with magical flames. Stone pillars support the southeastern side of the chamber, while the ceiling above the opposite side of the chamber has partially collapsed. At the far end of the room, a flight of stairs leads to another room cast in a crimson light.

As you stand in the doorway, a large, mechanical dragon crafted from bronze and covered in blue runes rises from the ground next to the brazier. "Interesting," it says in a mechanical yet sibilant voice. "Neither Gideon nor Hymruth informed me of visitors – so I can only assume that you are thieves. What a shame. Though I miss the company of the living, I am bound to destroy you."

A **huge runewrought dragon** has been ordered to guard the vault. It automatically sees through any disguises, attacking the party as they enter.

Brazier. The magical brazier weighs 500 pounds and fills the room with bright blue light. The light is extinguished if either the brazier (AC 15, 40 hp; damage threshold 15; immunity to lightning, piercing, poison, and psychic damage) or the dragon is destroyed. The brazier is tied to the dragon's magic; while it remains lit, the dragon can take a lair action (see page 134) on initiative count 20 (losing initiative ties) on every round of combat.

Treasure. If the dragon is destroyed, it crumbles into a heap of useless metal. Lying atop of the heap is a small, thumb-sized stone engraved with a glowing rune: an *azureheart runestone*.

A16. ARKRUNE CHAMBER

Two thin, black pillars carved with golden runes support the 10-foot-high ceiling in this room. In an alcove at the end of the room is an ornate dais on which a runestone pulsates with crimson light.

The red stone on the platform is the *arkrune*.

Pillar Trap. The chamber's ceiling has been rigged to collapse if the *arkrune* is moved without first disabling the magical trap on the pillars. To disable the trap, a *dispel magic* spell must be cast on each pillar – which temporarily suppresses their magic for 1 hour – or Gideon and Hymruth's keys must be turned in a hidden keyhole in each pillar. The characters can find clues to this trap in the following ways:

- A character who examines the room and succeeds on a DC 15 Wisdom (Perception) check notices that the ceiling is on the verge of collapse (a character with the Stonecunning trait automatically succeeds on this check).

- A character who examines the pillars and succeeds on a DC 15 Intelligence (Arcana) check realizes that the pillars are magically rigged to collapse if the *arkrune* is removed from its perch.
- A character who examines the pillars and succeeds on a DC 15 Intelligence (Investigation) check notices that each pillar has an obscured, almost invisible keyhole at its center.

If the *arkrune* is moved and the trap is triggered, the pillars crumble and the chamber begins to collapse. The collapse triggers a chain effect and in brief moments, the entire Arkrune Vault is collapsing. See **Ceiling Collapse** for more information.

Treasure. Whether they do so without first disabling the trap or not, the characters can easily snatch up the *arkrune* from the dais at the far end of the chamber.

CEILING COLLAPSE

If the trap in area A16. Arkrune Chamber is triggered, the Arkrune Vault's ceiling begins to collapse:

- Have each creature in the vault roll initiative.
- At the end of each creature's turn, roll a d10 + the number of rounds since the collapse began. On a result of 10 or higher, the creature must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage as rocks fall upon it. If the save fails by 5 or more, the creature is also restrained under a 100-pound rock. A creature can free itself or another creature within 5 feet of it as an action by succeeding on a DC 15 Strength (Athletics) check.
- The poor visibility and shaking ground makes it difficult to stay upright. A creature that attempts to Dash must make a DC 10 Acrobatics check. On a failure, the creature falls prone instead of dashing.

The ceiling collapse continues until the vault level of the Arkrune Enclave is completely caved in, which takes around 10 rounds, at your discretion. While somewhat damaged, the upper level of the Arkrune Enclave is safe to traverse, though any golems or other objects you may want to keep from the characters could be destroyed by the enclave's partial collapse.

COLLAPSING CEILING AND BOULDER TRAP

If the characters activated the boulder trap in area A14. Vault Tunnel, the stone may be blocking their exit, making the vault collapse scenario much more challenging, as they have to squeeze past the large boulder. Likewise, if the characters haven't triggered the boulder trap on their way in, they may inadvertently trigger it as they run out of the vault. If the character in the lead doesn't explicitly avoid the pressure plate as they rush out, you can have the boulder trap trigger to add a little extra excitement to the encounter.

CONCLUSION

Assuming that the party manages to retrieve the *arkrune* and escape the Arkrune Enclave, they can claim any reward that was promised to them when they deliver it to their employer. The characters might also choose to keep the *arkrune* for themselves – which may not please their employer or whoever else knows about it – and could be used as the starting point for a new adventure!

ADJUSTING DIFFICULTY

As written, this adventure is balanced for a party of 11th-level adventurers, but it can be run at higher or lower level with a few adjustments.

ADDING OR REMOVING CREATURES

The easiest way to balance the difficulty is by adding or removing monsters, depending on how well the characters are faring. As a guideline, you want the characters to have spent about half their resources before they head down into the Vault Level.

If the characters decide to take a long rest before venturing below and you feel that would make the encounter with the dragon a bit too easy, you can have two **necrorune bulettes** attack them after their rest.

Conversely, if the characters have already been sufficiently challenged before reaching area A12. Vault Stairs, you can make their lives a bit easier by removing the **gravity golem** there.

A HELPING HAND

The difficulty of the adventure also depends on whether the **runeward golem** in area A6. Armory ends up assisting the party. If the party hasn't found the *warden runestone* in area A8. Archive and you want them to have that helping hand, you can have the **snuffler** give them the *warden runestone*.

ADJUSTING TO THE PARTY'S LEVEL

Below are specific suggestions for adjusting difficulty to a party of four 9th- to 13th-level adventurers.

Level 9. Remove the **gravity golem** from area A12, use a **large runewrought dragon** in area A15, and halve the damage dealt by all traps.

Level 10. Remove the **gravity golem** from area A12.

Level 11. No adjustments necessary.

Level 12. Increase the **huge runewrought dragon's** hit points by 50.

Level 13. Add an additional **necrorune bulette** to area A10, an additional **darkshard ooze, forge worker** to areas A8 and A11, and increase the **huge runewrought dragon's** hit points by 100.



CHAPTER 4: MAGIC ITEMS

Hexcrafting, runecarving, and spellwarping have been used to create many powerful items. Entries are arranged alphabetically.

To help you find the magic items you want to use, the table below lists all the new magic items in this book by their type, rarity, and value.

MAGIC ITEMS

Item	Type	Rarity	Value
Arkrune	Wondrous Item	Legendary	25,000 gp
Azureheart Runestone A	Wondrous Item	Rare	4,000 gp
Betrayer's Blade A	Weapon (Dagger)	Rare	4,000 gp
Bloodrager's Axe A	Weapon (Any Axe)	Rare	5,000 gp
Bloodrager's Belt A	Wondrous Item	Rare	5,000 gp
Bloodrager's Helmet A	Wondrous Item	Rare	5,000 gp
Demon's Metamorphosis A	Armor (Any)	Very Rare	5,000* gp
Devil's Luck A	Wondrous Item	Uncommon	500 gp
Emblazon Erratica A	Armor (Shield)	Very Rare	6,000 gp
Empowering Crystal	Wondrous Item	Uncommon	600 gp
Manual of Runewrought Golems	Wondrous Item	Very Rare	5,000 gp
Mask of Malediction A	Wondrous Item	Uncommon	600 gp
Mythward Ring A	Ring	Very Rare	10,000 gp
Mythward Scepter A	Rod	Very Rare	8,000 gp
Portal Wand A	Wondrous Item	Rare	2,000 gp
Potion of Raw Magic	Potion	Rare	400 gp
Ring of the Ember Maiden A	Ring	Rare	3,000 gp
Runewalker's Boots A	Wondrous Item	Rare	1,000 gp
Runewrought Grenade, Flashbang	Wondrous Item	Common	100 gp
Runewrought Grenade, Gravity	Wondrous Item	Uncommon	200 gp
Runewrought Grenade, Shrapnel	Wondrous Item	Uncommon	200 gp
Runewrought Grenade, Spell	Wondrous Item	Rare	500 gp
Runewrought Prosthetic Arm A	Wondrous Item	Rare	3,000 gp
Runewrought Prosthetic Eye A	Wondrous Item	Rare	5,000 gp
Runewrought Prosthetic Leg A	Wondrous Item	Rare	2,000 gp
Snail Mail	Armor (Any Heavy)	Rare	2,000* gp
Snallygast Amulet A	Wondrous Item	Uncommon	800 gp
Soulgrip Whip A	Weapon (Whip)	Rare	3,000 gp
Spellshot Bow A	Weapon (Any Bow)	Very Rare	6,000 gp
Spellwarper's Touch A	Wondrous Item	Uncommon	800 gp
Scoundrel's Lute A	Wondrous Item	Very Rare	6,000 gp
Scoundrel's Earring A	Wondrous Item	Rare	3,000 gp
Tingelaw A	Weapon (Warhammer)	Legendary	25,000 gp
Viper's Blade A	Weapon (Rapier)	Rare	2,000 gp
Warden Runestone A	Wondrous Item	Uncommon	500 gp
Warping Blade A	Weapon (Any Sword)	Very Rare	6,000 gp
Umbra's Claw A	Wondrous Item	Very Rare	6,000 gp
Umbra's Mantle A	Wondrous Item	Very Rare	6,000 gp

*Add 2 × the armor type's cost to the item's value (i.e. a *snail mail plate* has a value of 2,000 gp + 2 × 1,500 gp = 5,000 gp)

ARKRUNE

Wondrous Item, Legendary

While within 5 feet of this magic rune, you can spend 8 hours transferring a magical property from one magic item to another. Both items must be of the same type, and the item that receives the magical property must be of a lower rarity or value than the item it is transferred from. At the end of that time, make a DC 25 Intelligence check using tinker's tools. On a success, the item you're transferring the property from loses that property and the item you're transferring the property to gains that property. This may increase the item's rarity and value, at the GM's discretion.

AZUREHEART RUNESTONE

Wondrous Item, Rare (Requires Attunement)

This magic runestone has 3 charges and regains all expended charges daily at dawn. During a process that takes 1 hour, you can attach the runestone to a suit of armor, a weapon, or a shield. While the runestone is attached to an item you're holding or wearing, you can expend 1 charge as a bonus action to activate its runic magic and gain a benefit for 1 minute that depends on the item's type:

Armor. You have advantage on saving throws against spells and other magical effects.

Shield. You have resistance to one type of damage of your choice.

Weapon. Your attacks deal an additional 1d8 force damage on a hit.

BETRAYER'S BLADE

Weapon (Dagger), Rare (Requires Attunement)

This magical dagger has been corrupted by dark betrayal. Treacherous to its core, the dagger instantly attunes to any creature who grasps its hilt (if it is able to attune to the dagger), forsaking its previous wielder without a second of remorse.

Traitor's Paranoia. While carrying this dagger, you have advantage on initiative rolls and can't be surprised.

Bite of Betrayal. When you hit with an attack roll using this dagger, the target takes an additional 1d6 necrotic damage and, if the target is a creature that hasn't targeted you with an attack or harmful spell within the last minute, it must make a DC 13 Constitution saving throw. On a failure, the creature is incapacitated until the end of your next turn.

Cursed. This dagger is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the dagger. When you start your turn in combat attuned to the dagger, you must succeed on a DC 13 Charisma saving throw or descend into manic paranoia for 1 minute. While under this effect, you regard all other creatures as enemies. On your turn, you must move toward and attack the nearest creature you can see. Each time you take damage, you can repeat the saving throw, ending the effect on a success. If your saving throw is successful or the effect ends, you are immune to the dagger's curse for the next hour.



ARKRUNE



AZUREHEART
RUNESTONE

DEMON'S METAMORPHOSIS

Armor (Any), Very Rare (Requires Attunement)

This magic armor is carved from the hide of an Abyssal fiend and enchanted with corrupting magic.

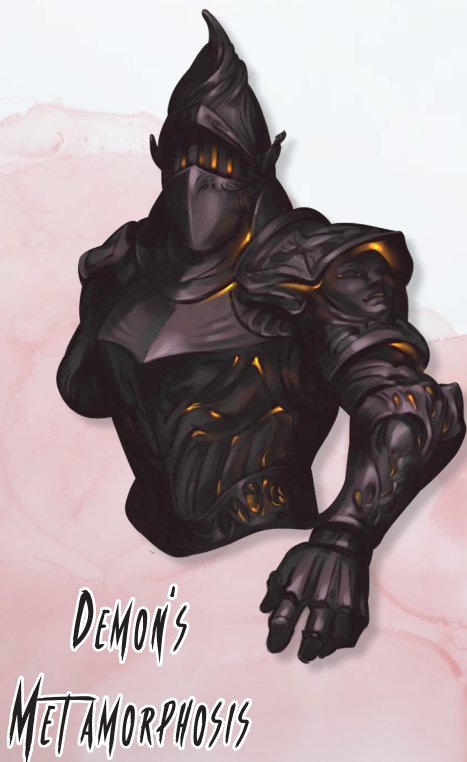
Aura of Malevolence. Whenever another creature within 10 feet of you makes a saving throw while you're wearing this armor, the creature must roll a d4 and subtract the number rolled from the saving throw.

Metamorphosis. While you're wearing this armor, you can use an action to transform into a Demon you have seen before with a challenge rating equal to or lower than half your level for 1 minute. The transformation functions as the *polymorph* spell, except that your demonic form is constantly at risk of running amok. At the start of each of your turns while transformed, you must make a Wisdom saving throw (DC 10 + the demon's challenge rating). On a failed save, you momentarily lose yourself; your personality and alignment are replaced with that of the demon's and you must act in accordance to the demon's nature until the start of your next turn. Once used, this property can't be used again until the next dawn.

DEVIL'S LUCK

Wondrous Item, Uncommon (Requires Attunement)

This magic amulet has 3 charges and regains all expended charges daily at dawn. When you fail an ability check or saving throw while wearing it, you can expend 1 charge to reroll it. You must use the new roll. After using this property, you have disadvantage on ability checks and saving throws that use the same ability until the next dawn.



EMBLAZON ERRATICA

Armor (Shield), Very Rare (Requires Attunement)

When a spell targets only you while you're carrying this shield, you can use your reaction to roll a d8. If the result is higher than the spell's level, the spell has no effect on you and instead targets another random creature within 30 feet of you. If no other creatures are within the area, the spell has no effect.

EMPOWERING CRYSTAL

Wondrous Item, Uncommon

This crystal amulet has 3 charges and regains all expended charges daily at dawn. When you cast a spell of 1st level or higher while wearing it, you can expend 1 charge to roll a d6. If the result is higher than the spell's level, the spell is enhanced in one of the following ways (your choice):

- The spell takes effect as if it were cast using a spell slot of one level higher.
- You can give one target of the spell disadvantage on the first saving throw it makes against the spell.
- You can add 1d10 to one damage roll of the spell.

If the result is equal to or lower than the spell's level, you take 1d6 force damage per level of the spell and the spell has no additional effect.



MANUAL OF RUNEWROUGHT CONSTRUCTS

Wondrous Item, Very Rare

This tome contains information and designs necessary to make a particular type of Construct. To use the manual, you must have an Intelligence score of 13 or higher and proficiency with smith's or tinker's tools.

Item	Time	Cost
Manual of Gravity Golems	100 days	80,000 gp
Manual of Necrorune Bulettes	80 days	60,000 gp
Manual of Runeward Golems	50 days	50,000 gp
Manual of Runewrought Bulettes	20 days	10,000 gp
Manual of Snufflers	10 days	1,500 gp

To create a Construct, you must pay the specified cost in supplies and spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day.

After every 10 days of labor, you must make a DC 10 Dexterity check using smith's or tinker's tools. On a failed save, you make no progress in those 10 days and waste a proportionate amount of supplies (e.g., when constructing a **runeward golem**, failing a check means wasting 1/5th of the purchased supplies). Whether you succeed or fail, the DC of this check increases by 1 after each time you make it. Once you've succeeded on enough checks to finish the Construct, the book is consumed in eldritch flames. The Construct becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.



MASK OF
MALEDICTION

MASK OF MALEDICTION

Wondrous Item, Uncommon (Requires Attunement)

While wearing this mask, you are immune to being frightened. Additionally, you can use an action to change your appearance into a humanoid you've seen as with the *disguise self* spell, using Charisma as the spellcasting ability.

Familiar Faces. Whenever a creature within 30 feet of you makes an attack roll that targets only you, you can use a reaction to cause the mask to take on the appearance of a creature the attacker most fears or most loves. The attacker must make a Wisdom saving throw (DC 8 + your Charisma modifier + your proficiency bonus) or make the attack and any subsequent attacks against you on that turn with disadvantage. Whether it succeeds or fails, the creature is immune to this effect for the next 24 hours.

Anathema. This mask is cursed, and becoming attuned to it extends the curse on you. As long as you remain cursed, you are unwilling to take it off, and your sense of self becomes blurred. While attuned to it, you have disadvantage on Charisma saving throws.

PORTAL WAND

Wand, Rare (Requires Attunement)

This magic wand has 3 charges and regains all expended charges daily at dawn.

Conjure Portals. As a bonus action, you can expend 1 charge to create two magical portals in two unoccupied spaces you can see within 30 feet of you. Each portal is 5 feet in diameter and a Large or smaller creature that enters one of the portals appears instantly within 5 feet of the other portal or in the nearest unoccupied space if that space is occupied. Objects (including attacks, spells, and magical effects) can also travel through the portals. The portals remain for 1 minute, or until you dismiss them as a bonus action or use the wand to create new portals.

Impromptu Portal. As a reaction to another creature within 30 feet of you moving or making an attack roll, you can expend 1 charge to use Conjure Portals, placing one of the portals directly in front of the creature. The creature can make a DC 15 Dexterity saving throw to stop its movement or halt its attack. On a success, the creature stops and its speed is reduced to 0 feet for the rest of the turn if it was moving or its attack is wasted if it was attacking. On a failure, the creature or its attack moves through the portal in front of it and arrives through the other portal. If the creature was making an attack roll, this may change the target of the attack.

POTION OF RAW MAGIC

Potion, Rare

This glass flask contains a small amount of heavily diluted raw magic. When you drink this potion, you gain the following benefits for 1 minute:

- You have advantage on saving throws against spells and other magical effects.
- When you cast a spell, you also produce a magical effect rolled on the Wild Magic Effects table.
- At the start of each of your turns, you gain a random magical effect, determined by rolling a d6 on the table below, that lasts until the start of your next turn:

d6 Effect

- | | |
|---|--|
| 1 | You can add a d4 to any attack roll or ability check you make. |
| 2 | You have a flying speed equal to your walking speed. |
| 3 | Your walking speed is doubled. |
| 4 | You have truesight out to a range of 60 feet. |
| 5 | Your attacks deal an extra 1d6 force damage on a hit. |
| 6 | You can use a bonus action to teleport to an unoccupied space you can see within 30 feet of you. |

RING OF THE EMBER MAIDEN

Ring, Rare (Requires Attunement)

This magic ring appears to be a simple band of woven ivy with smoldering embers along the edges. While you're wearing it, you gain the following benefits:

- As a bonus action, you can cause your hand to glow with dim light in a 5-foot radius, or extinguish the light.
- You know Druidic, the secret language of druids.
- You know the *druidcraft* spell and can cast it at will.
- You can add one additional die of damage to one fire damage roll of any spell you cast.

Maiden's Fire. The ring has 5 charges and regains all expended charges daily at dawn. As an action, you can expend 1 or more charges to cast one of the following spells (save DC 15): *conjure animals* (3 charges), *faerie fire* (1 charge), or *heat metal* (2 charges).

Cursed. If you're wearing metal armor at dawn or the first time you don metal armor after finishing a long rest while wearing the ring, you must make a DC 15 Wisdom saving throw. On a failed save, you suffer a random long-term madness for 1d10 × 10 hours or until 24 hours have passed since you last wore metal armor.

POTION OF
RAW MAGIC



RING OF
THE EMBER MAIDEN

RUNEWALKER'S BOOTS

Wondrous Item, Rare (Requires Attunement)

While wearing these magic boots, you can use a bonus action to activate one of six magical runes carved on them to gain one of the following benefits of your choice for 1 hour:

- Your walking speed is doubled.
- Your jump distance is tripled.
- You have advantage on Acrobatics and Athletics checks.
- You have a climbing speed equal to your walking speed and can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- Nonmagical difficult terrain doesn't cost you extra movement.
- Creatures have disadvantage on opportunity attacks against you.

Once a specific rune has been activated, that rune can't be activated again until the next dawn.



RUNEWALKER'S
BOOTS

RUNEWROUGHT GRENADE

Wondrous Item, Rarity Varies

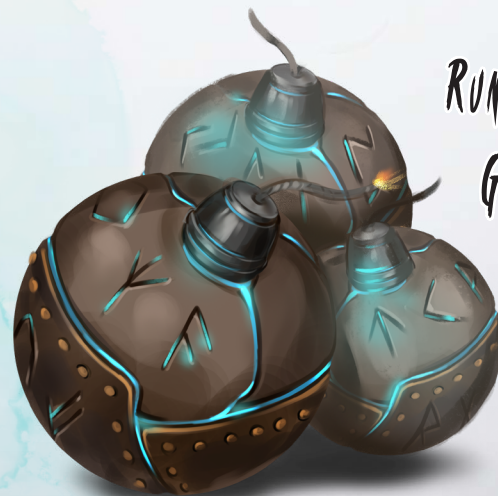
This fist-sized metal ball is engraved with magical runes. As an action, you can activate the grenade's magic and hurl it at a point on the ground you can see within 60 feet of you. The grenade explodes and produces a specific effect, depending on which type of grenade it is.

Flashbang (Common). This grenade produces an extremely loud noise and a blinding flash. When the grenade lands, each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 1d8 thunder damage and be blinded and deafened for 1 minute. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Gravity (Uncommon). This grenade produces a gravitational blast. When the grenade lands, each creature within 20 feet of it must make a DC 15 Strength saving throw. On a failed save, a creature takes 2d8 force damage and is pulled 10 feet toward the point of impact or pushed 10 feet away from the point of impact (your choice). On a success, a creature takes half as much damage with no additional effects.

Shrapnel (Uncommon). This grenade explodes in a blast of fire and metal. When the grenade lands, each creature within 20 feet of it must make a DC 15 Dexterity saving throw, taking 4d6 fire damage and 4d6 piercing damage on a failed save, or half as much damage on a successful one.

Spell (Rare). When you activate this grenade, choose one of the following spells (save DC 15): *confusion*, *fear*, *hold person*, *hypnotic pattern*, or *slow*. When the grenade lands, each creature within 20 feet of it is affected as if by that spell (no concentration required).



RUNEWROUGHT
GRENADES

RUNEWROUGHT PROSTHETIC ARM

Wondrous Item, Rare (Requires Attunement)

This item replaces a lost arm or hand and can be attached or removed as an action. While attached, the prosthetic functions identically to the arm it replaces and can't be removed against your will.

Runic Magic. As a bonus action, you can activate the prosthetic's magic to gain one of the following benefits until you use this property again:

Force. When you hit with an unarmed strike using this prosthetic arm, the target takes an extra 1d4 force damage.

Gravity. When you activate this property, and as a bonus action on subsequent turns, you can shoot a ray of gravitational energy at a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or take force damage equal to 1d6 + your proficiency bonus and have its speed halved until the end of its next turn.

Strength. You have advantage on Strength checks using your arms.

RUNEWROUGHT PROSTHETIC EYE

Wondrous Item, Rare (Requires Attunement)

This item replaces a lost eye and can be attached or removed as an action. While attached, the prosthetic functions identically to the eye it replaces and can't be removed against your will.

Runic Magic. As a bonus action, you can activate the prosthetic's magic to gain one of the following benefits until you use this property again:

Alert. You have advantage on initiative rolls and you can't be surprised.

Aura. You can see magical auras around any visible creature or object out to a range of 30 feet that bears magic, and you learn its school of magic, if any.

Darkvision. You can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

Sight. You have advantage on Investigation and Perception checks that rely on sight.



RUNEWROUGHT
PROSTHETIC EYE

RUNEWROUGHT PROSTHETIC LEG

Wondrous Item, Rare (Requires Attunement)

This item replaces a lost foot or leg and can be attached or removed as an action. While attached, the prosthetic functions identically to the leg it replaces and can't be removed against your will.

Runic Magic. As a bonus action, you can activate the prosthetic's magic to gain one of the following benefits until you use this property again:

Hover. When you activate this property, and as a bonus action on subsequent turns, you can rise vertically, up to 20 feet, and hover there until the end of your next turn. You can use this property again before then to remain suspended and can change your altitude by up to 20 feet.

Quickstep. When a creature hits you with an attack, you can use your reaction to make a Dexterity saving throw against a DC equal to the creature's attack roll. On a successful save, you jump to an unoccupied space within 5 feet of you without provoking opportunity attacks, causing the attack to miss you.

Skip. When you activate this property, and as a bonus action on subsequent turns, you can jump up to 10 feet without provoking opportunity attacks. You can't use this trait while you're prone or your speed is 0.



RUNEWROUGHT
PROSTHETIC LEG



RUNEWROUGHT
PROSTHETIC ARM

SNAIL MAIL

Armor (Any Heavy), Rare

This magic armor is crafted from the hardened carapace of a gigantic gastropod. While you're wearing it, you have tremorsense out to a range of 30 feet.

Shell Defense. While you're wearing this armor, you can use an action to cause the armor – and yourself along with it – to coil into a Small, armored ball that resembles a snail shell. Your arms, legs, and anything you're wearing or carrying are magically withdrawn into this armored ball. While in this form, you gain the following traits:

- You gain a +4 bonus to your AC and can't benefit from carrying a shield.
- You can't make attacks or cast spells with somatic components.
- You are blind beyond the radius of your tremorsense.
- As an action, you can roll up to your speed in a straight line. You can move through the space of any creature that is Large or smaller and the first time you enter a creature's space during this move, that creature must make a Dexterity saving throw (DC 8 + your Strength modifier + your proficiency bonus). On a failed save, the creature falls prone and takes bludgeoning damage equal to 1d10 + your Strength modifier.

You remain in this form until you emerge as a bonus action or become incapacitated.

SNAIL MAIL



SNALLYGAST AMULET

Wondrous Item, Uncommon (Requires Attunement)

You have advantage on saving throws made to avoid or end the poisoned condition on yourself.

Mesmerize. As an action, you can brandish the amulet toward a creature within 30 feet of you. If the creature can see the amulet, it must succeed on a DC 13 Intelligence saving throw or be charmed until the end of its next turn. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes damage or another creature uses an action to shake it out of its stupor.

SOULGRIP WHIP

Weapon (Whip), Rare (Requires Attunement)

This magic whip is fashioned from an Aberration's severed tentacle and imbued with sinister magic. When you hit with an attack roll using this whip, the target takes an extra 1d4 necrotic damage.

Cursed Coil. When you hit a creature with an attack roll using this whip, you can force it to make a DC 15 Strength saving throw. On a failed save, you grapple the target with the whip. While grappled in this way, the creature takes 1d8 necrotic damage at the start of each of its turns. In addition, whenever you take damage, the creature must succeed on a DC 15 Constitution saving throw or take half as much damage (rounded down). The creature can escape the grapple by using its action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check and succeeding. The grapple also ends if you use the whip to attack another creature.



SOULGRIP
WHIP

SPELLSHOT BOW

Weapon (Any Bow), Very Rare (Requires Attunement)

This bow is infused with raw magic and its string is made of pure arcane energy. When you hit with an attack roll using this magic bow, the target takes an extra 1d8 force damage.

Spellshot. The bow has 7 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using this bow, you can expend 1 or more of its charges to cause one of the following effects (your choice):

Dispelling Shot (3 Charges). Any spell of 3rd level or lower on the target ends and the magical properties of any non-artifact magic items it is carrying are suppressed until the end of your next turn.

Softening Shot (2 Charges). The target has disadvantage on saving throws against spells and other magical effects until the end of your next turn.

Warping Shot (1 Charge). The next time the target casts a spell before the end of your next turn, it must make a spellcasting ability check (DC 10 + the spell's level). On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.

SPELLWARPERS TOUCH

Wondrous Item, Uncommon (Requires Attunement)

These magic gauntlets have 7 charges and regain all expended charges daily at dawn. When you hit with a melee weapon attack roll while wearing these gloves, you can expend 1 charge to create a random magical effect, determined by rolling on the table below:

d6 Effect

- 1 The target takes an extra 1d8 acid damage immediately and 1d8 acid damage at the end of its next turn.
- 2 The target takes an extra 1d8 cold damage and its speed is reduced by 10 until the end of its next turn.
- 3 The target takes an extra 2d6 fire damage.
- 4 The target takes an extra 1d8 lightning damage and can't take reactions until the start of your next turn.
- 5 The target takes an extra 1d8 thunder damage and must succeed on a DC 15 Strength saving throw or be knocked prone.
- 6 The target takes an extra 1d8 force damage. Roll an additional d6 on this table.



SPELLSHOT BOW



SPELLWARPERS TOUCH

VIPER'S BLADE

Weapon (Rapier), Rare (Requires Attunement)

When you hit with an attack roll using this rapier, the target takes an extra 1d8 poison damage. Before making an attack roll with it, you can use a bonus action to extend your reach for that attack by 5 feet.

Viper's Malice. When you hit a creature with an attack using this rapier, you can force that creature to make a DC 15 Constitution saving throw. On a failed save, the target is blinded until the end of your next turn. On a successful save, you are blinded until the end of your next turn.

WARDEN RUNESTONE

Wondrous Item, Uncommon

This runestone is magically bound to a **runeward golem**. As long as the runeward golem and the runestone are on the same plane of existence, any creature holding the stone can telepathically command the runeward golem as a bonus action. If the runeward golem is left without instructions, it continues to follow its last orders to the best of its ability.

The runestone can be attacked if it isn't being worn or carried. It has AC 10, 10 hit points, and immunity to poison and psychic damage. Crafting a runestone requires 1 week of work for a creature proficient with smith's or tinker's tools and costs 500 gp in materials.

WARPING BLADE

Weapon (Any Sword), Very Rare (Requires Attunement)

This magic sword is fashioned from crystal infused with raw magic. When you hit with an attack roll using the sword, the target takes an extra 1d8 force damage.

Spellwarping. The sword has 3 charges and regains all expended charges daily at dawn. When you hit a creature with an attack roll using the sword, you can expend 1 charge to infuse the target with raw magic for 1 minute. When it becomes affected and at the end of each of its turns for the duration, the target must make a DC 17 Charisma saving throw. On a failure, the creature suffers a random effect that lasts until the end of its next turn, determined by rolling a d6 on the table below:

d6 Effect

- 1 The target has disadvantage on saving throws against spells and other magical effects.
- 2 The target is transformed into a random creature as with the *polymorph* spell. Roll a d4 to determine the creature it transforms into (1: **bat**; 2: **cat**; 3: **raven**; 4: **snake**).
- 3 The target rises vertically 20 feet into the air and remains suspended there.
- 4 The target takes 2d8 force damage and its speed is halved.
- 5 The target is turned to stone and subjected to the petrified condition.
- 6 The target teleports in a random direction to the furthest away unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.



WARDEN
RUNESTONE



WARPING BLADE

BLOODRAGER'S BATTLEGEAR

This set of items was crafted specifically to channel a barbarian's rage to produce magical effects. If a character is attuned to at least two of the items in the set, each item becomes Furious and gains various improvements.

BLOODRAGER'S AXE

Weapon (Any Axe), Rare (Requires Attunement by a Barbarian)

This magic axe is crafted from steel, bone, and wood, and inset with a sapphire. While you're raging and holding the axe, you gain the following benefits:

- When you use your Reckless Attack feature, your attacks with the axe this turn deal an extra 1d8 fire damage on a hit.
- Once per turn, when you hit a creature with an attack roll using this axe, you can force the target to make a DC 13 Wisdom saving throw. On a failed save, the target has disadvantage on attack rolls against creatures other than you and can't willingly move away from you, until the end of your next turn.

Furious. When the axe reaches a Furious state, it gains the following properties:

- The extra fire damage dealt by your reckless attacks increases to 2d8.
- The DC of the axe's saving throw increases to 15.

BLOODRAGER'S BELT

Wondrous Item, Rare (Requires Attunement by a Barbarian)

This magical belt is made from leather, iron, and fur, and decorated with glowing runes. While you're raging and wearing the belt, you gain the following benefits:

- Opportunity attacks against you have disadvantage.
- You can use a bonus action to jump up to half your speed to an unoccupied space you can see, provided your speed is greater than 0. Each creature within 5 feet of you when you land must succeed on a DC 13 Dexterity saving throw or take 1d8 fire damage and be blinded until the start of your next turn.

Furious. When the belt reaches a Furious state, it gains the following properties:

- While you're raging and wearing this belt, your speed increases by 10 feet.
- The DC of the belt's saving throw increases to 15 and the fire damage increases to 2d8.

BLOODRAGER'S HELMET

Wondrous Item, Rare (Requires Attunement by a Barbarian)

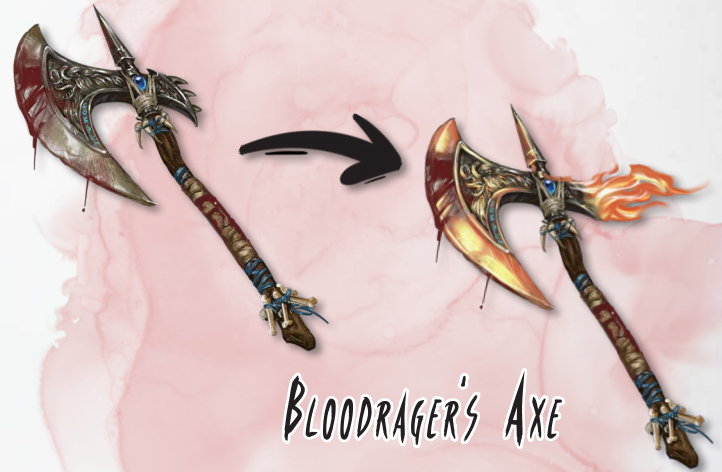
This magical helmet is made from cloth, steel, and bone. While you're raging and wearing this helmet, you gain the following benefits:

- You have resistance to fire damage.
- You are enveloped in flames that are harmless to you.

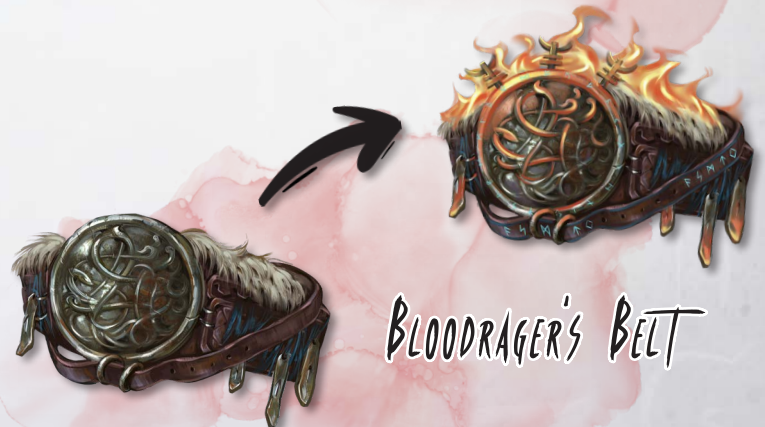
When a creature within 5 feet of you hits you with an attack, you can use your reaction to have flames leap at it. The creature must succeed on a DC 13 Dexterity saving throw or take 1d8 fire damage.

Furious. When the helmet reaches a Furious state, it gains the following properties:

- While you're raging and wearing this helmet, you have immunity to fire damage.
- The DC of the helmet's saving throw increases to 15 and the fire damage increases to 2d8.



BLOODRAGER'S AXE



BLOODRAGER'S BELT

MYTHWARD RELICS

This set of items was crafted to infuse a spellcaster's castings with raw magic. If a character is attuned to both ring and rod, both become Awakened and gain various improvements.

MYTHWARD RING

Ring, Very Rare (Requires Attunement by a Spellcaster)

This magic ring is crafted from brass, inscribed with arcane glyphs, and inset with a fragment of a *mythward*. While you're wearing it, the ring grants the following benefits:

- You gain a +1 bonus to your spell save DC.
- When you cast a spell that deals acid, cold, fire, force, lightning, or thunder damage, you can change that damage type to another random type of damage, determined by rolling a d6 (1: acid; 2: cold; 3: fire; 4: force; 5: lightning; 6: thunder).

Awakened. When the ring reaches an Awakened state, it grants the following benefits while you're wearing it:

- The bonus to your spell save DC increases to +2.
- When you cast a spell with a casting time of one action or bonus action, you can use a spell slot to simultaneously cast another spell you know or have prepared that has the same casting time. The spells must have the same targets or affect the same area (if either spell has a range and/or area of effect, both spells use the shortest range and smallest area of effect of the two). The spells otherwise take effect as normal. If the spells require concentration, you can concentrate on both spells simultaneously, as if they were a single spell. Once used, this property can't be used again until the next dawn.

MYTHWARD SCEPTER

Rod, Very Rare (Requires Attunement by a Spellcaster)

This magical scepter is crafted from an elderwood branch wrapped around a fragment of *mythward*.

While you're holding it, the scepter grants the following benefits:

- You gain a +1 bonus to spell attack rolls.
- You can cast the *detect magic* spell at will.
- The scepter has 3 charges and regains all expended charges daily at dawn. As an action, you can expend 1 charge to warp magic in a 30-foot radius around you for 1 minute or until you let go of the scepter. Any creature that casts a spell of 1st level or higher within this area must roll a d10. If the result is equal to or lower than the spell's level, the casting also creates a random magical effect rolled on the Wild Magic Effects table.

Awakened. When the scepter reaches an Awakened state, it grants the following benefits while you're holding it:

- The bonus to your spell attack rolls increases to +2.
- When a creature you can see within 60 feet of you casts a spell, you can use your reaction and expend 1 charge to force the creature to make a spellcasting ability check (DC 10 + the spell's level). On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.



SCOUNDREL'S GEAR

Created from arcane designs scribbled by Milando the Magnificent himself, these items are enchanted with a rare combination of raw magic and magical runes. The result is a lute and earring that would make any mischievous musician happy. If a character is attuned to both lute and earring, both become Awakened and gain various improvements.

SCOUNDREL'S EARRING

Wondrous Item, Rare (Requires Attunement by a Bard)

This magical earring is engraved with tiny runes and imbued with raw, unstable magic. While you're wearing it, the earring grants the following benefits:

- You have advantage on saving throws against any spell or magical effect that affect only creatures that can hear.
- As an action, you can force a creature you can see within 120 feet of you to make a Charisma saving throw against your spell save DC. On a failed save, you can hear whatever that creature hears for 1 hour, until you are no longer on the same plane of existence, or you end the effect (no action required). On a successful save, the target is immune to this property for 24 hours.

Awakened. When the earring reaches an Awakened state, it gains the following benefits:

- You can communicate telepathically with creatures you can see within 30 feet of you.
- When a creature adds one of your Bardic Inspiration dice to a roll it makes, it gains a random benefit that lasts until the end of its next turn, determined by rolling a d4 on the table below:

d4 Effect

- 1 The creature gains temporary hit points equal to the number rolled on the Bardic Inspiration die.
- 2 The creature can add an additional die of damage to the next damage roll it makes.
- 3 As a bonus action, the creature can teleport to an unoccupied space it can see within 30 feet of it.
- 4 The creature has advantage on saving throws against spells and other magical effects.

SCOUNDREL'S LUTE

Wondrous Item, Very Rare (Requires Attunement by a Bard)

This magical lute is infused with a combination of wild magic and enchanted runes. While you're holding it, the lute grants the following benefits:

- When a creature rolls one of your Bardic Inspiration dice, it can treat any 1 on the die as a 2.
- As a bonus action, you can play a note on this lute to distract a creature within 30 feet of you. If the target can hear you, it must make a Wisdom saving throw against your spell save DC. On a failed save, the target can't take reactions and has disadvantage on saving throws made to maintain its concentration until the end of its next turn.

Awakened. When the lute reaches an Awakened state, it gains the following benefits:

- When a creature rolls one of your Bardic Inspiration dice, it can treat a roll of 3 or lower on the die as a 4.
- When a creature you can see within 30 feet of you casts a spell, you can use your reaction to play this lute to steal the spell. If the spell is 5th level or lower, the caster must make a saving throw with its spellcasting ability modifier against your spell save DC. On a failed save, the spell takes effect as if you had cast it using your spellcasting ability. You can choose new targets or areas of effect for the spell, as if it was cast from your space instead of the caster's. Once used, this property can't be used again until the next dawn.



TINGELAW

Tingelaw is a legendary, runecarved hammer enchanted to act as a tool of justice – and vengeance. When wielded by a righteous avenger, *Tingelaw* may grow in power. Typically, *Tingelaw* will reach a more powerful state when it is used to bring down a particularly fearsome foe or a creature its wielder holds a deep grudge against, at the GM's discretion.

TINGELAW

Weapon (Warhammer), Legendary (Requires Attunement)

This warhammer is engraved with ancient runes denoting honor and judgment. It has the following properties:

- You gain a +1 bonus to attack and damage rolls made with this magic weapon.
- While holding this hammer, you have advantage on Wisdom (Insight) checks made to discern lies.
- It has the thrown property with a normal range of 60 feet and a long range of 180 feet. Immediately after you make a ranged attack with this weapon, it returns to your hand.
- When a creature you can see deals damage to you or one of your allies, your attacks against the creature using this hammer deal an additional 1d8 force damage on a hit until the end of your next turn.

Awakened. When *Tingelaw* reaches an Awakened state, it gains the following properties:

- The weapon's bonus to attack and damage rolls increases to +2.
- Once per turn, when *Tingelaw* returns to your hand after you hit a creature with a ranged attack with it, you can force that creature to make a DC 15 Charisma saving throw. On a failed save, the creature is magically teleported to an unoccupied space of your choice within 5 feet of you.

Anointed. When *Tingelaw* reaches an Anointed state, it gains the following properties:

- The weapon's bonus to attack and damage rolls increases to +3.
- The saving throw DC for creatures to avoid being teleported by the hammer increases to 17.
- As an action, you can throw *Tingelaw* at a point you can see within 60 feet of you. When it reaches that point, the hammer releases a shockwave and each creature within 20 feet of it must make a DC 17 Constitution saving throw. On a failed save, a creature takes 4d8 force damage and is stunned until the end of your next turn. On a success, a creature takes only half as much damage and isn't stunned. The hammer then returns to your hand. Once used, this property can't be used again until the next dawn.



UMBRA'S LAMENTATIONS

This pair of malignant weapons are made of dark leather and metal imbued with infernal magic. Separate, each is dangerous and fearsome – but when combined as they were destined to be, their fell magic awakens, making them deadlier still. If a character is attuned to both claw and cloak, both become Awakened and gain various improvements.

UMBRA'S CLAW

Wondrous Item, Very Rare (Requires Attunement)

This claw is made from darksteel inscribed with profane glyphs. While wearing the claw, it counts as a simple melee weapon with the finesse property. You are proficient with it and it deals 1d8 slashing damage on a hit. It has the following magical properties:

- You have blindsight out to a range of 10 feet while wearing this claw.
- When you hit a creature with an attack roll using the claw, the creature becomes cursed for 1 minute or until you curse another creature in this way. While cursed by the claw, the creature takes 1d4 necrotic damage at the start of each of its turns. The target can then make a DC 15 Constitution saving throw, ending the effect on itself on a success.

Awakened. When the claw reaches an Awakened state, it gains the following properties:

- The range of your blindsight extends to 30 feet.
- The DC to end the claw's curse increases to 17 and the necrotic damage dealt by it increases to 1d8.
- When you hit a creature that is currently cursed by this weapon with another attack using the claw, the curse grows in strength. After you hit it with a second attack, the cursed target can't regain hit points. After you hit it with a third attack, the target must also roll a d4 and subtract it from any attack roll or ability check it makes while cursed in this way.



UMBRA'S MANTLE

Wondrous Item, Very Rare (Requires Attunement)

This magic cloak is infused with shadow and brimstone. It has the following magical properties:

- While wearing this cloak in dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also dim light or darkness.
- As an action, you can transform your shadow into a **shadowmire shade**. The shade takes its turn in combat directly after yours and obeys your telepathic commands (no action required). While your shadow is transformed in this way, you must make a DC 13 Constitution saving throw at the start of each of your turns. On a failed save, you suffer one level of exhaustion. The shade remains until it is reduced to 0 hit points or you dismiss it as a bonus action. When it disappears, you regain your shadow. All levels of exhaustion suffered by this property are removed once you finish a short or long rest.

Awakened. When the cloak reaches an Awakened state, it gains the following properties:

- While wearing this cloak in dim light or darkness, you have advantage on ability checks and saving throws that use Strength or Dexterity.
- When you use the cloak to teleport, you can cause a cloud of shadowy smoke to surround you in a 5-foot-radius sphere where you appear. The cloud heavily obscures the area. A strong wind disperses the cloud, which otherwise remains there until the start of your next turn.



CHAPTER 5: CREATURES

This chapter contains creatures rooted in the three arcane arts featured in *Milando's Guide to Magical Marvels*: hexcrafting, runecarving, and spellwarping. Entries are arranged alphabetically.

MAGICAL MONSTERS

Most of the creatures in this chapter are innately magical or, at the very least, wrought from magic. Whether it's the fell power of hexcrafting, the meticulous and complex work of a runecarver, or the chaotic energy of raw magic that created them, few of them are what you'd call ordinary beasts.

The dark monsters spawned by hexcrafting are sinister, scary, and cursed creatures, that often loathe their own existence as much of that of their targets. They possess an inherent wrongness that is easily sensed by anyone attuned to such things, such as priests or paladins.

The construct creatures enchanted by runecarvers draw their power from magical runes, which they can often employ in battle to gain temporary benefits. This makes them versatile combatants despite their mechanical single-mindedness.

The magical beings that draw their power from raw and wild magic are chaos made flesh. Erratic, impulsive, and capricious, their actions and abilities often seem random – and they'll often appear to be just as surprised at the powers they bring to bear, as those they are fighting against.

CREATURE OVERVIEW

The creatures in this chapter are organized by their challenge rating in the Creature Overview table, which also features each creature's type for easy reference at the table.

EXPLOITING WEAKNESSES

Most of the creatures in this book have inherent weaknesses that the player characters can exploit. You can allow the characters to learn a creature's weakness(es) when they encounter a creature by having them roll an Intelligence (Arcana, History, Nature, or Religion, whichever is appropriate) check when they encounter a new creature (DC 10 + ½ the creature's CR). On a success, the character learn the monster's weakness(es) and can attempt to communicate it to their allies, so it can be exploited.

CREATURE OVERVIEW

CR	Creature	Type
1/2	Chroniclum	Construct
1/2	Sinhaleo	Celestial
1/2	Snuffler	Construct
1	Cursed Wolf	Beast
1	Oozeling	Ooze
1	Peryff	Aberration
1	Spellwarped Cultist, Spellmantle	Humanoid
1	Zemilin	Undead
2	Runewrought Dragonfly	Construct
2	Mirage Cat	Fey
2	Darkshard Ooze	Ooze
2	Shadowmire Shade	Undead
2	Spellwarped Cultist, Omen	Humanoid
2	Spellwarped Dragon, Wyrmling	Dragon
3	Animated Floating Disk	Construct
3	Animated Giant Broom	Construct
3	Astral Ray	Monstrosity
3	Blood Carrion Giant Elk	Undead
3	Cursed Bear	Beast
3	Cursed Spider	Beast
3	Runewrought Bulette	Construct
4	Cursed Giant Boar	Beast
5	Animated Giant Cauldron	Construct
5	Runewrought Dragon, Medium	Construct
5	Spellwarped Ooze	Ooze
6	Runeward Golem	Construct
6	Shadowmire Shade Lord	Undead
7	Animated Puzzle Door	Construct
8	Necrorune Bulette	Construct
8	Spellwarped Cultist Leader	Humanoid
8	Spellwarped Demon	Fiend
8	Spellwarped Dragon, Young	Dragon
9	Runewrought Dragon, Large	Construct
10	Snallygast	Fey
11	Gravity Golem	Construct
13	Spellwarped Dragon, Adult	Dragon
14	Runewrought Dragon, Huge	Construct

ANIMATED OBJECTS

When magic becomes unstable in an area, it can cause inanimate objects to come to life – or give objects that are already magically animated additional powers. Some animated objects may become oversized, making them even more fearsome combatants, while others act with unexpected aggression, turning them from helpful tools to dangerous weapons.

ANIMATED FLOATING DISK

Medium Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	3 (-4)	11 (+0)	6 (-2)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

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

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The disk is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the disk must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the disk is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the disk move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the disk is animate.

ACTIONS

Multiattack. The disk makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it must make a DC 14 Strength saving throw. On a failed save, the target is knocked prone and, if it was slammed against a solid surface, is also grappled (save DC 14). Until the grapple ends, the target is restrained. The grapple ends if the disk moves or uses Slam against another creature.

Charge. The disk moves up to its speed in a straight line and can move through the spaces of Large or smaller creatures. The first time it comes within 5 feet of a creature during this movement, it can make a Slam attack against that creature.

BONUS ACTIONS

Lift. The disk attempts to slide underneath and lift a Medium or smaller creature within 5 feet of it. The target must make a DC 15 Dexterity saving throw. A prone creature has disadvantage on this saving throw. On a failure, the disk enters the creature's space and the creature is on top of the disk and moves with the disk.

Tilt. The disk attempts to drop a creature that is on top of it. The creature must succeed on a DC 15 Dexterity saving throw or fall off.

ANIMATED FLOATING DISK

An animated floating disk is the result of a *floating disk* spell gone awry, typically if the spellcasting is somehow messed up, or raw magic turns the disk loose.

ANIMATED GIANT OBJECTS

As the name indicates, a giant animated object is like any other animated object – except larger and much more powerful!

ANIMATED GIANT BROOM

Large Construct, Unaligned

Armor Class 14 (natural armor)

Hit Points 75 (10d10 + 20)

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

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

Damage Vulnerabilities fire

Damage Immunities poison, psychic

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

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

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Antimagic Susceptibility. The broom is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the broom is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the broom move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the broom is animate.

Flyby. The broom doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Multiattack. The broom makes two melee attacks.

Stick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Swipe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 14 Strength saving throw or be pushed horizontally 5 feet and knocked prone.

Sweep the Floor. The broom moves up to its speed along the floor in a straight line and can move through the space of any Large or smaller creature. The first time it comes within 5 feet of a creature during this movement, it can make a Swipe attack against that creature.

BONUS ACTIONS

Dust-Up. The broom whirls up a cloud of dust. Each creature within 10 feet of the broom must succeed on a DC 12 Constitution saving throw or be blinded until the end of the broom's next turn.

ANIMATED GIANT CAULDRON

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +3

Damage Immunities fire, poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Antimagic Susceptibility. The cauldron is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the cauldron must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Cold Leftovers. If the cauldron takes 10 cold damage or more from a single source, any fire damage dealt by the cauldron before the end of its next turn is halved.

False Appearance. If the cauldron is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the cauldron move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that it is animate.

ACTIONS

Multiattack. The cauldron makes two Lid Slam Attacks.

Lid Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 7 (2d6) fire damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone and be grappled (escape DC 15).

Boil Over (Recharge 5–6). The cauldron spouts boiling liquid. Each creature within 20 feet of the cauldron must make a DC 15 Constitution saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Swallow. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature that is incapacitated, restrained, or grappled by the cauldron. *Hit:* 8 (1d8 + 4) piercing damage and the target is swallowed and no longer grappled. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the cauldron, and it takes 10 (3d6) fire damage at the start of each of the cauldron's turns. The cauldron can have only one target swallowed at a time.

A creature can use its action to make a DC 15 Strength (Athletics) check to lift the cauldron's heavy lid and free itself or another swallowed creature within reach. On a success, the swallowed creature is freed and lands prone in an unoccupied space within 5 feet of the cauldron. If the cauldron dies, a swallowed creature is no longer restrained by it and can escape from the remains by using 10 feet of movement, exiting prone.

Steam Cloud. A 10-foot-radius cloud of steam extends out from the cauldron. The cloud moves with the cauldron, spreads around corners, and its area is heavily obscured. It lasts until the end of the cauldron's next turn or until a strong wind disperses it.

To be swept aside by a giant broom or getting your butt kicked by a door - I don't know if there's anything more humiliating than that. Oh, yeah, being swallowed by a cauldron - especially one filled with lizard stew. Took me a week to get that stench out of my clothes!

- Milano

ANIMATED PUZZLE DOOR

An animated puzzle door is as much puzzle as creature. Unable to move – doing so would leave whatever it protects unprotected – the puzzle door fights off intruders with gravity-bending magic and arcane glyphs.

Creatures with a penchant for riddles and a sharp mind will find the door easier to fight, as it continuously rhymes about what types of damage are most harmful to it. An animated puzzle door may be created on purpose, or be the result of an ordinary door with a puzzle on it that has been animated by proximity to wild and unstable magic.

ANIMATED PUZZLE DOOR

Large Construct, Unaligned

Armor Class 13 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 0 ft.

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

Skills Perception +6

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 16

Languages —

Challenge 7 (2,900 XP)

Proficiency Bonus +3

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

Regeneration. The door regains 10 hit points at the start of its turn as long as it has at least 1 hit point. If it takes damage of a type it is vulnerable to, this trait doesn't function at the start of its next turn. If the door is destroyed, it reforms and regains all its hit points in 1 hour unless a 7th-level *dispel magic* spell is cast upon its remains.

Riddle of Vulnerability. At the start of each of its turns in combat, the door presents a riddle that has a specific type of damage as its answer. Until the start of its next turn, the door has vulnerability to that type of damage. Determine the type of damage and accompanying riddle by rolling a d8:

- 1. Acid.** "My bane carves without tools and brands without heat, often thought the counter to sweet."
- 2. Cold.** "My bane turns streams to roads and breath to steam, makes crystals that fly and shards that gleam."
- 3. Fire.** "My bane has no lungs but needs to breathe, hasn't a mouth but needs to eat."
- 4. Force.** "My bane won't cut, slash, or smash, but fly from mages' fingers, leaving naught but ash."
- 5. Lightning.** "My bane comes from darkness and skies that roil, yet is clear and bright as it strikes the soil."
- 6. Necrotic.** "My bane withers flesh and snuffs out life, often wielded by agents of strife."
- 7. Radiant.** "My bane pierces the dark, vivid and bright, banishes night and cleanses blight."
- 8. Thunder.** "My bane cannot break but will often crack, has no hands but the loudest clap."

ACTIONS

Multiattack. The door makes two Stasis Beam attacks.

Stasis Beam. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 15 (2d10 + 4) force damage and the target must succeed on a DC 15 Constitution saving throw or be restrained until the start of the door's next turn.

Gravity Wave (Recharge 5–6). Each creature within 20 feet of the door must make a DC 15 Strength saving throw. On a failed save, a creature takes 28 (8d6) force damage and is pushed up to 20 feet away from the door and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

BONUS ACTIONS

Confounding Word. The door utters a confounding word aimed at a creature it can see within 30 feet of it that can hear it. The target must succeed on a DC 15 Intelligence saving throw or take 18 (4d8) psychic damage and be stunned until the start of the door's next turn.

Repelling Glyph. A glyph forms on the door's surface until the start of its next turn. When a creature that can see the door starts its turn within 30 feet of the door or moves within 30 feet of the door for the first time on a turn, it must make a DC 15 Wisdom saving throw. On a failed save, the creature can't move closer to the door until the start of the door's next turn. A creature can avert its eyes to avoid the saving throw. If the creature does so, it can't see the door until the start of its next turn.

REACTIONS

Reflective Retribution. When a creature within 30 feet of the door hits it with an attack that only deals damage of a type (or types) that the door isn't vulnerable to, the door reflects the strike back at the attacker. The door takes no damage and the attacker must instead make a new attack roll against its own AC, as its attack targets itself.

Druids often seek out and attempt to cure cursed beasts, seeing their existence as an affront to nature.



CURSED BEAR

Large Beast, Typically Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	7 (-2)

Skills Athletics +7, Perception +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Fear of Fire. If the bear starts its turn within 10 feet of a creature that is carrying an open flame, such as a torch, the bear must succeed on a DC 13 Wisdom saving throw or be frightened of that creature until the start of the bear's next turn.

Frenzy. If the bear starts its turn with 30 hit points or fewer, it goes into a frenzy. While frenzied, the bear is immune to being frightened. On each of its turns while frenzied, the bear attacks the nearest creature it can see. If it can't reach the creature, it takes the Dash action and moves as close to it as possible.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) piercing damage and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Nauseating Roar (Recharge 5–6). Each creature within 30 feet of the bear that can hear it must make a DC 15 Constitution saving throw against poison. On a failed saving throw, a creature is poisoned until the start of the bear's next turn unless it doesn't need to breathe. While poisoned in this way, the creature is incapacitated as it retches and reels.

BONUS ACTIONS

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage and the target must succeed on a DC 15 Strength saving throw or be knocked prone or shoved back 5 feet (bear's choice).

CURSED BEASTS

Some curses are so horrible that they afflict not only the creature that is at the heart of it but take root in the entire land, spreading to even the wildlife and innocent animals in an area. Cursed beasts are the pitiful result of such curses.

PAINED AGGRESSION

A curse can manifest in numerous ways in a beast, but it almost always involves agonizing pain and results in unnatural and aggressive behavior. Often, a curse will greatly increase the beast's physical prowess and give it various abilities related to the curse – making a pack of cursed wolves or a cursed boar much more dangerous than their unspoiled kin.

REMOVING THE CURSE

While cursed beasts are, luckily, a rare phenomena, most scribes believe that their accursed state can be cured as one would cure a curse on any other creature. However, due to the powerful nature of these kinds of curses, a simple spell will usually do little help to bring a beast back to its normal state, providing temporary relief at best, until the curse is ended at its root.

CURSED GIANT BOAR

Large Beast, Typically Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	7 (-2)	5 (-3)

Skills Perception +0

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a Tusk attack on the same turn, the target takes an extra 7 (2d6) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Raging Beast. On its turn, the boar always moves toward and attacks the last creature that has damaged it, even if doing so means disregarding more vulnerable targets or provoking opportunity attacks from nearby enemies. If the boar can't see such a target within 40 feet, it attacks the nearest creature instead.

Relentless (1/Day). If the boar takes 15 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

ACTIONS

Tusk. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) slashing damage and, if the target is a creature, it suffers a lingering wound that causes it to take 3 (1d6) necrotic damage at the start of each of its turns. Each time the boar hits the wounded target with this attack, the damage dealt by the wound increases by 3 (1d6). The wound ends if the target regains hit points or if a creature uses an action to stanch the wound, which requires a successful DC 15 Wisdom (Medicine) check.

Spew Gall (Recharge 6). The boar vomits bile in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 16 (3d10) necrotic damage, and it can't regain hit points for 1 minute. On a success, a creature takes half as much damage with no additional effects.

BONUS ACTIONS

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one prone creature. **Hit:** 7 (1d6 + 4) piercing damage and the target must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion.

REACTIONS

Cursed Spores. When the boar takes damage, it releases a cloud of cursed spores. Each creature within 5 feet of the boar must roll a d4 and subtract the number rolled from the next attack roll, ability check, or saving throw it makes before the end of the boar's next turn.



CURSED GIANT SPIDER

Large Beast, Typically Unaligned

Armor Class 15 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Stealth +7, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Sound Sensitivity. Whenever the spider takes thunder damage or hears a loud sound, it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. It can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

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

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and, if the target is a creature, it must make a DC 13 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the saving throw fails by 5 or more, the creature is cursed with deformities that last until it receives magical healing. While deformed, the creature has its speed halved, and it has disadvantage on ability checks, saving throws, and attacks using Strength or Dexterity.

Maddening Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. While restrained this way, the target must succeed on a DC 13 Intelligence saving throw at the start of each of its turns or take 7 (2d6) psychic damage as it sees an illusion of small spiders eating its flesh.

As an action, a restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

CURSED WOLF

Medium Beast, Typically Chaotic Evil

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Pack Dependence. If the wolf can't see an ally within 30 feet of it at the start of its turn, the wolf has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Baneful Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Constitution saving throw or suffer one of the following conditions (wolf's choice) until the end of its next turn:

- The target is blinded.
- The target is deafened.
- The target can't speak or cast spells using verbal components.

Terrifying Howl (1/Day). Each creature of the wolf's choice within 30 feet of it that can hear it must succeed on a DC 11 Wisdom saving throw or be frightened of the wolf for 1 minute. If the saving throw fails by 5 or more, the creature is also incapacitated while frightened this way. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any cursed wolf's Terrifying Howl for the next 24 hours.

"Cursed" is such a negative word - unfair, if you ask me. An ordinary squirrel might be cute, but it really is quite useless. A bloodthirsty squirrel that leaves poisonous nuts and can bite a man's throat out in five seconds? One could find a use for one of those!

- Milando

DARKSHARD OOZE

Liquid metal brought to life by fell magic, the mysterious darkshard ooze is a nightmarish creature.

LIVING METAL

Resembling ferrofluid, the ooze's dark, metallic body contorts and writhes with glistening spikes as it drags itself across a dungeon's floor. Sensitive to light, the ooze prefers to remain in darkness. In combat, the ooze can extend its form to create long spikes that can pierce and rend flesh. It can also lob pieces of itself to scatter fragments of spiked metal in all directions.

DARKSHARD OOZE

Medium Ooze, Typically Chaotic Evil

Armor Class 12 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	4 (-3)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +3

Damage Resistances cold, fire, lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 120 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Amorphous. The ooze can enter a creature's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Light Weakness. While in bright light, the ooze has disadvantage on attack rolls, ability checks, and saving throws.

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

ACTIONS

Multiattack. The ooze makes two Darkspike attacks.

Darkspike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 12).

Possess Corpse. The ooze disappears into an intact corpse within 5 feet of it that belonged to a Large or smaller creature. The ooze is now effectively the possessed creature

DARK PUPPETEERS

Darkshard oozes scavenge on carrion and will often seek out any dark location where corpses are plentiful, such as disused dungeons and ancient ruins. The darkshard ooze eats its meals by crawling into them and consuming them from inside.

Once it has hollowed a corpse, it often extends itself to fill out the corpse and wear it like a second skin. This provides the ooze with both a layer of protection and shields it against the light it so hates. While inhabiting a corpse this way, the ooze lies perfectly still, waiting for new prey to wander too close.

and it gains a number of temporary hit points equal to the corpse's hit point maximum in life. While inside a corpse, the ooze uses the creature's Strength and Dexterity, AC, and speed, if they're higher than its own. The ooze loses its immunity to being grappled, prone, and restrained, and its Liquid Form, Light Sensitivity, and Spider Climb traits. It gains any armor or weapon proficiencies the creature had and can use any equipment the creature is wearing or carrying.

The possession lasts until the temporary hit points are lost (at which point the corpse is completely destroyed) or the ooze ends its possession as a bonus action. When the possession ends, the ooze reappears in an unoccupied space within 5 feet of the corpse.

Spiky Gobbet. The ooze lobs a gobbet of spiky goo at a point it can see within 30 feet of it. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw as the goo explodes into a cloud of spikes. A creature takes 7 (2d6) piercing damage on a failed save, or half as much on a successful one.

BONUS ACTIONS

Rip Flesh. A target the ooze is grappling takes 3 (1d6) piercing damage and must succeed on a DC 12 Constitution saving throw or have disadvantage on attacks rolls, ability checks, and saving throws until the end of its next turn.

Darkshard Infestation. The ooze attempts to infest a creature it is grappling. The target must succeed on a DC 12 Constitution saving throw or contract a disease. Until the disease is cured, the target can't regain hit points and must repeat the saving throw after each hour that elapses. On a failed save, the target's hit point maximum is reduced by 10 (3d6). The target dies if its hit point maximum is reduced to 0 as a darkshard ooze spawns inside it. If the target succeeds on three of these saves, it is no longer diseased.

If there's one thing I learned delving into a darkshard-infested dungeon, it's this: burn your dead. Twice. Grill 'em real good - we're talking well done. Losing your adventuring buddy is bad, but getting stabbed by his soulless, spiked-through corpse a few hours later is even worse.

- Milando

GRAVITY GOLEM

Gravity golems are fierce arcane constructs crafted from various alloys of metal etched with magical runes. A fascinating sight that seems to defy common sense, a gravity golem's disjointed body parts are held together by gravitational energy from numerous glowing, rune-enchanted orbs.

A FORCEFUL GUARDIAN

One of the most magnificent constructs invented by the ambitious runecarvers of the Arkrune Enclave, a gravity golem is a fearsome guardian that acts upon its master's commands with unyielding and single-minded determination, using gravitational magic and pure energy to destroy whoever tries to stand against it.

GRAVITY GOLEM

Large Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	3 (-4)	12 (+1)	2 (-4)

Saving Throws Str +10, Con +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

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

Senses blindsight 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Disjointed. A creature that attacks the golem can choose to take a -5 penalty to the attack roll to target one of the six orbs of energy that connect the golem's body parts. If the attack hits, the golem suffers an additional effect until the end of its next turn, depending on which orb was targeted:

Arm. The golem loses hold of any creature it has grappled in that arm and has disadvantage on the next Slam attack it makes using that arm.

Leg. The golem's speed is halved.

Head. The golem can't use Shock Beam.

Torso. The golem can't use Force Pulse.

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

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

Overload. Whenever the golem takes 10 or more lightning damage from a single source, it can't take reactions until the end of its next turn.

NECRORUNE BULETTE

Plated in a mixture of adamantine and steel infused with deadly magical runes, the necrorune bulette is a dark and dangerous construct.

NECROTIC ENERGY

Often carved to dig and clear tunnels – and keep them clear of living inhabitants – digging through solid stone is far from the only thing a necrorune bulette is capable of. The glowing green runes etched onto its armor allows the construct to draw upon dark magical energy to shroud itself in sickening necrotic darkness or turn friends into foes as it exhales its maddening gas.

ACTIONS

Multiattack. The golem makes two Slam attacks, one with each of its two arms.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning plus 4 (1d8) force damage and the target is grappled (escape DC 16).

Gravity Wave (Recharge 5–6). The golem releases a wave of gravitational energy in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw. On a failed save, the creature takes 36 (8d8) force damage and its speed becomes 0 until the end of its next turn. On a successful save, the creature takes half as much damage and its speed isn't reduced.

BONUS ACTIONS

Force Pulse. Each creature within 30 feet of the golem must make a DC 17 Strength saving throw. On a failed save, a creature takes 9 (2d8) force damage and is either pulled 10 feet toward the golem or pushed 10 feet away from the golem (golem's choice). On a success, a creature takes half as much damage and isn't moved.

Shock Beam. The golem shoots a beam of lightning at a creature it can see within 120 feet of it. The target must succeed on a DC 17 Dexterity saving throw or take 14 (4d6) lightning damage, and be staggered until the end of its next turn. While staggered, the creature can't take reactions and must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

REACTIONS

Antimagic Arc. When a creature within 60 feet of the golem attempts to cast a spell or use a magic item, the creature must make a DC 17 Charisma saving throw. On a failure, the attempt fails and the action is wasted. Additionally, the magical properties of each non-artifact item the creature is carrying are suppressed until the end of its next turn.



NECRORUNE BULETTE

Large Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +7

Damage Immunities necrotic, poison, psychic

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

Senses tremorsense 60 ft., passive Perception 17

Languages understands the languages of its creator but can't speak

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Explosive Malfunction. Whenever the bulette takes 20 damage or more from a single source, each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 10 (3d6) piercing damage. The first time this happens, the bulette loses its tremorsense. The second time, its speed is halved. The third time, it can no longer take bonus actions.

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

Tunneler. The bulette can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 31 (4d12 + 5) piercing damage plus 9 (2d8) necrotic damage.

Shadow Glide. The bulette becomes heavily obscured by magical darkness and moves up to its speed in a straight line. While moving in this way, the bulette can move through the space of any Large or smaller creature. Whenever it enters a creature's space for the first time during this move, that

creature must make a DC 16 Constitution saving throw. On a failed save, the creature takes 18 (4d8) necrotic damage and is blinded until the start of the bulette's next turn. On a successful one, it takes half as much damage and isn't blinded.

Corrupting Gas (Recharge 5–6). The bulette exhales gas in a 30-foot cone. Each creature in that area must make a DC 16 Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, a creature loses the ability to distinguish friend from foe and regards all creatures as enemies for 1 minute. It must attack the creature closest to it that it can see to the best of its ability, choosing its target at random if multiple creatures are within range. The creature can repeat the saving throw at the end of each of its turns and each time it takes damage, ending the effect on itself on a success.

BONUS ACTIONS

Arms of Darkness. Dark tendrils erupt from the bulette. Each creature within 15 feet of it must make a DC 16 Strength saving throw. On a failed save, a target takes 7 (2d6) necrotic damage, is pulled up to 10 feet toward the bulette, and is grappled (escape DC 15) until the end of the bulette's next turn.

Runic Magic. The bulette activates the runes engraved on it to gain one of the following benefits that last until it uses this action again:

- A creature that touches the bulette or hits it with a melee attack while within 5 feet of it must succeed on a DC 16 Dexterity saving throw or take 7 (2d6) necrotic damage.
- A creature that starts its turn within 5 feet of the bulette or moves there for the first time on its turn must succeed on a DC 16 Charisma saving throw or subtract a d4 from all attack rolls and saving throws it makes until the end of its next turn.
- When the bulette deals damage to a creature, that creature can't regain hit points until the start of the bulette's next turn.

PERYFF

A peryff is a foul creature from realms far and weird. It resembles a humanoid gently hovering over the ground. However, it lacks eyes, hands, and feet. In place of these appendages, the peryff has thick clusters of milky, ever-blinking eyeballs. From a distance, the eyeballs resemble cysts or tumors.

Although they lack mouths, the peryff still communicates audibly. It twitches its myriad eyes, creating vibrations that duplicate the sounds of a speaking creature. Those who've had the misfortune of encountering the peryff say that the vibrations cause mild nausea.

ABERRANT SPIES

Peryffs can separate their eye clusters from their body, creating creatures similar to the sensors created by the *arcane eye* spell. The peryff can also infect targets with a disease dubbed the Curse of Eyes. This disease transplants some of the peryff's eyes onto a host, allowing the peryff to track the creature and anticipate its moves. Both of these features make peryffs excellent spies. Peryffs often work for other aberrant creatures or spellcasters who summon them for the purpose.

ONCE HUMANOID?

An autopsy of a peryff revealed that, in addition to the hundreds of eyes covering its body, the peryff's chest cavity contained distorted and atrophied humanoid organs. The subject had a heart, too, within which a large, yellow eye hid. This "heart eye" seemed to

control the other eyes. Even though the peryff was dead, the heart eye continued to twitch and observe its surroundings.

Curiously, the peryff lacked a brain. Where its brain and skull should be, the peryff only had more eyes, clusters upon clusters. Scholars theorize that peryffs were once humanoids altered by prolonged exposure to the aberrant energies of the realms beyond.



PERYFF

Medium Aberration, Typically Neutral Evil

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	9 (-1)	9 (-1)	13 (+1)

Skills Perception +3

Damage Resistances psychic

Condition Immunities charmed, prone

Senses darkvision 60 ft., passive Perception 13

Languages Deep Speech

Challenge 1 (200 XP)

Proficiency Bonus +2

Alert. The peryff has advantage on initiative checks, it can't be surprised while it is conscious, and other creatures don't gain advantage on attack rolls against the peryff due to being unseen by it.

Overexposure. If a spell or other magical effect that creates bright light targets the peryff, or the peryff starts its turn within an area brightly lit by magical light, it takes 4 (1d8) radiant damage and is blinded until the start of its next turn.

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

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must make a DC 12 Constitution saving throw or contract a disease. One hour after contracting the disease, clusters of blinking, cloudy eyeballs form in random spots all over the target's flesh. Until the disease is cured, the peryff has advantage on attack rolls made against the target and on Wisdom (Survival) checks made to track the target.

Expel Eye Cluster (1/Day). One of the peryff's eyeball clusters separates from its mass and appears in an unoccupied space within 5 feet of the peryff. The cluster functions as if created by the spell *arcane eye*, except that it is a Tiny object with AC 10 and 1 hit point. The cluster remains for up to 1 hour or until the peryff dismisses it as a bonus action, at which point it collapses to the ground as a lifeless cluster of eyes.

BONUS ACTIONS

Discordant Vibrations. A creature the peryff can see within 30 feet of it must succeed on a DC 12 Intelligence saving throw or take 4 (1d8) psychic damage and have disadvantage on the next attack roll or saving throw it makes before the end of its next turn.

RUNEWARD GOLEM

Runeward golems are durable constructs designed to protect their master at any cost. Clad in heavy armor and infused with various protective runes, a runeward golem typically resembles a large humanoid.

BOUND TO SERVE

Every runeward golem is bound to a specific runestone, a *warden runestone*. It must obey the telepathic commands given by anyone holding its stone and continues to do so even if that creature dies.

RUNEWARD GOLEM

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	4 (-3)	12 (+1)	2 (-4)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands commands given in any language but can't speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Frozen Cogwheels. When the golem takes 10 or more cold damage in a single turn, its speed is halved and it can't take reactions or bonus actions until the end of its next turn.

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

Runebound. The golem is magically bound to a specific *warden runestone*. As long as the golem and its *warden runestone* are on the same plane of existence, any creature holding the *warden runestone* can telepathically command the golem as a bonus action. If the golem is left without instructions, it continues to follow its last orders to the best of its ability.

A runeward golem can have only one corresponding *warden runestone*, and if that runestone is destroyed, the golem is incapacitated until a replacement runestone is created.

DESIGNED TO PROTECT

Although a runeward golem is a fearsome combatant on its own, it is a protector at its core. Its quick reflexes allow it to fend off attacks made against its master or their allies while the magical runes etched onto its armor infuse both itself and its master with various layers of protection.

ACTIONS

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and, if the target is a creature, it suffers one of the following effects (golem's choice):

- The target must succeed on a DC 15 Strength saving throw or be knocked prone or pushed 10 feet back (golem's choice).
- The target must succeed on a DC 15 Wisdom saving throw or be compelled to fight the golem. Until the end of the target's next turn, it has disadvantage on attack rolls against creatures other than the golem. If it attempts to move away from the golem, it must first succeed on a DC 15 Wisdom saving throw or be unable to move.

BONUS ACTIONS

Blinding Beam. One creature within 60 feet of the golem that can see it must succeed on a DC 15 Constitution saving throw or be blinded until the end of the golem's next turn.

Runic Magic. The golem activates the runes engraved on it to gain one of the following benefits until it uses this action again:

- The golem gains resistance to one type of damage.
- The golem gains a +1 bonus to AC and Dexterity saving throws.
- The golem's attacks deal an additional 3 (1d6) force damage on a hit.

A creature carrying the golem's *runestone* also gains this benefit while it is within 30 feet of the golem.

REACTIONS

Parrying Grasp. When a creature hits the golem or another creature within 5 feet of the golem with a melee weapon attack, the golem can reduce the damage by 1d10 + 4. If the golem reduces the damage to 0, it also grasps the weapon. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is grasped. While grasped, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 14 Strength check and succeeding.



RUNEWROUGHT DRAGON

Clad in a crystalline carapace and thick plates made of adamantine, mithral, and copper etched with numerous runes, a runewrought dragon is perhaps the pinnacle of runewrought constructs.

While a runewrought dragon can speak and has a much more complex intelligence than an ordinary construct, it is crafted for the sole purpose of combat. Powered by a complex magical rune known as an *azureheart runestone*, it can even mimic a dragon's breath weapon and is almost as resistant to spells and other magical effects as a living dragon.

Despite its prowess, however, a runewrought dragon is, after all, still a constructed creature. It acts as its master wills it and while its armor may be as impenetrable as that of a true dragon, its rubber-like wing flaps are an exploitable weakness in the design as they can be torn to pieces, hampering the dragon's ability to fly or attack with its wing spurs.

A RUNEWROUGHT DRAGON'S LAIR

Like dragons of flesh and blood, a runewrought dragon often inhabits a lair – a particular place it has been ordered to protect. As if imbued with a living dragon's instincts, a runewrought dragon that finds itself without a master often seeks out a lair to inhabit, and tends to be attracted to locations where magic is prevalent. A runewrought dragon encountered in its lair may have access to powerful lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Energy Surge. A crackling beam of energy flickers across the dragon's form, causing the magical runes etched into its body to flare with blinding light.

The dragon gains 30 temporary hit points and each creature within 10 feet of the dragon that can see it must succeed on a DC 15 Constitution saving throw or be blinded until initiative 20 on the next round.

Arc Lightning. Bolts of lightning spring toward up to three creatures the dragon can see within 30 feet of it. Each target must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) lightning damage and it can't take reactions until initiative 20 on the next round.

Cold Feet. Ice forms in a 30-foot radius of a point the dragon can see in its lair and envelops the feet of any creature (other than the dragon) standing on the floor. Each creature other than the dragon must succeed on a DC 15 Strength saving throw or take 11 (2d10) cold damage and be grappled (escape DC 15) until initiative 20 on the next round.

RUNEWROUGHT DRAGON, MEDIUM

Medium Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Saving Throws Con +7, Wis +4, Cha +2

Skills Perception +7

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 17

Languages the languages known by its creator

Challenge 5 (1,800 XP)

Proficiency Bonus +3

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

Rechargeable Resistance (Recharge 6). If the dragon fails a saving throw, it can choose to succeed instead.

Vulnerable Wings. Before making an attack roll against the dragon, a creature can choose to take a -5 penalty to the attack roll to target its wings. If the attack hits, the dragon's flying speed is halved and it has disadvantage on Wing Spur attack rolls. The second time an attack hits its wings, the dragon can no longer make Wing Spur attacks.

ACTIONS

Multiattack. The dragon makes two Claw attacks and one Horn attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Horn. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Shock Breath (Recharge 5–6). The dragon exhales a wave of crackling lightning in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) lightning damage and is staggered until the end of the dragon's next turn. While staggered, the creature can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. On a successful save, the creature takes half as much damage with no additional effects.

BONUS ACTIONS

Runic Magic. The dragon activates the runes engraved on it to gain one of the following benefits that last until it uses this action again:

- The dragon gains resistance to one type of damage.
- The dragon gains a +2 bonus to AC and Dexterity saving throws.
- The dragon's attacks deal an additional 3 (1d6) force damage on a hit.

Wing Spur. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a prone creature, it is grappled (escape DC 13) and restrained until the grapple ends. The grapple ends if the dragon moves or attacks another creature with its Wing Spur.

RUNEWROUGHT DRAGON, LARGE

Large Construct, Unaligned

Armor Class 18 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +9, Wis +6, Cha +3

Skills Perception +10

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 20

Languages the languages known by its creator

Challenge 9 (5,000 XP)

Proficiency Bonus +4

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

Rechargeable Resistance (Recharge 4–6). If the dragon fails a saving throw, it can choose to succeed instead.

Vulnerable Wings. Before making an attack roll against the dragon, a creature can choose to take a –5 penalty to the attack roll to target its wings. The first time the dragon takes 10 or more damage from an attack to its wings, its flying speed is halved and it has disadvantage on Wing Spur attack rolls. The second time, it can no longer make Wing Spur attacks.

ACTIONS

Multiattack. The dragon makes two Claw attacks and one Horn attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage and, if the target is a Medium or smaller creature, the target must succeed on a DC 17 Strength saving throw or be hurled up to 20 feet horizontally in a direction of the dragon's choice and land prone, taking 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 17 Dexterity saving throw or take the same damage and be knocked prone.

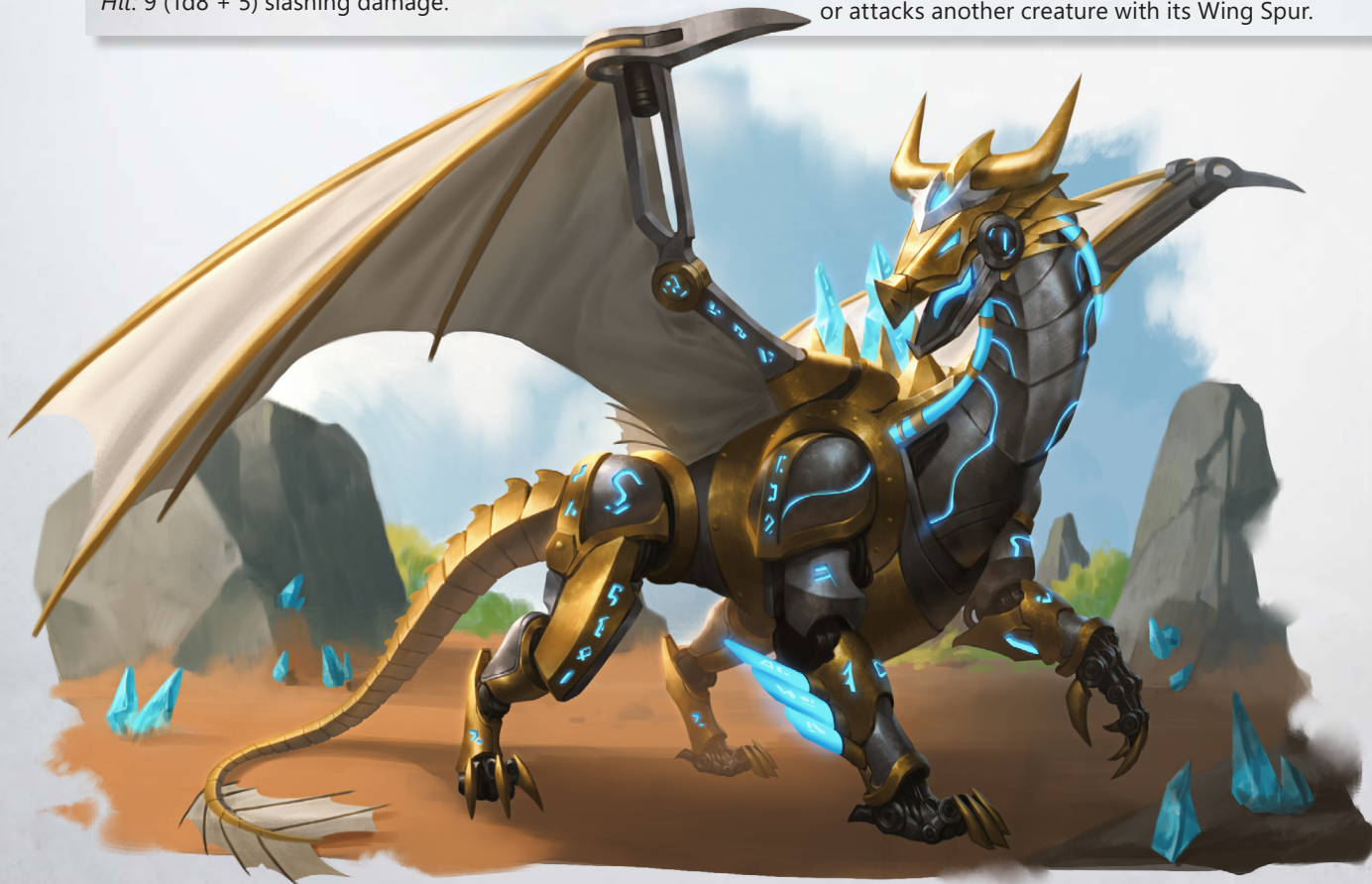
Shock Breath (Recharge 5–6). The dragon exhales a wave of crackling lightning in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 45 (10d8) lightning damage and is staggered until the end of the dragon's next turn. While staggered, the creature can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. On a successful save, the creature takes half as much damage with no additional effects.

BONUS ACTIONS

Runic Magic. The dragon activates the runes engraved on it to gain one of the following benefits that last until it uses this action again:

- The dragon gains resistance to one type of damage.
- The dragon gains a +2 bonus to AC and Dexterity saving throws.
- The dragon's attacks deal an additional 4 (1d8) force damage on a hit.

Wing Spur. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a prone creature, it is grappled (escape DC 15) and restrained until the grapple ends. The grapple ends if the dragon moves or attacks another creature with its Wing Spur.



RUNEWROUGHT DRAGON, HUGE

Huge Construct, Unaligned

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +11, Wis +7, Cha +4

Skills Perception +12, Stealth +5

Damage Immunities poison, psychic

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

Senses truesight 120 ft., passive Perception 22

Languages the languages known by its creator

Challenge 14 (11,500 XP)

Proficiency Bonus +5

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

Rechargeable Resistance (Recharge 2–6). If the dragon fails a saving throw, it can choose to succeed instead.

Vulnerable Wings. Before making an attack roll against the dragon, a creature can choose to take a –5 penalty to the attack roll to target its wings. The first time the dragon takes 20 or more damage from an attack to its wings, its flying speed is halved and it has disadvantage on Wing Spur attack rolls. The second time, it can no longer make Wing Spur attacks.

ACTIONS

Multiattack. The dragon makes two Claw attacks and one Horn attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage.

Horn. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and the target must succeed on a DC 20 Strength saving throw or be hurled up to 60 feet horizontally in a direction of the dragon's choice and land prone, taking 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 20 Dexterity saving throw or take the same damage and be knocked prone.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons:

Cerulean Breath. The dragon exhales a blast of icy energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Constitution saving throw. On a failed save, the creature takes 44 (8d10) cold damage, and is encased in a block of ice that melts away at the start of the dragon's next turn. While encased in ice, the creature's

speed is 0 and it is incapacitated. On a successful save, the creature takes half as much damage with no additional effects.

Shock Breath. The dragon exhales a wave of crackling lightning in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. On a failed save, the creature takes 54 (12d8) lightning damage and is staggered until the end of the dragon's next turn. While staggered, the creature can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three. On a successful save, the creature takes half as much damage with no additional effects.

BONUS ACTIONS

Runic Magic. The dragon activates the runes engraved on it to gain one of the following benefits that lasts until it uses this action again:

- The dragon gains resistance to two types of damage.
- The dragon gains a +2 bonus to AC and Dexterity saving throws.
- The dragon's attacks deal an additional 4 (1d8) force damage on a hit.
- The dragon has advantage on saving throws against spells and other magical effects.
- Any creature that targets the dragon with an attack or a harmful spell must first make a DC 15 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell.

Wing Spur. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage. If the target is a prone creature, it is grappled (escape DC 17) and restrained until the grapple ends. The grapple ends if the dragon moves or attacks another creature with its Wing Spur.

LEGENDARY ACTIONS

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

Claw. The dragon makes one Claw attack.

Runic Magic. The dragon uses Runic Magic.

Radiant Step (Costs 2 Actions). The dragon magically teleports to an unoccupied space it can see within 60 feet of it. Each creature within 10 feet of the dragon when it appears must succeed on a DC 19 Constitution saving throw or take 18 (4d8) radiant damage and be blinded until the end of the dragon's next turn.

Runewrought dragons are certainly cool, but there's something very unnerving about a dragon that isn't arrogant, egoistical, greedy, and capricious. Just feels wrong somehow.

– Milando

SHADOWMIRE SHADE

Shadowmire shades are twisted shadow-like creatures born from the accursed slivers of the souls of humanoids. For the most part, these shades linger only in the dark realms of Shadowmire – the Material Plane’s twisted mirror plane – but may, in rare cases, filter through to wreak havoc on the Material Plane.

SHADOWMIRE MIST

The arrival of shadowmire shades is often heralded by a thick, dark mist. Known as shadowmire mist, this unnatural cloud of darkness sweeps slowly across the land, leaving behind only the empty corpses of its Humanoid victims as it traps their souls and turns them into mindless shadowmire shades.

DARK PUPPETEERS

Shadowmire shades are weakened by sunlight and avoid it at all costs, but facing even one of them in the darkest of hours is often a death sentence. Moving through the darkness with soundless determination, the shades snuff out light – mundane as well as magical – before laying their accursed hands on their prey.

What truly makes shadowmire shades terrifying, however, is their ability to possess shadows cast by other creatures and use them to control their victims as if they were puppets on strings.

SHADOWMIRE SHADE

Medium Undead, Typically Chaotic Evil

Armor Class 13

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	16 (+3)	14 (+2)	6 (–2)	10 (+0)	8 (–1)

Skills Stealth +5

Damage Vulnerabilities radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

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

Senses blindsight 60 ft., passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Amorphous. The shade can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the shade has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Cursed Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage and the target must roll a d4 and subtract the number rolled from the next attack roll or saving throw it makes before the start of the shade’s next turn.

Shadow Lance. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage and the target must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.

Shadow Puppet. The shade attempts to dominate the creature whose shadow it possesses. The target must succeed on a DC 12 Charisma saving throw or fall under the shade’s control until the start of the shade’s next turn, as if affected by the *dominate person* spell.

BONUS ACTIONS

Shadow Possession (1/Day). The shade takes possession of the shadow cast by a creature that is within 5 feet of it. While it possesses a creature’s shadow, the shade moves with the creature and whenever the shade takes damage, it takes only half the damage (rounded down), and the creature takes the other half. This possession lasts until the shade is in direct sunlight, the shade is more than 5 feet away from the target, or the shade takes possession of another creature’s shadow.

Shadow Stealth. The shade takes the Hide action while in dim light or darkness.

Snuff Light. The shade extinguishes a single source of nonmagical light, such as a candle or a torch, or dispels a cantrip that produces light, such as the *light* spell.



SHADE LORDS

When a particularly powerful humanoid, or someone harboring especially strong emotions of bitterness and hatred, dies in the Shadowmire, they may become a shadowmire shade lord. More powerful than its lesser kin, a shade lord retains much of the knowledge and personality it had in life, except that its negative emotions are enhanced to become all-consuming.

Shade lords wield many of the same shadowy powers as a lesser shade, except that they don't possess other creatures' shadows – they outright steal them, turning them into new shadowmire shades.

A shade lord – well, it doesn't get any more edgy than that. Brooding, self-pitying, melancholic, nihilistic. Even if it doesn't get you with its shadow magic, its mere presence might just drain you of your will to live. Ugh.

– Milando

SHADOWMIRE SHADE LORD

Medium Undead, Typically Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Saving Throws Con +6, Wis +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft., passive Perception 16

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Legendary Resistance (2/Day). When the shade lord fails a saving throw, it can choose to succeed instead.

Redemption's Light. When the shade lord takes radiant damage or starts its turn in direct sunlight, it has disadvantage on attack rolls until the end of its next turn.

ACTIONS

Multiattack. The shade makes two attacks.

Sorrow's Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) psychic damage and the target must succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of its next turn.

Vengeful Ray. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 12 (2d8 + 3) necrotic damage and if the target has dealt damage to another creature since the start of its last turn, it must succeed on a DC 14 Constitution saving throw or suffer one level of exhaustion.

Shadow Corruption (3/Day). A shadowmire shade appears in an occupied space next to a creature the shade lord can see within 30 feet and immediately uses its Shadow Possession to take control of the creature's shadow. The shade is under the shade lord's control but acts on its own initiative.

Spellcasting. The shade lord casts one of the following spells, requiring no components and using Wisdom as the spellcasting ability (spell save DC 14):

1/day each: *blight, darkness, dispel magic, hold person*

BONUS ACTIONS

Shadow Step. While in dim light or darkness, the shade lord can teleport up to 30 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

REACTIONS

Shared Pain. When the shade lord takes damage, it can force nearby creatures to share its pain. Instead of taking the full damage, the damage is divided between the shade lord and up to three creatures of its choice within 30 feet of it.

LEGENDARY ACTIONS

The shade lord can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shade lord regains spent legendary actions at the start of its turn.

Attack. The shade lord makes an attack.

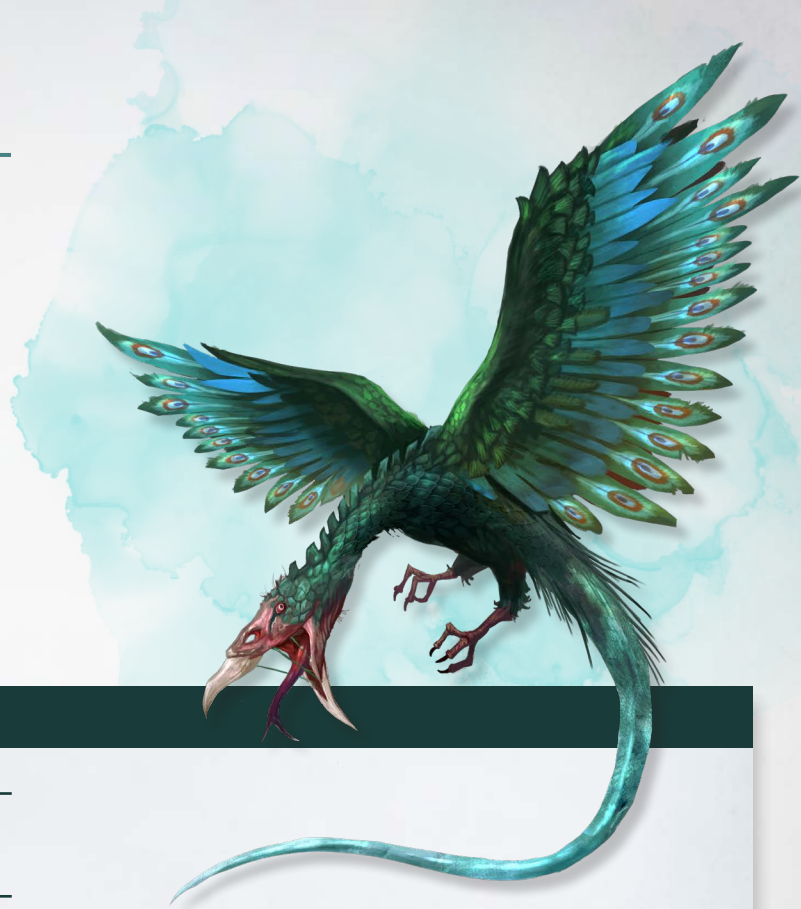
Shadow Corruption (Costs 2 Actions). The shade lord uses Shadow Corruption.

SNALLYGAST

The snallygast is a bird-reptile creature that combines the peacock's beauty with a snakelike grotesqueness – and a wingspan greater than 20 feet. The snallygast's origins are disputed, with some believing that it is native to the Fey Realm, while others insist that the snallygast is the product of arcane experiments involving unstable, raw magic.

OTHERWORLDLY HUNTER

A hunter of beasts and humanoids alike, the snallygast likes to swoop down from above upon an unwitting target, incapacitating them with its mesmerizing feathers, and snatching them up to be eaten later. The snallygast's only known weakness is its irrational fear of seven-pointed stars.



SNALLYGAST

Large Fey, Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	5 (-3)	15 (+2)	6 (-2)

Saving Throws Str +8, Dex +8, Wis +6

Skills Perception +10, Stealth +8

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 20

Languages understands Common but can't speak

Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Dive Attack. If the snallygast is flying and dives at least 30 feet toward a target and then hits with a melee attack, the attack deals an extra 10 (3d6) damage to the target.

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

Septaphobia. If the snallygast comes within 60 feet of a seven-pointed star it can see, it has disadvantage on all attack rolls, ability checks, and saving throws until the end of its next turn.

ACTIONS

Multiattack. The snallygast makes one Beak attack and one Tail attack.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the snallygast can't use its Tail attack on another target. If the snallygast takes 30 or more damage on a single turn, it must succeed on a DC 15 Constitution saving throw or release any creature grappled this way.

BONUS ACTIONS

Summon Swarm (3/Day). The snallygast spews up a **swarm of poisonous snakes** in a space within 5 feet of it. The swarm is friendly toward the snallygast, hostile toward all others, and takes its turn immediately after the snallygast.

Wing and a Prayer. The snallygast flies up to its flying speed without provoking opportunity attacks.

LEGENDARY ACTIONS

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

Attack. The snallygast makes one Beak or Tail attack.

Cacophony (Costs 2 Actions). The snallygast lets out an earsplitting, discordant shriek targeted at a creature within 30 feet of the snallygast. If the target can hear the shriek, it must make a DC 16 Constitution saving throw. On a failed save, the target takes 14 (4d6) thunder damage and is staggered until the end of its next turn. While staggered, the target can't take reactions and on its next turn, it must choose whether it gets a move, an action, or a bonus action; it gets only one of the three. On a successful save, the target takes only half as much damage and suffers no additional effects.

Mesmeric Plumage (Costs 2 Actions). The snallygast fans its wings to reveal a shimmering pattern on the underside. Each creature within 30 ft. of the snallygast that can see it must succeed on a DC 16 Intelligence saving throw or become charmed for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if another creature uses an action to shake it out of its stupor.

SPELLMARKED CULTISTS

When a creature comes into contact with a patch of raw magic or is exposed to naked spellfire, it may be imbued with a magical spellmark. Though often a mixed blessing, some individuals actively seek out spellmarks and may even form into small cults.

SPELLMARKED CULTIST, OMEN

Medium Humanoid, Any Alignment

Armor Class 16 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Arcana +2, Deception +3, Insight +4, Stealth +4

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 2 (450 XP) **Proficiency Bonus** +2

Inevitable Doom. When a friendly creature within 30 feet of the cultist is reduced to 0 hit points, the cultist becomes staggered until the end of its next turn. While staggered, the cultist can't take reactions, and it must choose whether it gets an action, a bonus action, or a move on its turn; it gets only one of the three.

Limited Foresight. The cultist can't be surprised and has an extra +2 bonus to initiative rolls.

ACTIONS

Multiattack. The cultist makes two Flail attacks.

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Spellwarped Bolt (3 Uses). The cultist loads its crossbow with a *spellwarped bolt*. If its next Light Crossbow attack hits a creature, the target also suffers a random magical effect (roll a d4):

1. The bolt emits dazzling colors. The target must succeed on a DC 12 Constitution saving throw or be blinded until the end of the cultist's next turn.
2. The bolt hits with concussive force. The target must succeed on a DC 12 Strength saving throw or be pushed back 10 feet and knocked prone.
3. The bolt repositions the target. The target must succeed on a DC 12 Charisma saving throw or magically teleport, swapping places with the cultist.
4. The bolt outlines the target in harmless flames. The target must succeed on a DC 12 Dexterity saving throw or attack rolls against it have advantage if the attacker can see it, until the end of the cultist's next turn.

REACTIONS

Alter Fate (1/Day). After the cultist or a creature it can see within 30 feet of it makes an attack roll, ability check, or saving throw, the cultist forces the creature to reroll. The target must use the result of the second roll.

WORSHIPERS OF THE WEAVE

Most spellmarked cultists are driven by a selfish desire to wield magic and, without the necessary innate talent or self-discipline required to learn it on their own, opted to tamper with raw magic instead.

Some cultists take things a step further, fervently believing that magical powers should be bestowed upon everyone. These cultists are the most dangerous, as they actively work to imbue others with spellmarks – a process that is often fatal for the subject.

SPELLMARKED CULTIST, SPELLMANTLE

Medium Humanoid, Any Alignment

Armor Class 13 (leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

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

Saving Throws Dex +4, Int +3

Skills Arcana +3, Deception +3, Insight +3, Stealth +4

Senses passive Perception 11

Languages any one language (usually Common)

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

Magic Repellent. The cultist must always attempt to resist spells and magical effects, even if they are beneficial, and is never considered a willing target of a spell or magical effect. If it is the target of a beneficial spell or magical effect that has no saving throw, roll a d20. On a roll of 10 or less, the spell or magical effect has no effect on the cultist.

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

ACTIONS

Multiattack. The cultist makes two Scimitar attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

BONUS ACTIONS

Spelldraining. When the cultist hits a creature with a melee attack, it can attempt to drain its magical energy. If the target has spell slots, it must make a DC 12 Charisma saving throw. On a failure, it loses the highest-level unexpired spell slot it has available of 3rd-level or lower and takes an additional 3 (1d6) force damage per level of the slot.

REACTIONS

Reflect Spell (1/Day). When the cultist succeeds on a saving throw against a spell that affects only it, or a spell attack targeting only it misses, it turns the spell back on the caster. The spell has no effect on the cultist and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. If the spell requires concentration, it automatically lasts until the end of the caster's next turn.

SPELLMARKED CULTIST LEADER

Medium Humanoid (Human), Any Alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

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

Saving Throws Con +6, Wis +5, Cha +6

Skills Arcana +4, Deception +6, Perception +5

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses passive Perception 15

Languages Common

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Spell Sensitivity. When the cultist takes acid, cold, fire, force, lightning, necrotic, psychic, radiant, or thunder damage from a spell of 1st level or higher, it must make a Constitution saving throw (DC 10 + the spell's level). On a failure, the cultist suffers one level of exhaustion that is removed when it finishes a short or long rest.

ACTIONS

Multiattack. The cultist makes two *Warping Greatsword* attacks. It can use Spellcasting in place of one of these attacks.

Firebolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 22 (4d10) fire damage.

Warping Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) force damage. If the target is a creature, it must succeed on a DC 17 Charisma saving throw or suffer one of the following random effects (roll a d6) until the end of its next turn:

1. The target has disadvantage on saving throws against spells and other magical effects.
2. The target is transformed into a random creature as if by the *polymorph* spell. Roll a d4 to determine the creature it transforms into (1: **bat**; 2: **cat**; 3: **raven**; 4: **snake**).
3. The target rises vertically 20 feet into the air and remains suspended there.
4. The target takes 9 (2d8) force damage and its speed is halved.
5. The target is turned to stone and subjected to the petrified condition.
6. The target teleports in a random direction to the furthest away unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.

Spellfire Blast (Recharge 5–6). The cultist unleashes raw magical energy in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 22 (5d8) fire damage and 22 (5d8) force damage and becomes partly incorporeal until the end of the cultist's next turn. While affected in this way, a creature has resistance to all damage except fire and force damage, and any non-fire, non-force damage it deals is halved. On a successful saving throw, a creature takes half as much damage and suffers no additional effects.

Spellcasting. The cultist casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *firebolt*, *mage armor*, *mirror image*

1/day: *fireball*, *fly*, *invisibility*, *magic missile* (as a 5th-level spell)

BONUS ACTIONS

Mythward Surge. The cultist aims a surge of arcane energy at a creature it can see within 60 feet of it. If the creature has spell slots, it must succeed on a DC 14 saving throw using its spellcasting ability or lose its highest-level unexpended spell slot of 5th level or lower and the cultist gains 4 (1d8) temporary hit points per level of the slot.

Warp Step. The cultist vanishes from the Material Plane and steps into the Ethereal Plane, and can immediately move up to half its speed. When a creature starts its turn on the Material Plane within 10 feet of the space the cultist occupies on the Ethereal Plane or moves there for the first time on its turn, roll a d20. On a roll of 11 or higher, the cultist reappears on the Material Plane and each creature within 10 feet of it takes 9 (2d8) force damage. Otherwise, the cultist reappears on the Material Plane at the start of its next turn.

REACTIONS

Absorb Blows (3/Day). When the cultist takes nonmagical bludgeoning, piercing, or slashing damage that isn't from a critical hit, it takes no damage instead and until the end of its next turn, its attacks deal an extra 9 (2d8) force damage on a hit.

SPELLWARPED DEMON

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 114 (12d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Str +8, Con +8, Wis +4

Skills Athletics +8, Deception +6, Perception +4

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 14

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Magic Absorption. When the demon succeeds on a saving throw against a spell or a spell attack misses it, the spell has no effect on it and the demon's Wild Magic Wave is immediately recharged.

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

Murderous Ire. When a creature succeeds on an ability check or saving throw against one of the demon's attacks or features, the demon takes affront. Until the end of its next turn and as long as it can see that creature, the demon focuses its actions on harming that creature, regardless of whether better or easier targets are within reach.

ACTIONS

Multiattack. The demon makes two attacks, one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 10 (1d10 + 5) piercing damage and, if the target is a creature, it must succeed on a DC 16 Constitution saving throw. On a failed save, the target is poisoned for 1 minute. While poisoned in this way, the target has disadvantage on saving throws against spells and other magical effects.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage plus 9 (2d8) force damage.

Wild Magic Wave (Recharge 6). The demon unleashes raw magical energy in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) force damage and suffers a random magical effect (roll a d4):

1. The target is encapsulated in a magical cage as if it was affected by the *forcecage* spell.
2. Gravity is reversed for the target as if it was affected by the *reverse gravity* spell.
3. The target's speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity.
4. The target can't speak, can't take reactions, and has disadvantage on saving throws it makes to maintain its concentration.

The effect lasts until the end of the demon's next turn. On a successful save, a creature takes half as much damage and suffers no additional effect.

BONUS ACTIONS

Force Step. The demon magically teleports to an unoccupied space it can see within 30 feet of it. Each creature within 5 feet of it where it arrives must make a DC 16 Strength saving throw. On a failed save, a creature takes 9 (2d8) force damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Implode Ward. The demon attempts to implode a magical effect on a creature it can see within 60 feet of it. The target must make a DC 16 Intelligence saving throw. On a failed save, one spell or other magical effect of the demon's choice ends on the target. Additionally, the target takes 4 (1d8) force damage per level of the spell or 13 (3d8) force damage if the demon ended a magical effect.

REACTIONS

Warp Spell. When a creature the demon can see within 60 feet of it casts a spell, the demon forces the creature to make a spellcasting ability check against a DC equal to 10 + the spell's level. On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.

SPELLWARPED DEMON

The chaotic energies of wild magic are attractive not only to ambitious mortals, but also to the fell demons of the Abyss. Some demon lords are known to bathe their followers in spellfire and raw magic in the hopes that the unstable energy will suffuse their forms and make them more fearsome soldiers in the endless wars against the devils of the Nine Hells.

CHAOTIC COMBATANTS

Spellwarped demons are little more than bundles of unstable magic and bloodlust rolled into one. They attack with reckless abandon, taking great satisfaction in scattering foes with waves of wild magic or imploding or warping their enemies' spells.



SPELLWARPED DRAGON

There exists a multitude of different dragons in the world, but few are as enigmatic, unpredictable, and dangerous as a spellwarped dragon. These rare dragons – which come in many shapes and forms – are either made in haphazard, magical experiments, or born when a dragon egg is exposed to wild magic or spellfire before hatching.

UNPREDICTABLE WYRMS

No two spellwarped dragons are alike – one may have the arrogance and aloofness of a red dragon, while another has the sadistic, sibilant nature of a black dragon. The only trait spellwarped dragons share is that they are imbued with a certain unpredictability, as if the chaotic magical energies that churn within them drive them to constant, impulsive action. They are often more active hunters than other dragons and may meddle more in the affairs of nearby towns and settlements out of sheer boredom.

MASTERS OF MAGIC

Imbued with raw magic, the mere presence of a spellwarped dragon bends and twists the weave of magic. Spells are more likely to go awry around them and they can even warp spells that other creatures cast.

A SPELLWARPED DRAGON'S LAIR

Spellwarped dragons may make their lairs in any environment, though most are attracted to ancient ruins or other places that once held magic in great quantities. While in its lair, the dragon can bring additional force to bear through the use of lair actions.

Lair Actions. On initiative count 20 (losing initiative ties), the dragon can take one of the following lair actions; the dragon can't take the same lair action two rounds in a row:

Force Tendrils. Up to three creatures the dragon can see within 60 feet of it must make a DC 15 Strength saving throw as tendrils of magical force attempt to bind them. On a failed save, a creature takes 10 (3d6) force damage and is restrained until initiative 20 count on the next round.

Spellfire. Flame-like magical energy erupts at a point the dragon can see within 60 feet of it. Each creature within 10 feet of that point must succeed on a DC 15 Dexterity saving throw or take 16 (3d10) force damage. A creature that takes this damage must also succeed on a DC 15 Constitution saving throw or gain a *spellmark* (see page 25).

Wild Magic. The weave becomes unraveled until initiative 20 count on the next round. Until then, any spell cast within the dragon's lair produces a random magical effect rolled on the Wild Magic Effects table.

SPELLWARPED DRAGON, WYRMLING

Medium Dragon, Typically Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

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

Skills Arcana +3, Perception +4, Stealth +4

Damage Resistances damage from spells

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 2 (450 XP)

Proficiency Bonus +2

Arcane Arrogance. When the dragon fails a saving throw against an enchantment or transmutation spell, or another spell or magical effect that would alter its form or subvert its will, it takes 4 (1d8) psychic damage and can't take reactions until the start of its next turn.

Spellwarped Being. Whenever the dragon or another creature within 30 feet of it casts a spell of 1st level or higher, it must roll a d20. If the result is equal to or lower than the spell's level, the caster also produces a random magical effect rolled on the Wild Magic Effects table.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) force damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 12):

1/day each: *hold person*, *magic missile* (as a 2nd-level spell)

Warping Breath (5–6). The dragon exhales raw magic in a 15-foot line that is 5 feet wide. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature takes 16 (3d10) force damage and suffers a random magical effect that lasts until the end of the dragon's next turn (roll a d4):

1. The target has disadvantage on saving throws against spells and other magical effects, and gains vulnerability to damage from spells.
2. The target is turned to stone and subjected to the petrified condition.
3. The target's speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity.
4. The target can't speak, can't take reactions, and has disadvantage on saving throws it makes to maintain its concentration.

On a successful save, a creature takes half as much damage and suffers no additional effect.

REACTIONS

Warp Spell (1/Day). When a creature the dragon can see within 60 feet of it casts a spell, the dragon forces the creature to make a spellcasting ability check (DC 10 + the spell's level). On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.



A dragon's egg abandoned in a patch of spellfire is soon ready to hatch.

SPELLWARPED DRAGON, YOUNG

Large Dragon, Typically Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	15 (+2)	12 (+1)	18 (+4)

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

Skills Arcana +5, Perception +7, Stealth +4

Damage Resistances damage from spells

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Arcane Arrogance. When the dragon fails a saving throw against an enchantment or transmutation spell, or another spell or magical effect that would alter its form or subvert its will, it takes 9 (2d8) psychic damage and can't take reactions until the start of its next turn.

Spellwarped Being. Whenever the dragon or another creature within 30 feet of it casts a spell of 1st level or higher, it must roll a d10. If the result is equal to or lower than the spell's level, the caster also produces a random magical effect rolled on the Wild Magic Effects table.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 4 (1d8) force damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (save DC 15):

At will: *magic missile* (as a 3rd-level spell), *mirror image*
1/day each: *fireball*, *hold person*, *polymorph*

Warping Breath (5–6). The dragon exhales raw magic in a 30-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, the creature takes 33 (6d10) force damage and suffers a random magical effect that lasts until the end of the dragon's next turn (roll a d4):

1. The target has disadvantage on saving throws against spells and other magical effects, and gains vulnerability to damage from spells.
2. The target is turned to stone and subjected to the petrified condition.
3. The target's speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity.
4. The target can't speak, can't take reactions, and has disadvantage on saving throws it makes to maintain its concentration.

On a successful save, a creature takes half as much damage and suffers no additional effect.

BONUS ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Unravel. The dragon attempts to unravel the weave of magic around a creature it can see within 60 feet of it. The target must make a DC 15 Charisma saving throw. On a failed save, the target takes 13 (3d8) psychic damage and all spells and other magical effects on it end. In addition, it can't cast spells and the magical properties of each non-artifact magic item it is carrying are suppressed until the end of its next turn.

REACTIONS

Warp Spell (2/Day). When a creature the dragon can see within 60 feet of it casts a spell, the dragon forces the creature to make a spellcasting ability check (DC 10 + the spell's level). On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.

SPELLWARPED DRAGON, ADULT

Huge Dragon, Typically Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., fly 80 ft.

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

Saving Throws Dex +7, Con +10, Wis +7, Cha +10

Skills Arcana +8, Perception +12, Stealth +7

Damage Resistances damage from spells

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Arcane Arrogance. When the dragon fails a saving throw against an enchantment or transmutation spell, or another spell or magical effect that would alter its form or subvert its will, it takes 18 (4d8) psychic damage and can't take reactions or legendary actions until the start of its next turn.

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

Spellwarped Being. Whenever the dragon or another creature within 30 feet of it casts a spell of 1st level or higher, it must roll a d10. If the result is equal to or lower than the spell's level, the caster also produces a random magical effect rolled on the Wild Magic Effects table.

ACTIONS

Multiattack. The dragon makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 5 (1d10) force damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *fireball*, *hold person*, *magic missile* (as a 5th-level spell), *mirror image*, *polymorph*

1/day each: *arcane hand*, *cone of cold*

Warping Breath (5–6). The dragon exhales raw magic in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, the creature takes 44 (8d10) force damage and suffers a random magical effect that lasts until the end of the dragon's next turn (roll a d4):

1. The target has disadvantage on saving throws against spells and other magical effects, and gains vulnerability to damage from spells.
2. The target is turned to stone and subjected to the petrified condition.
3. The target's speed is halved and it has disadvantage on attack rolls, ability checks, and saving throws that use Strength or Dexterity.
4. The target can't speak, can't take reactions, and has disadvantage on saving throws it makes to maintain its concentration.

On a successful save, a creature takes half as much damage and suffers no additional effect.

BONUS ACTIONS

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Unravel. The dragon attempts to unravel the weave of magic around a creature it can see within 60 feet of it. The target must succeed on a DC 18 Charisma saving throw. On a failed save, the target takes 22 (5d8) psychic damage and all spells and other magical effects on it end. In addition, it can't cast spells and the magical properties of each non-artifact magic item it is carrying are suppressed until the end of its next turn.

REACTIONS

Warp Spell (3/Day). When a creature the dragon can see within 60 feet of it casts a spell, the dragon forces the creature to make a spellcasting ability check (DC 10 + the spell's level). On a failure, the spell fails and the caster instead creates a random magical effect rolled on the Wild Magic Effects table.

LEGENDARY ACTIONS

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

Attack. The dragon makes one Claw or Tail attack.

Cast a Spell (Costs 2 Actions). The dragon uses Spellcasting.

Unravel (Costs 2 Actions). The dragon uses Unravel.

It takes a special kind of wizard to look at a dragon and go: "Wow, what a magnificent, magical beast - let's see what happens if we add some more magic to it!" That said, spellwarped dragons are refreshingly exciting creatures; you never know if you're going to be eaten, torn to pieces by its arcane breath, or turned into a frog. Exhilarating!

- Milando

SPELLWARPED OOZE

These arcane creatures are most often the product of a wizard's failed experiments or conjured forth by a patch of raw, unstable magic. Magical to their core, they are both attracted to and protected against magic. Conversely, spellwarped oozes abhor the nonmagical and will try to steer clear of mundane steel if possible.

SPELLWARPED OOZE

Large Ooze, Unaligned

Armor Class 12 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	17 (+3)	4 (-3)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +5

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from magical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 15

Languages —

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

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

Mundane Aversion. When the ooze takes 10 or more bludgeoning, piercing, or slashing damage from a nonmagical attack, it shudders with aversion and produces an involuntary magical effect. It is affected as if it had targeted itself with its Raw Magic Surge, which lasts until the end of its next turn.

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

MAGICAL PREDATORS

In combat, the spellwarped ooze prefers to ambush its targets, creeping close before springing into action. It lashes out against groups with its Raw Magic Surge, and uses its pseudopods to assault spellcasters, whom it greedily attempts to devour, ignoring most other targets when one is near.

ACTIONS

Multiattack. The ooze makes two Pseudopod attacks and uses Raw Magic Surge, if available.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage plus 9 (2d8) force damage and, if the target is a creature that has spell slots, it must make a DC 14 Charisma saving throw. On a failed save, the target loses the highest-level unexpended spell slot of 5th level or lower and the ooze regains 4 (1d8) hit points per level of the slot.

Raw Magic Surge (Recharge 5–6). The ooze unleashes a surge of raw magical power. Roll a d4 for each creature within 30 feet of the ooze to determine which magical effect the creature is subjected to. Each effect lasts until the start of the ooze's next turn.

1. The creature must succeed on a DC 14 Wisdom saving throw or be transformed into a random creature as by the *polymorph* spell. Roll a d4 to determine the creature it transforms into (1: bat; 2: cat; 3: raven; 4: snake).
2. The creature must succeed on a DC 14 Strength saving throw or rise vertically 20 feet into the air and remain suspended there.
3. The creature must succeed on a DC 14 Constitution saving throw or be turned to stone and subjected to the petrified condition.
4. The creature must succeed on a DC 14 Charisma saving throw or take 9 (2d8) force damage and be teleported in a random direction to the furthest away unoccupied space within 30 feet of it. To determine the direction, roll a d8 and assign a direction to each die face.

REACTIONS

Distort Spell. When the ooze is the targeted by a spell that only targets it, roll a d8. If the result is higher than the level of the spell, the spell has no effect on the ooze and instead targets another random creature within 30 feet of it. If no other creatures are in the area, the spell has no effect.



COMPANIONS

The following pages feature five new companions that player characters may befriend during their adventures. Rooted in hexcrafting, runecarving, and spellwarping, these creatures have useful abilities that make them helpful – if not very powerful – allies to a party of fresh-faced adventurers.

CHRONICLUM

A chroniclum is a magically animated, leather-bound tome. Its cover wrinkles and creases to form the resemblance of a humanoid face on the cover. Empty voids fill the eyes and mouth, and it speaks with an eerily creaking voice. The chroniclum's pages are made from stiff parchment and filled with beautiful calligraphy. Although it has no ears, it hears and observes everything. It is also highly sensitive to loud sounds and will shush any creature in its vicinity that is being too noisy.

TIRELESS TRANSCRIBERS

Chroniclums work tirelessly to record everything they can, magically filling themselves with new pages truthfully and objectively describing all they observe. If a chroniclum bonds with a creature, it dutifully repeats any knowledge it has recorded back to that creature if asked to (and sometimes without being asked).

However, each of a chroniclum's magically transcribed pages is limited to 30 days, after which they crumble and turn to dust. If a chroniclum is left without anything new to record for too long, it eventually stops producing new pages until its magic finally withers and it is reduced to naught but an empty cover.



CHRONICLUM

Tiny Construct, Typically Lawful Neutral

Armor Class 13 (natural armor)

Hit Points 13 (3d4 + 6)

Speed 0 ft., 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	12 (+1)	15 (+2)	15 (+2)	13 (+1)	10 (+0)

Skills Insight +3, Perception +5

Damage Vulnerabilities fire

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, poisoned

Senses blindsight 30 ft., passive Perception 15

Languages any three languages

Challenge 1/2 (200 XP)

Proficiency Bonus +2

Arcane Stenography. The chroniclum magically creates pages within itself and fills them with intricate notes and descriptions of all events it observes. The chroniclum only remembers what is currently recorded in it, and any pages that are older than 30 days turn into dust. Ripping a page from the chroniclum erases its memories of any event written on that page. The chroniclum can accurately recall anything written on its pages, and a creature can also open the chroniclum to read about any event it has recorded within the last 30 days.

False Appearance. If the chroniclum is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the chroniclum move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the chroniclum is animate.

Unending Editions. When the chroniclum drops to 0 hit points, its pages become blank. The chroniclum then starts reforming itself, mending any dents, burns, and torn pages. After 24 hours, the book regains its consciousness and all its hit points, but it has no memories.

ACTIONS

Magic Quill. The chroniclum creates a glowing quill of magical force. The quill hits a creature of its choice that it can see within 60 feet of it, dealing 3 (1d4 + 1) force damage to the target. The quill always hits, and can only be blocked by the *shield* spell or similar magic.

REACTIONS

Librarian's Shush. When a creature the chroniclum can see within 30 feet of it begins to speak or cast a spell with a verbal component, the chroniclum utters a silencing shush. The target must succeed on a DC 12 Wisdom saving throw, or be unable to speak until the end of its next turn. If it was casting a spell, the casting fails and the action is wasted.

Only a priest or a wizard would ever choose a flying book as their pet. Just imagine having a talking tome of ultimate boredom hovering over your shoulder and transcribing every word you say. It's literally – pun very much intended – my worst nightmare!

– Milando

Oozeling

An oozeling is a viscous blob of chaotic magical energy. It constantly twists and contorts itself, creating confusing, unusual shapes. It moves erratically, at speeds that are somewhat uncanny for an ooze. While unaggressive in nature, its ability to distort the magic around it demands wariness from any creature that attempts to handle it.

PERPLEXING ANOMALIES

Often appearing near planar rifts, intra-dimensional portals, and pockets of raw magic, oozelings are a rare byproduct of spells and events that forcefully bend the weave of magic. Being nigh indestructible and highly chaotic, many wizards and alchemists seeking to control them eventually resort to trapping them in jars or vials. Any oozeling that is freed from such imprisonment often expresses its gratitude by swirling and bouncing around its savior. Some even choose to accompany said creature on their travels, provided that the oozeling's endless need for mischief is met.

There's no better companion than an oozeling, if you ask me! Not only will it put that extra "oomph" in your spells, it's also amazing at disrupting your rivals' spells. Not to mention the games of charades you can play with it!

— Milando



Oozeling

Tiny Ooze, Typically Chaotic Neutral

Armor Class 13

Hit Points 22 (4d4 + 12)

Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	17 (+3)	8 (-1)	12 (+1)	11 (+0)

Skills Stealth +5

Damage Immunities poison

Condition Immunities blinded, deafened, exhaustion, poisoned, prone

Senses blindsight 30 ft., passive Perception 11

Languages understands up to three languages but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Amorphous. The oozeling can move through a space as narrow as 1 inch wide without squeezing.

Aversion to Cold. If the oozeling takes cold damage, it is incapacitated and its speed is reduced to 0 until the end of its next turn.

Oozing Mimicry. The oozeling can reshape itself into virtually any shape, allowing it to depict simple, soundless images, scenes, and ideas.

Regeneration. The oozeling regains 1 hit point per minute, if it has at least 1 hit point. If the oozeling is destroyed, it regains all its hit points after 24 hours unless its remains are completely obliterated such as by a *disintegrate* spell or by being submerged in acid or lava.

ACTIONS

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

Latch On. The oozeling attempts to cling to a creature within 5 feet of it. An unwilling target must make a DC 13 Dexterity (Acrobatics) check. On a failure, the oozeling successfully moves into the target's space and clings to its body. While in the target's space, the oozeling moves with the target. As long as the oozeling is latched onto a creature, the creature has disadvantage on saving throws made to maintain its concentration. Any creature within reach of the oozeling, can use its action to make a DC 10 Strength (Athletics) check, dislodging the oozeling into an unoccupied space within 5 feet of the creature on a success. The oozeling can also detach itself from a creature as a bonus action.

BONUS ACTIONS

Distract. The creature the oozeling is latched onto must subtract 1d4 from the next attack roll, ability check, or saving throw it makes before the start of the oozeling's next turn.

REACTIONS

Distort Magic (3/Day). When the creature the oozeling is latched onto casts a spell, the oozeling forces the creature to roll on the Wild Magic Effects table.

SINHALEO

A sinhaleo is a small feline creature with white fur and feathered wings. Its eyes glow brightly teal and it usually wears a lazy, serene expression as it flies around in slow arcs. Despite their apparent cuteness, sinhaleos sustain themselves on blood from living creatures and their diet typically consists of frogs and small rodents.

SANGUINE PATRONS

Sinhaleos are divine beings that are often found near ancient altars and temples. To be greeted by a sinhaleo is a rare experience – they tend to be attracted to beings of altruism and chivalry, even going so far as blessing those of exceptional good with their patronage and guardianship.

A holy being that seems all harmless and benevolent but is really just out to bleed you for everything you got? Not too different from most other "holy" creatures I've had the sad misfortune of running into, now that I think about it.

– Milando



SINHALEO

Small Celestial, Typically Lawful Good

Armor Class 12

Hit Points 16 (3d6 + 6)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	14 (+2)

Skills Insight +5, Perception +5

Damage Resistances radiant

Senses darkvision 120 ft., passive Perception 15

Languages –

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Consecrate (1/Day). The sinhaleo can spend 10 minutes infusing an area in a 60-foot radius around it with holy power. For the next 8 hours, the sinhaleo can immediately sense the presence of any creatures of one creature type chosen by the sinhaleo within the area.

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

Rebirth. When the sinhaleo dies, its spirit lingers in its corpse for 1 hour. Before the end of that hour, a creature can spend

10 minutes performing a ritual where the creature spills its own blood upon the corpse to bring the sinhaleo back to life. A creature that does so loses 5 hit points and has their hit point maximum reduced by 5 until it finishes a long rest. After 24 hours, the sinhaleo regains its consciousness and all of its hit points.

ACTIONS

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

Blood Offering. The sinhaleo takes 5 necrotic damage, that can't be reduced in any way and causes one of the following effects:

- A creature within 5 feet of the sinhaleo gains 5 (1d4 + 3) temporary hit points that last for 1 hour.
- A creature the sinhaleo can see within 60 feet of it must succeed on a DC 12 Constitution saving throw or be blinded until the end of the creature's next turn.
- The sinhaleo ends either one disease or one condition on a willing creature it touches. The condition can be blinded, deafened, paralyzed, or poisoned.

BONUS ACTIONS

Nimble. The sinhaleo takes the Disengage or Hide action.

SNUFFLER

A snuffler is a magical construct that resembles a small boar, but with a hide made from rune-infused steel plates tethered together with adamantine bolts and nuts. A faint whirring noise emanates from the clockwork system of cogs and wheels inside it.

INDISCRIMINATE CONSUMERS

Marvelous constructions of magical wonder, snufflers are valuable companions to any burdened adventurer. Their insatiable appetite, coupled with seemingly endless internal proportions, allows them to transport an incredible amount of weight with ease.



SNUFFLER

Small Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	11 (+0)

Damage Immunities poison

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

Senses blindsight 10 ft., passive Perception 11

Languages understands the language of its creator but can't speak

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Gluttonous Storage. The snuffler can consume anything that is tangible, non-living, and which can fit in its maw (1 cubic foot). Inside its stomach is an extradimensional space capable of containing up to 250 pounds, not exceeding a volume of 32 cubic feet. The snuffler weighs 50 pounds, regardless of its contents. If the snuffler drops to 0 hit points, all items stored within it appear in an unoccupied space within 5 feet of it.

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

ACTIONS

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

Confusing Belch (Recharge 6). The snuffler belches gas in a 10-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw. On a failed save, a creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn:

1–4. The creature does nothing.

5–6. The creature takes no action and uses all its movement to move in a random direction.

7–8. The creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Snuffle Magic (3/Day). The snuffler senses the presence of magic within 30 feet of it for 10 minutes. If it senses magic in this way, it can use its action to see a faint aura around any visible creature or object in the area that bears magic, and it learns its school of magic, if any. Runes corresponding to each school of magic it senses glow on its metallic hide, glowing brighter the closer it is to the creature or object.

BONUS ACTIONS

Regurgitate Item. The snuffler regurgitates one object stored within it. The object appears in an unoccupied space within 5 feet of it.

ZEMILIN

Tiny Undead, Typically Lawful Evil

Armor Class 11

Hit Points 22 (4d4 + 12)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	16 (+3)	11 (+0)	9 (-1)	14 (+2)

Damage Vulnerabilities radiant

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands any languages it knew in life but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

Vision Ward. The zemilin emits a magical aura that blocks divination magic. Any creature within 10 feet of the zemilin can't be targeted by any divination magic, or perceived through magical scrying sensors.

ACTIONS

Cursed Needle. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. While tethered to another creature with Hex Bond, the zemilin can choose itself as the target for this attack. When it does so, the attack automatically hits, and the tethered creature must succeed on a DC 12 Constitution saving throw or suffer one of the following effects (zemilin's choice) until the end of its next turn:

Armpit. The target has disadvantage on attack rolls and ability checks using Strength or Dexterity.

Eye. The target is blinded.

Tendon. The target's walking speed is halved and it has disadvantage on Dexterity saving throws.

Hex Bond. A creature the zemilin can see within 60 feet of it must succeed on a DC 12 Charisma saving throw or be tethered to the zemilin for 1 minute. Whenever the zemilin takes damage other than radiant damage, the target takes an equal amount of psychic damage. The effect ends if the zemilin drops to 0 hit points, if the zemilin and the target become separated by more than 60 feet, or if the zemilin takes radiant damage. A tethered creature can spend its action to repeat the saving throw, ending the effect on a success.

Spellcasting. The zemilin casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 12):

1/day each: *locate creature*, *speak with dead*

I had a cousin who ended up as a zemilin after offending the wrong priestess. Can't say the transformation changed him overly much - he was a sadistic sack of lizard dung to begin with. In fact, now that I think about it, it was definitely an improvement.

- Milando

ZEMILIN

A zemilin is the soul of a once living creature, cursed with entrapment inside a magical fetish. Stitched together from old, ragged cloth, and held together by rusty pins and needles, this effigy often resembles a children's toy. However, any child would be brave to play with it.

TORMENTED SOULS

Few beings flourish in imprisonment, and with the passing of decades, even the most pious of souls can turn malevolent. Such is the fate of zemilins, and any creature should be wary when dealing with one. To share their pain is often their sole motivation, and while they can be valuable companions, everything comes at a price.

CURSED VESSEL

The zemilin can't regain hit points from resting or healing magic. Instead, a creature can restore all of a damaged zemilin's hit points by spending 1 hour using weaver's tools or constant castings of the *mending* spell. As long as it isn't completely destroyed, the zemilin can be repaired in this way even if it has been reduced to 0 hit points.

Repairing the zemilin comes with a drawback, however. Any creature that restores the zemilin is subject to a fell curse that gives it disadvantage on death saving throws, and the zemilin will follow the creature's every instruction. This curse lasts until another creature repairs the zemilin, transferring the curse to them. The curse cannot be ended by any means short of a *remove curse* spell cast at 7th level or higher. Doing so lifts the curse binding the zemilin and allows it to pass on to the afterlife, destroying its physical form.



MOUNTS

On the following pages are five magical mounts that player characters can use to transport themselves on their adventures. These creatures are considered trained mounts and each possesses abilities that make them excellent mounts both in and out of combat.

ASTRAL RAY

Astral rays are highly intelligent ray-like creatures native to the Astral Plane. Capable of temporarily materializing a physical body on the Material Plane, the rays sustain their astral self by drawing in the magical weave pulsating through the material world.

A LASTING BOND

While most astral rays use portals between the Astral Plane and the material world to manifest themselves, some astral rays bond with a specific creature on the Material Plane that becomes their tether to the world.

Forming a deep mental connection that usually lasts a lifetime, an astral ray prefers to bond with spellcasters powerful enough to feed it with magical energy, but adventurous knights, barbarians tribes, and other creatures visiting the Astral Plane are also known to bond with astral rays and use them as flying mounts.

PASSING THE BOND

Forging a bond with an astral ray is a rare honor reserved for the few, but it is possible for an individual to transfer this bond to another individual, as long as the astral ray accepts it. The few humanoids blessed with the unyielding friendship of an astral ray are careful to pick a successor to gain their bond before they die, to ensure that they don't leave the ageless astral ray without a tether to the Material Plane.

MOUNTED COMBAT

Using a mount in fifth edition isn't always straightforward and especially not in combat. To make things easier for both GM and players, you can decide to use the following optional rules for mounted combat:

- Rider and mount take their turns simultaneously. They can move and act alternately, allowing the rider to attack while the mount moves, and the mount has no restrictions on the actions it can take.
- If either mount or rider takes a Dash action on their turn, the other can't take the Dash action until the start of their next turn.

ASTRAL RAY

Large Monstrosity, Typically Chaotic Good

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	12 (+1)	12 (+1)	8 (-1)

Skills Perception +3

Damage Immunities psychic

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Mental Bond. The astral ray can forge an instinctive bond with one willing Humanoid it spends at least 1 hour within 10 feet of. While bonded, the astral ray and the Humanoid can communicate simple ideas, emotions, and images telepathically across any distance and planes of existence. The astral ray can end this bond at any time (no action required).

Vision Ward. The astral ray emits a magical aura that blocks divination magic. Any creature within 30 feet of the placeholder can't be targeted by any divination magic, or perceived through magical scrying sensors.

ACTIONS

Sting. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on an DC 13 Intelligence saving throw or have disadvantage on the next attack roll it makes before the end of its next turn.

Material Manifestation (1/Day). The astral ray manifests physically on the Material Plane within 30 feet of a Humanoid it has a Mental Bond with. Its physical body uses its normal statistics and remains on the Material Plane for 1 minute, or until it is destroyed or it uses an action to end the manifestation, after which the astral ray returns to the Astral Plane. The duration can be extended to 1 hour if a creature uses an action to expend a spell slot of 3rd level or higher to feed the astral ray with magical energy.

BONUS ACTIONS

Astral Blink. The astral ray teleports itself and a willing creature mounted on it to an unoccupied space it can see within 30 feet of it. A creature teleported in this way must succeed on a DC 11 Intelligence saving throw or take 4 (1d8) psychic damage.

REACTIONS

Rewind. While on the Material Plane, the astral ray can sacrifice its material manifestation to rewind time. At the end of another creature's turn, the astral ray destroys its physical body and reverts time for one willing creature within 5 feet of it to just before the turn started. The target magically appears in the spot it was in when the turn started, it regains any hit points it lost during the turn, and any conditions or effects that began on it during the turn no longer affect it.

BLOOD CARRION

Blood carrions are parasitic monsters capable of possessing the carcass of dead beasts.

BORN OF BLOOD

A blood carrion with no host appears as a tiny crimson stone – a *carrion core* – but placing the stone inside the heart of a beast with a challenge rating of 2 or lower that has been killed within the last hour allows it to possess the creature's remains.

While it gains the traits of the beast it possesses, a blood carrion also wields various powers tied to its accursed, blood-hungry nature. Though some loathe the idea of sacrificing a beast to breathe life into an otherworldly host, those willing to relinquish such sensitivities will find an exceptionally loyal companion in a blood carrion – and, if they dare form a lasting bond with it, have their share of its dark capabilities.

BLOOD CARRION TEMPLATE

When a blood carrion possesses a beast, it retains its statistics except as described below.

Type. The beast's type changes to Undead, and it doesn't require air, food, drink, or sleep.

Damage Immunities. The beast is immune to necrotic and poison damage.

Condition Immunities. The beast can't be blinded, frightened, or poisoned. It also doesn't suffer from exhaustion.

Carrion Core. When the beast is reduced to 0 hit points, it returns back to a carrion core with AC 10; 10 hp; immunity to nonmagical damage.

Dark Bond. The beast is bonded to the Humanoid that facilitated its transformation. The Humanoid the beast is bonded to gains a level of exhaustion that can't be removed until the beast is destroyed. The effects of this exhaustion are suppressed for 1 minute after the Humanoid has dealt damage to another creature. The Humanoid can also communicate emotions and images telepathically with the beast, and while within 5 feet of the beast, the creature has resistance to necrotic damage and is immune to being frightened.

Maddening Demise. When another creature reduces the beast to 0 hit points, it must succeed on a DC 13 Charisma saving throw or be cursed for 1 minute. While cursed, it loses the ability to distinguish friends from foes. At the end of each of its turns, the target can make a DC 13 Intelligence saving throw, ending the effect on a successful save.

New Reaction: Siphon Soul. When the beast or a creature it has formed a Dark Bond with reduces another creature to 0 hit points, the beast and that creature regain 7 (2d6) hit points each.

BLOOD CARRION GIANT ELK

Huge Undead, Unaligned

Armor Class 14 (natural armor)

Hit Points 47 (5d12 + 15)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, exhaustion, frightened, poisoned

Senses passive Perception 13

Languages Giant Elk, understands Common, Elvish, and Sylvan but can't speak them

Challenge 3 (700 XP)

Proficiency Bonus +2

Carrion Core. When the elk is reduced to 0 hit points, it turns into a *carrion core* (AC 10; 10 hp; immunity to nonmagical damage).

Charge. If the elk moves at least 20 feet straight toward a target and immediately hits it with a Ram attack, the target takes an extra 7 (2d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Dark Bond. The elk can form a bond with a single willing Humanoid it can see which lasts until the elk dies. While bonded, the Humanoid gains a permanent level of exhaustion that can't be removed as long as the elk is alive. The effects of this exhaustion are suppressed for 1 minute after the Humanoid has dealt damage to another creature. While within 5 feet of the elk, the Humanoid has resistance to necrotic damage, is immune to being frightened, and can communicate emotions and images telepathically with the elk.

Maddening Demise. When a creature reduces the elk to 0 hit points, the creature must succeed on a DC 13 Charisma saving throw or be cursed for 1 minute. While cursed, it loses the ability to distinguish friends from foes. At the end of each of its turns, it can make a DC 15 Intelligence saving throw, ending the curse on a successful save.

ACTIONS

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one prone creature. *Hit:* 21 (4d8 + 3) bludgeoning damage.

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

REACTIONS

Siphon Soul. When the elk or a creature it has formed a Dark Bond with reduces a hostile creature to 0 hit points, the elk and the creature it is bonded with regains 7 (2d6) hit points.

An immortal mount that can change form, at the negligible cost of a little animal sacrifice, to suit your needs – or to match your wardrobe? Sign me up!

– Milando



MIRAGE CAT

Mirage cats are large cats with the inherent ability to project illusions. They are often found in the Fey Realm or in ancient, dense jungles and forests on the Material Plane. Some believe them to be the result of ordinary felines that have been in contact with spellfire or patches of raw magic.

ELUSIVE MOUNTS

As loyal as they are swift, mirage cats raised from a kitten can be trained to serve as a mount and companion – and, in rare cases, a fully grown cat may even come to accept a rider that has earned its respect through a heroic deed. Although mirage cats usually live in the wild, some elven societies actively use and breed them as mounts, deploying skillful riders specialized in using the cats' abilities to create illusory copies and turn themselves and their rider invisible.

MIRAGE CAT

Large Fey, Unaligned

Armor Class 13

Hit Points 37 (5d10 + 10)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	8 (–1)	12 (+1)	8 (–1)

Skills Perception +5, Stealth +7

Senses darkvision 60 ft., passive Perception 15

Languages understands Sylvan but can't speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Nine Lives (1/Day). When the cat is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

Standing Leap. The cat's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Mirror Image. Illusory duplicates of the cat and any creature mounted on it appear in its space for 1 minute. The duplicates function as if created by the *mirror image* spell, except that if either duplicate is destroyed, both illusions disappear.

Mislead (1/Day). The cat and one willing creature mounted on it become invisible at the same time that illusory doubles of the cat and the creature appear in their space. The doubles and the invisibility both last for 1 minute, but the invisibility breaks for both the cat and the creature it is carrying if either of them attacks or casts a spell.

BONUS ACTIONS

Misleading Movement. The cat moves any illusory double created by *Mislead* up to twice its speed and makes it gesture and behave in whatever way it chooses.

REACTIONS

Mocking Meow (3/Day). When a creature within 30 feet of the cat that can hear it makes an attack roll or saving throw, it must roll a d4 and subtract the number it rolled from the attack roll or saving throw.

RUNEWROUGHT BULETTE

Large Construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	4 (-3)	10 (+0)	5 (-3)

Damage Immunities poison

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

Senses tremorsense 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 3 (700 XP)

Proficiency Bonus +2

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

Standing Leap. The bulette's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 14 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 7 (1d6 + 4) bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

BONUS ACTIONS

Runic Magic. The bulette activates the runes engraved on it to gain one of the following benefits until it uses this action again:

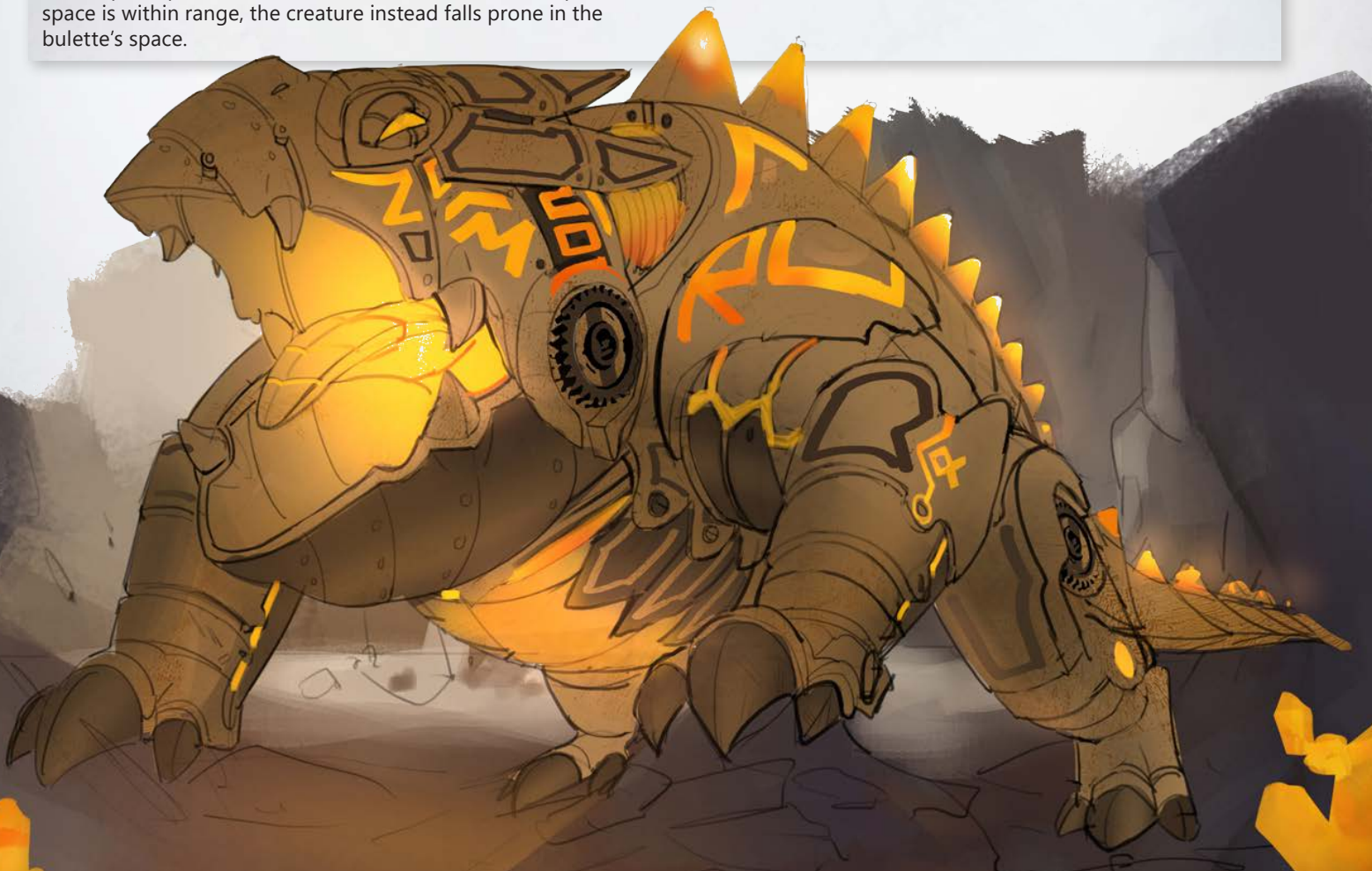
- The bulette gains resistance to one type of damage.
- The bulette gains a +2 bonus to AC.
- The bulette's attacks deal an additional 3 (1d6) force damage on a hit.

A creature mounted on the bulette also gains this benefit.

Sheltered Cavity. The bulette opens a cavity on its back, allowing a willing creature mounted on it to become completely sheltered in its armored carapace until the bulette releases it as a bonus action. While sheltered this way, the creature is blinded and restrained, and has total cover against attacks and other effects outside the bulette. The cavity holds 10 minutes of air and a creature within it moves with the bulette. If the bulette dies or is incapacitated, any creature within the cavity is no longer restrained and can escape from the bulette's carapace by using 5 feet of movement, exiting prone.

REACTIONS

Invigorating Jolt. When a creature mounted on the bulette fails a saving throw against being charmed, frightened, incapacitated, paralyzed, or stunned, the bulette gives it an electric shock. The creature takes 4 (1d8) lightning damage and can immediately reroll its saving throw against the effect.



RUNEWROUGHT BULETTE

A runewrought bulette is a made from the hard carapace of a bulette carved with magical runes and reinforced with steel. Its bite makes it a vicious enemy but its most useful feature is its runic magic, which it can use to strengthen both itself and its rider.

PROTECTED RIDE

One of the runewrought bulette's most novel abilities includes securing its rider within an armored cavity on its back. Thus protected, mount and rider can burrow through the ground at great speed.

RUNEWROUGHT DRAGONFLY

Built to resemble a dragonfly, this mechanical mount is a large Construct powered by magical runes and capable of flying at full speed while carrying a single Medium or smaller creature.

PROGRAMMED LOYALTY

The runewrought dragonfly is encoded to follow a single creature and can understand up to ten simple verbal commands which it follows to the best of its ability. A creature proficient in tinker's tools can spend 1 hour to change any of these command words. If it doesn't receive any commands, it takes the Disengage or Dodge action.

RUNEWROUGHT DRAGONFLY

Large Construct, Unaligned

Armor Class 15 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 5 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	6 (-2)	10 (+0)	3 (-4)

Damage Immunities poison

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

Senses passive Perception 10

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Drone. While flying, the dragonfly emits a loud droning sound that can be heard out to a range of 120 feet.

Dangerous Reactions. When the dragonfly takes a reaction, each creature mounted on it must succeed on a DC 10 Strength saving throw or fall off.

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

ACTIONS

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

Wing Gust. Each creature in a 15-foot cone must succeed on a DC 13 Strength saving throw or be knocked prone or pushed 10 feet back (dragonfly's choice).

BONUS ACTIONS

Hypnotizing Drone (1/Day). The dragonfly emits a deep, hypnotizing humming sound with its wings. Each creature within 30 feet of the dragonfly that can hear it must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes charmed until the end of the dragonfly's next turn. While charmed, the creature is incapacitated and has a speed of 0.

Rune-Infused Wings. The dragonfly activates a series of runes engraved on it to cause one of the following effects which lasts until the start of its next turn:

- The dragonfly creates a thin force barrier around it. The first time it or a creature it is carrying takes damage, that damage is reduced by 7 (1d10 + 2).
- The dragonfly's Piercing Leg deals an additional 4 (1d8) lightning damage on a hit and the target can't take reactions until the start of its next turn.

REACTIONS

Diving Maneuver. The dragonfly imposes disadvantage on the attack roll of one creature it can see that targets it or a creature mounted on it, or it grants itself and a creature mounted on it advantage on a Dexterity saving throw. It then moves up to half its flying speed.

Uncanny Dodge. The dragonfly halves the damage it or a creature mounted on it takes from an attack, provided it can see the attacker.



APPENDIX A: KAIL'ITHAL'S POEM

Bring us three gifts of great worth,
That all have but none can own,
One is seen but never heard,
Grows trees and pales bone,
One is the mother's to give,
But shared freely by all,
One is the reason we live,
Or why we choose to fall.

APPENDIX B: LADY'S PRAYER

My gift is not crutch nor weapon,
not whip nor prison,
but a brush and a weave,
a door to wonder and reprieve,
If you wield it, be never afraid,
But use it often, to learn and create.

APPENDIX C: RUNIC ALPHABET



ALGIZ
Protection, Warding, Defense



LAGUZ
Psyche, Self, Inner Journey



ANSUZ
Truth, God, Breath



MANNAZ
Humanity, divine potential, talent



BERKANO
Birth, Growth, Evolution



NAUDIZ
Endurance, Perseverance, Need



DAGAZ
Day, Dawn, Awakening



PERÐ
Earth, Unmoving Cliff, Fate



EHWAZ
Partnership, Companionship, Mount



RAIDHO
Travel, Movement, Journey



FEHU
Luck, Wealth, Abundance



SOWILO
Sun, Success, Enlightenment



GEBO
Gift, Gratitude, Sacrifice



TIWAZ
Honor, Duty, Leadership



HAGALAZ
Catastrophe, Crisis, Change



TURISAZ
Thunder, Vengeance, Giant



ISA
Ice, Focus, Inertia



URUZ
Time, Primordial Power, Life Force

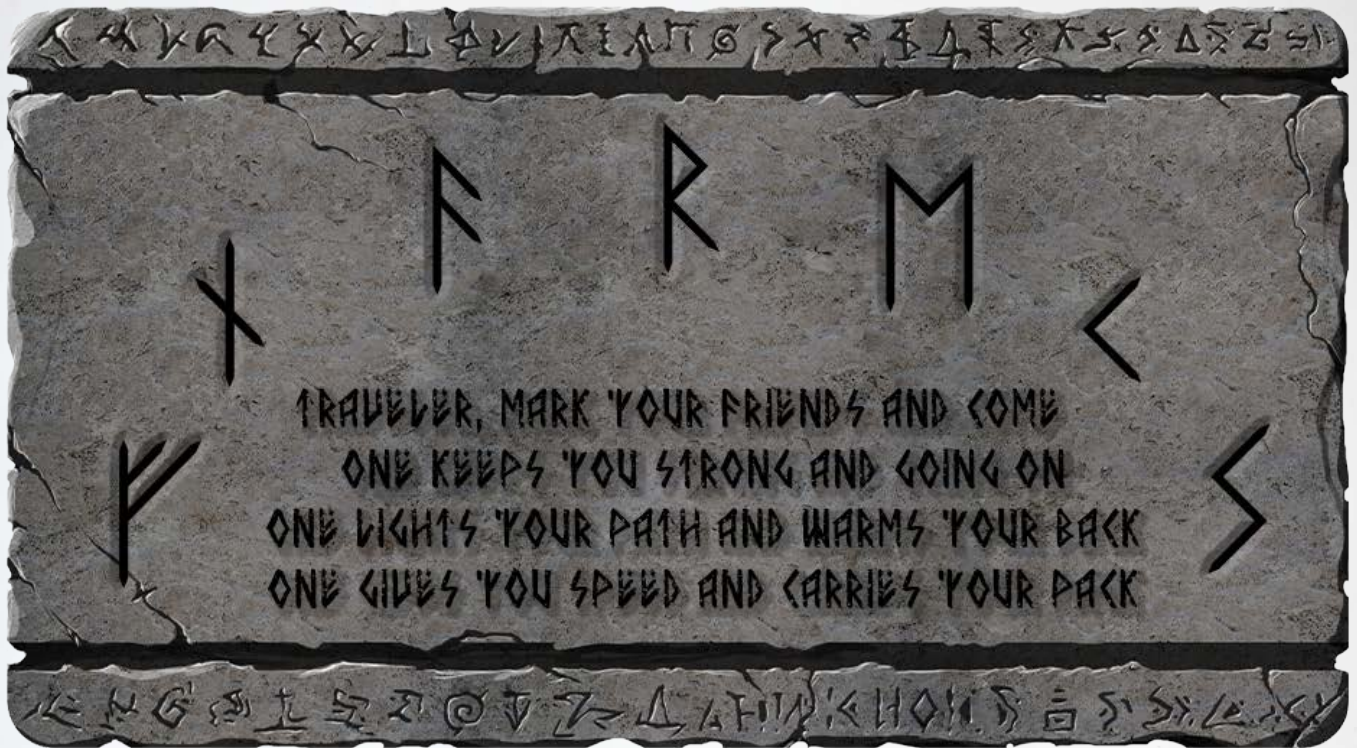


KENAZ
Torch, Light, Vision

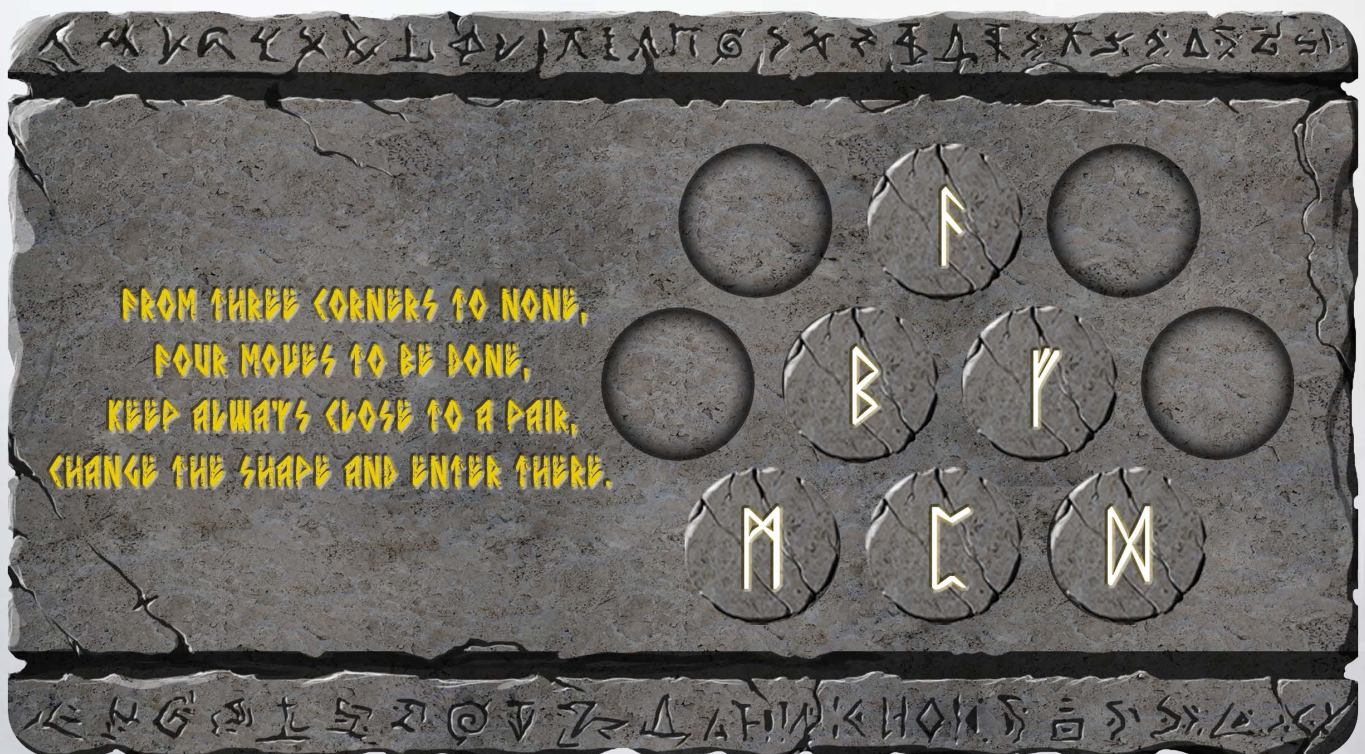


WUNJO
Joy, Happiness, Celebration

APPENDIX D: RUNIC DOOR



APPENDIX E: RUNIC SHUFFLE



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NEW MAGIC FOR FIFTH EDITION

Milando's Guide to Magical Marvels presents a plethora of magical content for your fifth edition campaign. The scoundrel bard Milando explores new aspects of the arcane that provide everything you need to make fun adventures that feel truly magical:

- ♦ **Rules & Guidelines** for curses and dark transformations, runic enchanting, and wild magic.
- ♦ **3 magical adventures** for 3rd- to 13th-level.
- ♦ **6 arcane artisan NPCs** that characters can buy magic items and services from.
- ♦ **30+ magic items** wrought by curses, runes, and wild magic.
- ♦ **40+ monsters** with accursed, unstable, and rune-powered abilities, including companions and mounts.
- ♦ **50 curses, magic runes, and unstable spellmarks** that'll enhance and excite daring adventurers.

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