

Heliana's

FIELD NOTES

VOL 2025

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ENTRY

X-01

CR

12

DOMAIN

Open Skies

OPHTHALLOS

Wyvera tyrannos

Huge Dragon

Unaligned

→ Apex sky predators

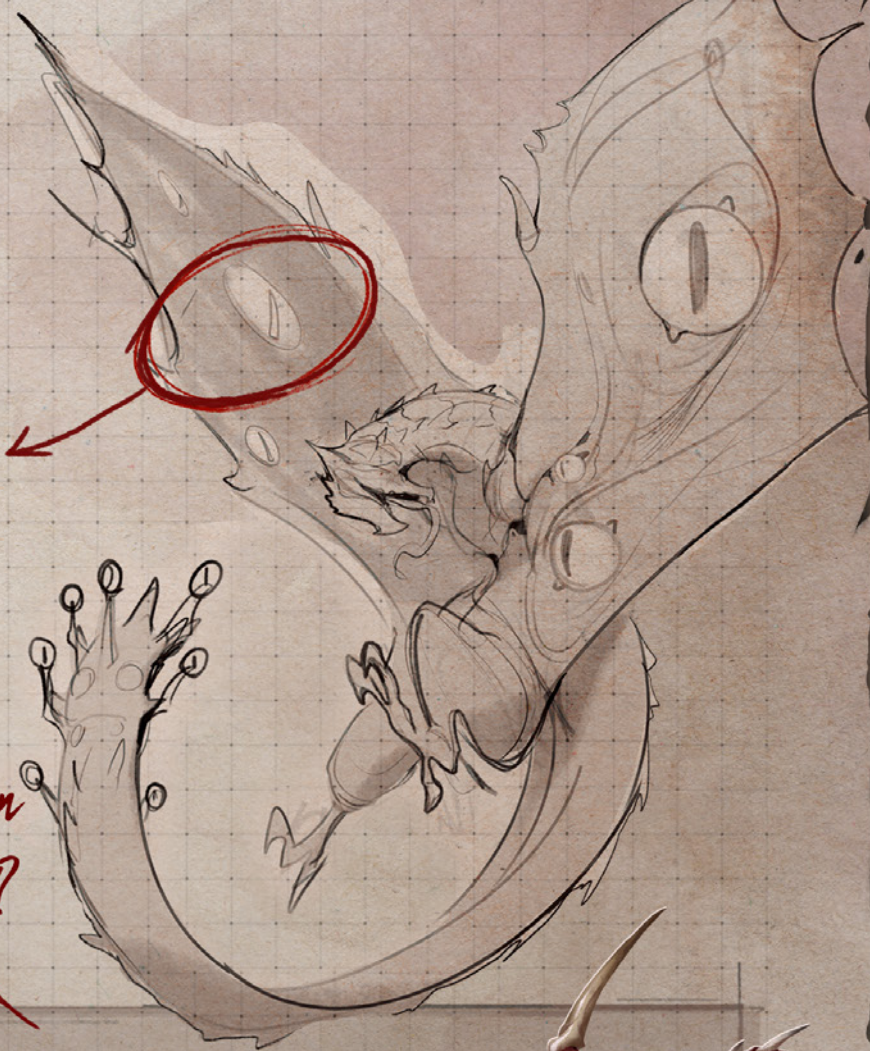


→ Covered in eyes

→

ARTIST: GABRIEL VISSICHELLI

Blind with strong
lights!!

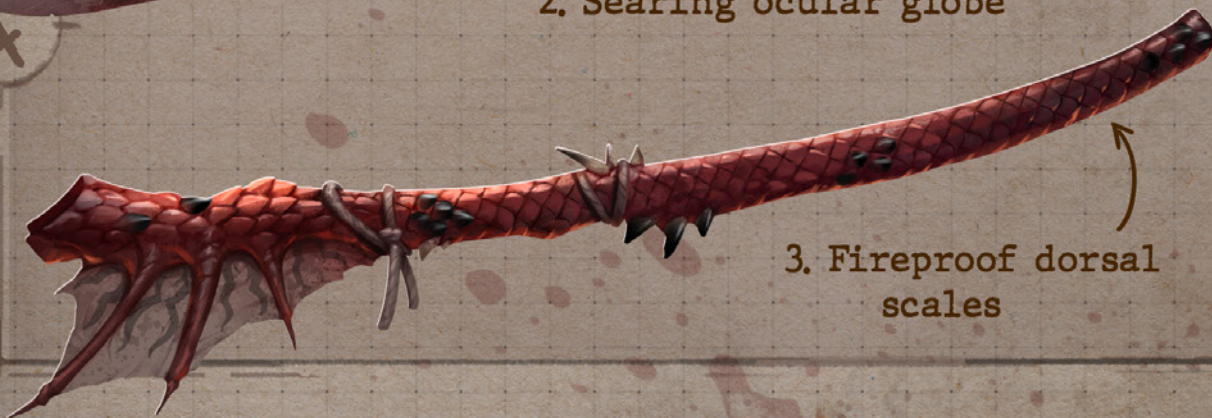


The blade can
shoot fire!?

1. Sharpened claw



2. Searing ocular globe



3. Fireproof dorsal
scales

OPHTHALOS

Huge Dragon, Unaligned

AC 18

HP 178 (17d12 + 68)

Speed 30 ft., Fly 80 ft.

Initiative +2 (12)

Perception +9 (19)

STR DEX CON INT WIS CHA

Score	19	15	18	6	13	6
Mod (Save)	+4	+2	+4	-2	+1	-2

Skills Perception +9

Damage Resistances Fire

Senses Darkvision 120 ft. (unimpeded by magical Darkness)

Languages None

CR 12 (8,400 XP)

PB +4

TRAITS

Legendary Resistance (1/Day). If the ophthalos fails a saving throw, it can choose to succeed instead.

Panoramic Paranoia. The ophthalos has **Advantage** on Wisdom (Perception) checks that rely on sight, and it can't be surprised.

Photosensitivity. The ophthalos has **Disadvantage** on saving throws against the Blinded condition. When it becomes Blinded, roll a **d4** twice, rerolling duplicates. Until the end of the ophthalos's next turn, if it rolls either of those numbers when it uses its Searing Gaze, no beam is produced.

ACTIONS

Multiattack. The ophthalos makes one Claws attack and one Tail attack. It can replace one of these attacks with a use of Searing Gaze.

Claws. *Melee Weapon Attack:* +8, reach 5 ft., Hit: 8 (1d8 + 4) Slashing damage plus 4 (1d8) Poison damage, and the target is subjected to the following effect. *Saving Throw:* **DC 16 CONSTITUTION**. *Failure:* The target is **Poisoned** until the start of the ophthalos's next turn.

Tail. *Melee Weapon Attack:* +8, reach 10 ft., Hit: 17 (3d8 + 4) Bludgeoning damage.

Searing Gaze. The ophthalos randomly shoots a beam from eyes in its wings (roll **1d4** to determine its effects):

- 1 - Firebomb.** The ophthalos shoots a beam at a point within **120 feet** of it. *Saving Throw:* Each creature in a **20-foot-radius Sphere** centred on the point. *Failure:* 17 (5d6) Fire damage, and the target is knocked **Prone**. *Success:* Half damage only.

2 - Rapid Fire. The ophthalos shoots small beams at three different points within **120 feet** of it. *Saving Throw:* Each creature in a **10-foot-radius Sphere** centred on each point. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage.

3 - Scorched Earth. The ophthalos shoots a beam at a point on the ground within **120 feet** of it and drags it in a straight line, creating a wall of flames that is up to **20 feet long, 10 feet high, and 1 foot thick**. The wall lasts until the start of the ophthalos's next turn. A creature that is in the wall when it appears, that enters the wall for the first time on a turn, or that ends its turn there is subjected to the following effect. *Saving Throw:* **DC 16 DEXTERITY**. *Failure:* 17 (5d6) Fire damage. *Success:* Half damage.

4 - Superheat. The ophthalos shoots a beam of concentrated heat against a creature within **120 feet**. *Saving Throw:* **DC 16 CONSTITUTION**. *Failure:* One metal object the target is carrying or wearing (ophthalos' choice) suffers the effects of a level 4 *Heat Metal* spell until the start of the ophthalos's next turn.

BONUS ACTIONS

Antilight Cone. The ophthalos's central eye emits a light consuming wave in a **60-foot Cone**. Until the start of the ophthalos' next turn, that area acts as a *Darkness* spell (level 4 version).

LEGENDARY ACTIONS

Legendary Action Uses: **3**. Immediately after another creature's turn, the ophthalos can expend a use to take one of the following actions. The ophthalos regains all expended uses at the start of each of its turns.

Swipe. The ophthalos makes one Claws attack.

Move. The ophthalos moves up to its Speed without provoking Opportunity Attacks.

Searing Gaze (Costs 3 Actions). The ophthalos uses its Searing Gaze.

Don't stare
too long!



ARTIST: MICHELLE MUELLER

TYRANT'S TALON

Weapon (Longsword), Rare (Requires Attunement)
Component: Pouch of Dragon (Ophthalos) Claws

“Who here wants a mighty blade forged from the talons of an ophthalos?” the guildmaster bellowed, and all intrepid adventurers across the taproom of the hunters’ guild eagerly raised their hands. “And who wants to go kill one for the materials?” All of a sudden, there were no hands in sight.

Spirit Gauge. When you hit a creature with a Challenge Rating of 1/2 or higher with an attack using this weapon, the weapon gains **1 charge**. The weapon can hold a maximum of **3 charges**, and loses **all** charges whenever it goes **1 minute** without gaining any charges. While it has any charges, the weapon is imbued with flame and sheds Dim Light in a **5-foot radius**.

Searing Strike. When you roll Initiative, roll **1d4** to determine how you can use the weapon’s flames as indicated in the table. As a Magic action, you can expend **3 charges** to unleash this burst of fire. Each creature in the area must make a **DC 15 DEXTERITY SAVING THROW**, taking **6d6** Fire damage on a failed save, or half as much damage on a successful one.

Once this property of the weapon has been used, it can't be used again for **1 minute**.

1d4 Searing Strike

1	The blade releases a torrent of flame, akin to a dragon's breath, affecting each creature in a 15-foot Cone .
2	The sword's tip shoots a jet of fire, affecting each creature in a 5-foot-wide, 30-foot-long Line .
3	As you spin the sword, it creates a whirlwind of fire affecting each creature in a 10-foot Emanation originating from you.
4	You shoot orbs of flame from the sword at two points within 30 feet of you, each of which explodes in a 5-foot-radius Sphere , affecting each creature in the area.

Uncommon variant: Reduce the **DC** to **13** and the damage to **3d6**.

Very rare variant: Increase the **DC** to **16** and the damage to **7d6**. You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon.



NERGIGOBLIN

ENTRY

CR

DOMAIN

X-02

4

Swamp

Goblinoid furorem

Small Monstrosity

Chaotic Evil

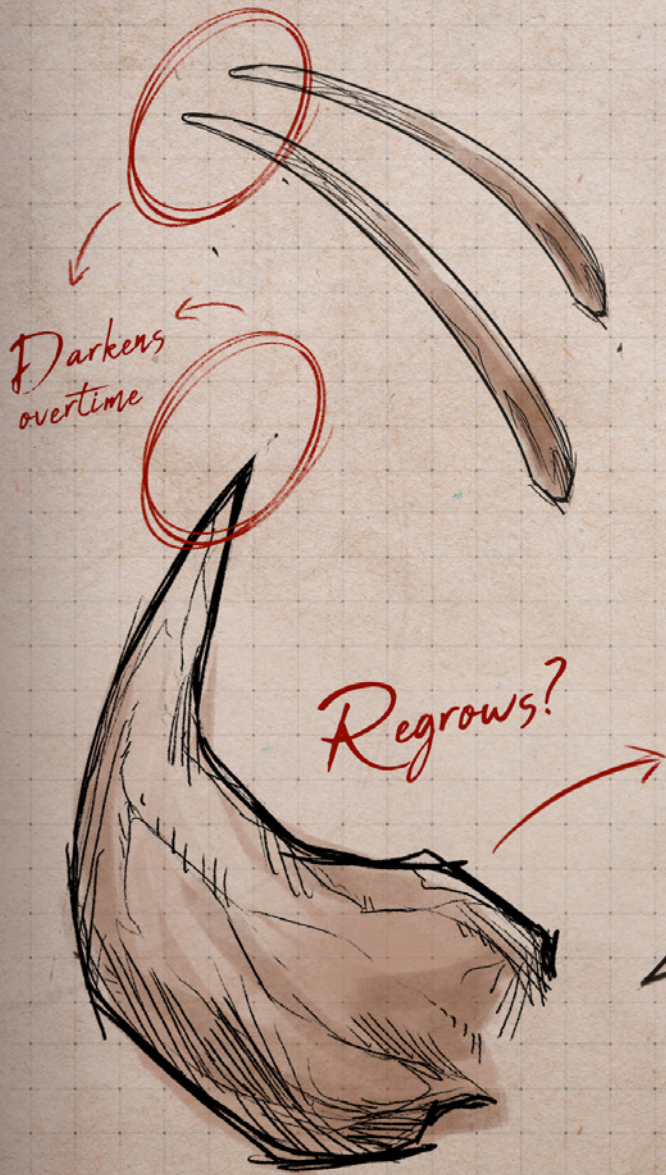
"Lesser statesmen will tell you that there's no negotiating with the Blackspine goblins. I say it's a skill issue. Just make sure to avoid every word in this ten-page manual, don't smile or frown at any point, and for the love of all that's holy, never look a nergigoblin in the eye. You'll be fine!"

Understatement heavy on the chaotic part



ARTIST: GABRIEL VISSICHELLI

Heliana's Field Notes - Loot Tavern



Documented use of tools
Proof of Budding civilization?

The Blackspine goblin tribes give all goblinkind a bad name... well, a worse name. Violent, cruel, and mercilessly sadistic, these goblins have forgone their ancestral pantheon to worship a legendary black dragon, whose power they claim rivals that of the very gods. This new faith commands its followers to indulge in their murderous impulses without restraint, rewarding the most ruthless among them by transforming them into nergigoblins: living vessels of the dragon's dark will.



NERGIGOBLIN

Small Monstrosity (Goblin), Chaotic Evil

AC 15

HP 93 (17d6 + 34)

Speed 30 ft.

Initiative +2 (12)

Perception +1 (11)

STR DEX CON INT WIS CHA

Score 16 14 15 10 12 13

Mod (Save) +3 +2 +2 +0 +1 +1

Skills Intimidation +5

Damage Resistances Cold, Fire

Senses Darkvision 60 ft.

Languages Common, Goblin

CR 4 (XP 1,100)

PB +2

TRAITS

Bristly. The nergigoblin has a maximum of 4 sets of spikes growing from its body, which it can expend as part of some of its actions. It regrows 1d4 sets of spikes and regains 5 Hit Points at the start of each of its turns if it has at least 1 Hit Point.

The nergigoblin's spikes are associated with a Spike Die, which is a d4. While the nergigoblin has 30–59 Hit Points, its spikes lengthen and its Spike Die becomes a d6. While the nergigoblin has fewer than 30 Hit Points, the spikes become metallic; its Spike Die becomes a d8 and it has a bonus to AC equal to the number of sets of spikes it has.

Monstrous Resilience. At the start of each of its turns, the nergigoblin can choose to end one of the following conditions on itself: Charmed, Frightened, Incapacitated, Paralysed, Restrained, or Stunned.

ACTIONS

Multiattack. The nergigoblin makes one Claw attack and one Horns attack. It can replace either of these attacks with a use of Spike Fling.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 5 (1d4 + 3) Slashing damage, and the nergigoblin can expend 1 set of spikes to deal extra Slashing damage equal to 1 roll of its Spike Die.

Horns. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 9 (1d12 + 3) Piercing damage, and the nergigoblin can expend 1 set of spikes to deal extra Piercing damage equal to 1 roll of its Spike Die.

Spike Fling. The nergigoblin swings its tail, expending 3 sets of spikes to unleash a shower of shrapnel upon its foes. *Saving Throw:* **DC 13 DEXTERITY**, each creature in a 20-foot Cone. *Failure:* Piercing damage equal to 5 rolls of its Spike Die. *Success:* Half damage.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, the nergigoblin can expend a use to take one of the following actions. The nergigoblin regains all expended uses at the start of each of its turns.

Swipe. The nergigoblin makes a Claw attack.

Goading Sidestep. The nergigoblin moves up to half its Speed. If a creature makes an Opportunity Attack against the nergigoblin during this movement, the nergigoblin can make a Claw attack against that creature immediately after the attack hits or misses.

Forceful Growth (Costs 2 Actions). The nergigoblin forces more spikes to protrude from its body, immediately regrowing 1d4 sets of spikes. It then takes 10 (4d4) Piercing damage, which can't be reduced or prevented in any way.



Heliana's Field Notes - Loot Tavern



ARTIST: MARTIN KIRBY-JACKSON

BLACK SPINE

Weapon (Greatsword), Rare

Component: Monstrosity (Nergigoblin) Horn

You don't see many creatures walking around with weapons crafted from their own kind. This—alongside their unwavering zealotry, complete disregard for their own safety, and perpetually prickly disposition—is just another way in which the Blackspine nergigoblins stand out from the pack.

Wind-Up Strikes. When you take the Attack action, you can forgo one of your attacks to charge up this sword. If you do, you can't make another attack this turn. The sword remains charged until the end of your next turn, until you drop it, or until you become **Incapacitated**.

When you hit a target with this sword while it's charged, a shower of spikes bursts from its blade. The target and each creature other than you within **5 feet** of the target must succeed on a **DC 15 DEXTERITY SAVING THROW** or take **2d6** Piercing damage. If the original target is a creature, it has **Disadvantage** on this saving throw. The sword is then no longer charged.

On the second consecutive round you deal this damage, it increases to **3d6**. On the third and subsequent consecutive rounds you deal this damage, it increases to **4d6**.

Very rare variant: Increase the **DC** to **16**. You gain a **+1 bonus** to attack and damage rolls made with this magic weapon. If you hit with a charged attack for the third consecutive round and subsequent ones, the spikes on the sword become metallic, granting you a **+1 bonus** to AC until the start of your next turn.

Variant

THANKS
L'ARSENITY



GODMANE

ENTRY

X-03

CR

15

DOMAIN

Jungle

Luxsimia fulguris

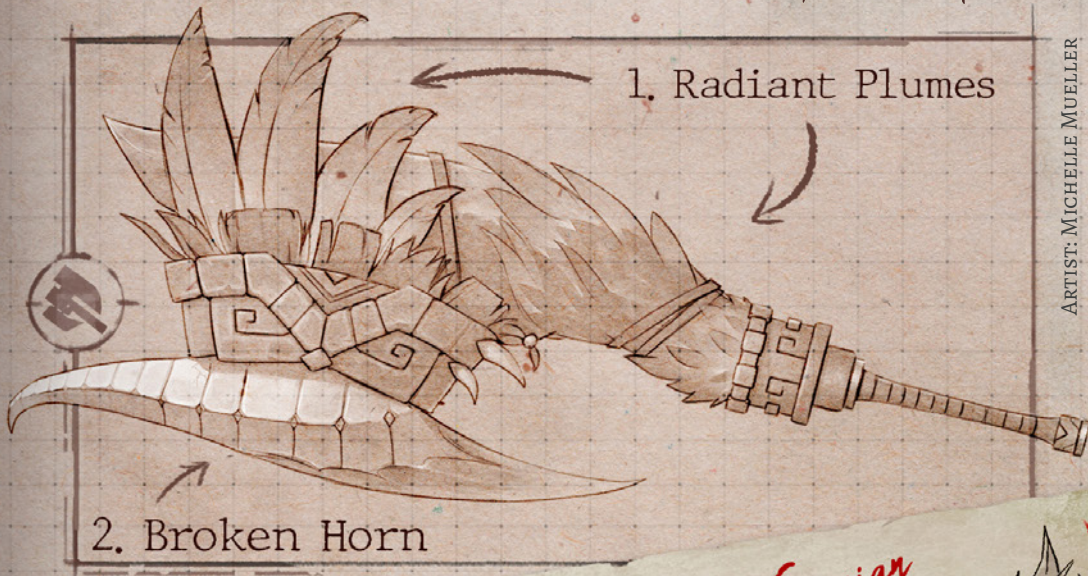
Large Monstrosity

Unaligned¹

Charged Feathers



ARTIST: GABRIEL VISSICHELLI



ARTIST: MICHELLE MUELLER

Dear colleagues

I hereby formally apply for

a hear

You're n

about to

★ Super Simian Mode ★



ARTIST: CHAOUKI TITOUHI

Borderless Union of Magizoological Sciences

John Badall
Chancellor
32 Main street
2nd District, Aramachi

Esteemed L'Arsène Upin,

Though we are flattered by your interest in the magizoological sciences, and always welcome spirited academic discourse, we must respectfully ask you to abstain from further correspondence insisting that the enraged state of the godmane apes be officially denominated 'Super Simian Mode'. It would be unbecoming for our prestigious society to stoop to such infantility.

Sincerely,

! Do NOT show L'arsène!

John Badall
Chancellor



Uncontested C
they own the p
napping out in
them. The world
the extreme ag
laying low tita

GODMANE

Large Monstrosity, Unaligned

AC 17

HP 252 (24d10 + 120)

Speed 30 ft., Climb 30 ft., Fly 60 ft. (hover; Godrage Form only)

Initiative +2 (12)

Perception +1 (11)

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Score	23	14	20	7	12	7
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Mod (Save)	+6	+2	+5	-2	+1	-2
------------	----	----	----	----	----	----

Damage Resistances Radiant

Condition Immunities Frightened

Senses Darkvision 60 ft.

Languages None

CR 15 (XP 13,000)

PB +5

TRAITS

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

Reckless. At the start of its turn, the godmane can gain **Advantage** on all melee weapon attack rolls it makes during that turn, but attack rolls against it have **Advantage** until the start of its next turn.

Standing Leap. The godmane's Long Jump is up to **30 feet** and its High Jump is up to **20 feet** with or without a running start.

GODRAGE FORM

When the godmane is reduced to 0 Hit Points, it enters a state of radiant rage, causing its fur to stand on end and become golden. Its current Hit Point total resets to **250** Hit Points, it regains any expended uses of **Legendary Resistance**, and it gains the **Godslayer** trait for **1 hour**.

Award a party an additional 15,000 XP (28,000 XP total) for defeating the godmane after its Godrage Form activates. Once the godmane's Godrage Form has activated, it can't do so again until the godmane finishes a Short or Long Rest.

Godslayer. The godmane ignores Resistance to Radiant damage and treats Immunity as Resistance.

ACTIONS

Multiattack. The godmane makes two Fist attacks and uses either Primate Piledriver or Simian Spin.

Fist. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 13 (2d6 + 6) Bludgeoning damage, plus 3 (1d6) Radiant damage if the godmane is in its Godrage Form. If the target is a Medium

or smaller creature, it's **Grappled** by the godmane (**ESCAPE DC 19**). The godmane has two fists, each of which can Grapple only one target.

Rock. *Ranged Weapon Attack:* +11, range 60/240 ft. *Hit:* 27 (6d6 + 6) Bludgeoning damage, plus 3 (1d6) Radiant damage if the godmane is in its Godrage Form. If the target is a creature with a Fly Speed, it is subjected to the following effect. *Saving Throw:* **DC 19 STRENGTH**. *Failure:* The target loses its Fly Speed until the end of its next turn.

Primate Piledriver (Must Not be Grappling a Large or larger Creature). The godmane drops from a great height with a creature held beneath it. The godmane takes no damage from Falling from a height of **60 feet** or lower. *Saving Throw:* **DC 19 STRENGTH**, one creature Grappled by the godmane. *Failure:* 7 (2d6) Bludgeoning damage for each **10 feet** the godmane Falls in this way. *Success:* Half damage. *Failure or Success:* The creature falls **Prone** and is no longer Grappled by the godmane.

Simian Spin. The godmane spins and throws a Medium or smaller creature it's grappling up to **30 feet** horizontally. If it collides with another creature or object, it is subjected to the following effect. *Saving Throw:* **DC 19 STRENGTH**. *Failure:* 7 (2d6) Bludgeoning damage for each **10 feet** the creature travels before colliding. *Success:* Half damage. *Failure or Success:* The creature falls **Prone**.

If the thrown creature collides with another creature, the second creature must succeed on a **DC 19 DEXTERITY SAVING THROW** or take the same damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the godmane can expend a use to take one of the following actions. The godmane regains all expended uses at the start of each of its turns.

Fist. The godmane makes one Fist attack.

Leap. The godmane jumps up to its Walk Speed without provoking Opportunity Attacks.

Rumble in the Jungle (Costs 2 Actions). The godmane uses Primate Piledriver or Simian Spin.

GODMANE

Continued from previous page

GODRAGE ACTIONS

If the godmane's Godrage Form has activated in the last hour, it can use the options below as *Legendary Actions*.

Aerial Dash (Costs 2 Actions). The godmane flies up to its Fly Speed without provoking Opportunity Attacks.

Godkiller Beam (Costs 3 Actions). The godmane shoots a beam of radiant energy from its mouth. *Saving Throw:* **DC 18 DEXTERITY**, each creature in a **5-foot-wide, 60-foot-long Line**. Creatures Grappled by the godmane have **Disadvantage** on this saving throw. *Failure:* 26 (4d12) Radiant damage. *Success:* Half damage.



GODPLUME SWITCHAXE

Weapon (Greataxe), Uncommon

Component: Monstrosity (Godmane) Horn

When asked to measure the radiant energy within a Godplume Switchaxe, L'Arsène Upin said, in astonishment, that its "power level" was "over nine thousand". No one is quite certain of what this metric means, and L'Arsène has refused to elaborate.

This weapon can hold a maximum of **3 charges**. While the weapon has at least **1 charge**, you can take a Bonus Action while holding it to cause its feathers to glow with golden energy and its blade to unfold, turning the weapon into a Greatsword. You are considered proficient with this Greatsword if you're proficient with Greataxes.

Radiant Build-Up. When you hit an enemy with an attack using this weapon in its Greataxe form, the weapon gains **1 charge**.

Radiant Discharge. When you hit with an attack using this weapon in its Greatsword form, the weapon loses **1 charge** and deals an extra **1d6** Radiant damage to the target. When the weapon loses its last charge, it becomes a Greataxe again.

VARIANT IDEAS

Rare variant: Increase the damage to **2d6**.

Very Rare variant: Increase the damage to **2d6**. If you turn the Greataxe into a Greatsword while it has **3 charges**, you gain a Fly Speed of **30 feet** until the end of your turn.

ARTIST: MICHELLE MUELLER

Rage is stored in the feathers?



DEVIL JHOBLIN

ENTRY

X-04

CR

4

DOMAIN

Nomadic

Goblinoid muria

Small Monstrosity (Goblin)

Chaotic Evil

One word is often enough to capture the essence of the Brutescale goblin tribes: ravenous. Unlike their more territorial kin, the Brutescales don't settle—no land can sustain their endless hunger for long. Instead, they've adopted a nomadic lifestyle, roaming from one spot to the next in an unstoppable tide of gnashing teeth that devours everything in its path... whether or not it's still moving.

1,000 lbs. bite force



ARTIST: GABRIEL VISSICHELLI

L'arsène Upin - X04

Loot Tavern et al.
Patented May 16.

Brutescale Gunlance

Weapon (Gunlance), Rare (requires Attunement)

1. Serrated bone blade



2. Revolving Chamber

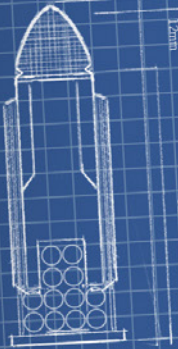
32 cm

13 cm

28 cm

3. Wym Blight Loaded

5. Leath

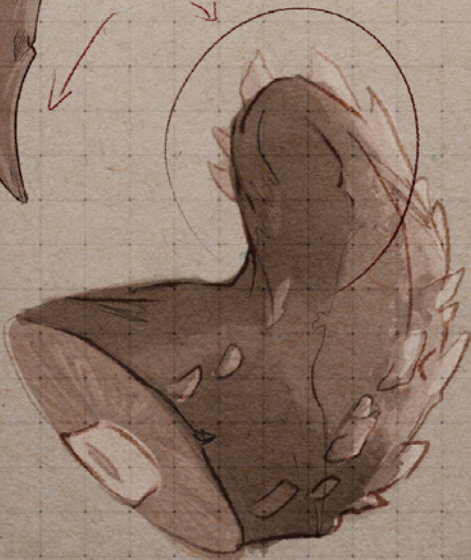


4. Propulsion chamber

What if lance
BUT also
GUN?!



Chaotic growth!



Tail often lost
in brawls or rituals



DEVIL JHOBBLIN

Small Monstrosity (Goblin), Chaotic Evil

AC 14

Initiative +1 (11)

HP 123 (19d6 + 57)

Perception +1 (11)

Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	16	13	17	7	12	11
Mod (Save)	+3	+1	+3	-2	+1	+0

Skills Athletics +5, Intimidation +4

Senses Darkvision 60 ft.

Languages Common, Goblin

CR 4 (XP 1,100)

PB +2

TRAITS

Boundless Hunger. The devil jhobblin can't have Disadvantage on attack rolls against Bloodied creatures.

Musclebound. While the devil jhobblin has fewer than 80 Hit Points, its muscles enlarge grotesquely: it can attempt to Shove a creature as a Bonus Action (**SAVE DC 13**), and creatures have **Disadvantage** on saving throws against being Shoved by the devil jhobblin. In addition, while the devil jhobblin has fewer than 40 Hit Points, its muscles become imbued with necrotic energy, and its attacks deal an extra 3 (**1d6**) Necrotic damage.

ACTIONS

Multiattack. The devil jhobblin makes two Bite attacks. It can replace one of these attacks with a use of Crunch.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (**1d8 + 3**) Piercing damage. If the target is a Medium or smaller creature, it's **Grappled** by the devil jhobblin (**ESCAPE DC 13**). While a creature is Grappled in this way, the devil jhobblin can't make Bite attacks against a different target.

Crunch. The devil jhobblin attempts to crush a creature in its powerful jaws. *Saving Throw:* **DC 13 STRENGTH**, one creature Grappled by the devil jhobblin's Bite. *Failure:* 14 (**4d6**) Piercing damage, and the creature has **Disadvantage** on ability checks until the end of its next turn. *Success:* Half damage only.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, the devil jhobblin can expend a use to take one of the following actions. The devil jhobblin regains all expended uses at the start of each of its turns.

Bite. The devil jhobblin makes one Bite attack.

Aggressive Charge. The devil jhobblin moves up to half its Speed towards a enemy it can see. If it ends this movement within **5 feet** of the target, it can attempt to Shove it.

Devour (Costs 2 Actions). The devil jhobblin consumes the corpse of a Medium or Small creature within **5 feet** of it, regaining 14 (**4d6**) Hit Points.

REMINDER: SHOIVING

Instead of making an attack in an attempt to harm its foe, a creature can use a punch, kick, or similar forceful blow to push its target away or knock it off balance. A creature can attempt to Shove a creature no more than one size larger than itself within its reach.

2024. If you are using the 2024 edition of the 5e rules, the target must succeed on a Strength or Dexterity saving throw (it chooses which), you either knock the target Prone or push it 5 feet straight away from you. The DC for the saving throw equals 8 plus your Strength modifier and Proficiency Bonus.

2014. If you are using the 2014 edition of the 5e rules, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target Prone or push it 5 feet straight away from you.



ARTIST: MARTIN KIRBY-JACKSON

BRUTESCALE GUNLANCE

Weapon (Gunlance*), Rare (requires Attunement)
Component: Pouch of Monstrosity (Devil) Hoblin Teeth

Shamans of the Brutescale tribe discovered that some devil jhoblins who gorged themselves on their own kin contracted a strange curse that severed their connection to the elements. As this rot, dubbed wurm blight, spread to other members of the tribe, they were faced with the choice to eradicate it... or weaponise it. No prizes for correctly guessing what happened next.

You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. The weapon has the Ammunition (20/— ft.) and Loading properties, uses bullets, and deals **1d8** Piercing damage on a hit.

Wurmstake. As an action while holding this weapon, you can use it to make a special melee attack against a creature within your reach. On a hit, the attack deals an extra **2d6** Piercing damage, and the weapon conjures a large stake that it embeds in the target.

At the end of the target's next turn, the stake explodes in a burst of necrotic energy, forcing the target to make a **DC 15 CONSTITUTION SAVING THROW**. On a failed save, the target takes **4d6** Necrotic damage and becomes incapable of dealing Acid, Cold, Fire, Lightning, or Thunder damage for **1 minute**. On a successful save, the target takes half as much damage only. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once this property has been used, it can't be used again until the next dawn.

Uncommon variant: Reduce the **DC** to **13**. Remove the attack and damage bonus. A creature that fails its saving throw against the Wurmstake property becomes incapable of dealing Acid, Cold, Fire, Lightning, or Thunder damage until the end of its next turn.

Very Rare variant: Increase the attack and damage bonus to **+2**, the **DC** to **16**, and the Necrotic damage to **6d6**.

*See Appendix A - Equipment.

ENTRY

X-05

CR

18

DOMAIN

Underdark

BRAINIELLE

Draconis cerebrum

Any Alignment



ARTIST: GABRIEL VISSICHELLI

DISSECTION REPORT

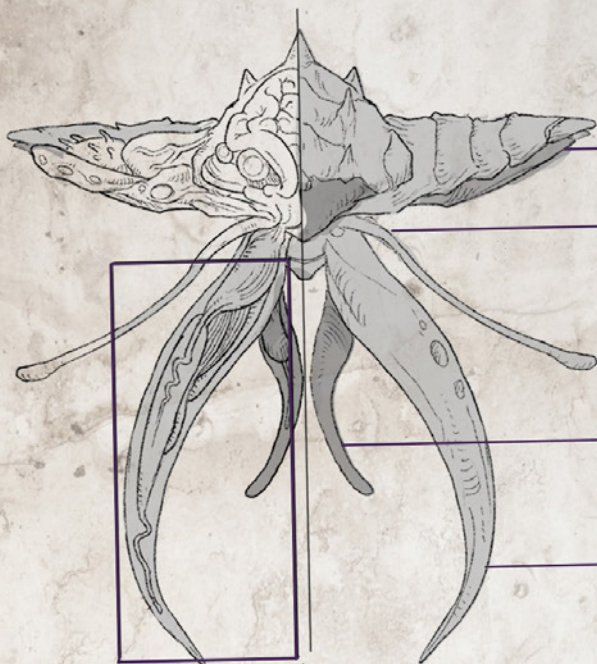
Examiner: Humpardink
Case: X-05 Date: 5 May Loot Tavern

SPECIMEN

Brainielle-Head



Length: 72in. Weight: 145lbs Maturity: Adult Hazards: None



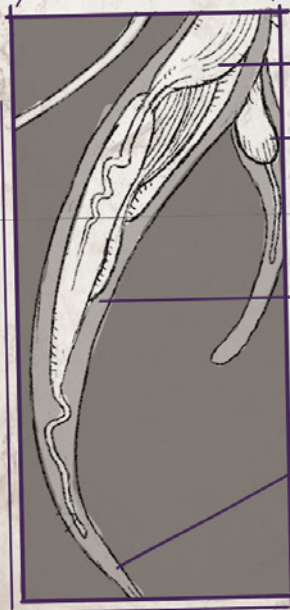
Modified draconic plates

Sensory bud

External sensory axon

Subfrontal accessory arm
Prehensile; mucus-coated

Prefrontal primary arm
Prehensile; mucus-coated



Reactive pseudo-muscle

Unidentified vesicle

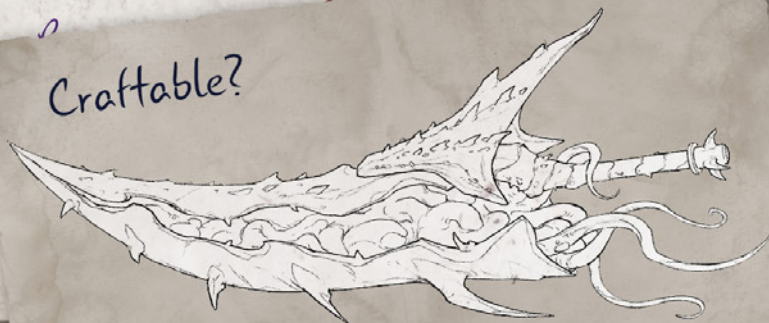
Contains some viscous saline extract with minor paralytic properties.

Internal oblique muscle

*Test extract on
L'Arsene?*

Useful for psionic link!

Craftable?



ARTIST: CHAOUKI TITOUHI

BRAINIELLE

Huge Dragon, Any Alignment

AC 19 **Initiative** +0 (10)
HP 250 (20d12 + 120) **Perception** +13 (23)
Speed 40 ft., Fly 80 ft. (hover in Brainstorm Form)

	STR	DEX	CON	INT	WIS	CHA
Score	22	10	22	25	13	17
Mod (Save)	+6	+0 (+6)	+6 (+12)	+7 (+13)	+1 (+7)	+3

Skills Insight +7, Perception +13
Damage Resistances Lightning
Damage Immunities Psychic
Senses Blindsight 60 ft., Darkvision 120 ft.
Languages Common, Deep Speech, Draconic, telepathy 120 ft.
CR 18 (20,000 XP) **PB** +6

TRAITS

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

Mind Reader. The brainielle can sense the presence and location of any creature within **300 feet** of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *Mind Blank* spell.

BRAINSTORM FORM

When the brainielle is reduced to 0 Hit Points, it taps into the full power of the parasite in its brain. Its current Hit Point total resets to **250** Hit Points, its creature type changes from Dragon to Aberration, it regains any expended uses of Legendary Resistance, and it gains the Fry Neurons and Static Form traits for **1 hour**.

Award a party an additional 25,000 XP (45,000 XP total) for defeating the brainielle after its Brainstorm Form activates. Once the brainielle's Brainstorm Form has activated, it can't do so again until the godmane finishes a Short or Long Rest.

Fry Neurons. When the brainielle deals Lightning damage to a creature, it deals extra Psychic damage equal to half the amount of Lightning damage taken.

Static Body. A creature that touches the brainielle or hits it with a melee attack while within **5 feet** of it takes 7 (2d6) Lightning damage. This trait only functions if at least one of the brainielle's Lightning Breath and Mesmerising Wingbeat actions are recharged.

ACTIONS

Multiattack. The brainielle makes two Tentacles attacks.

Tentacles. *Melee Weapon Attack:* **+12**, reach 10 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a Large or smaller creature, it's Grappled (**ESCAPE DC 20**). Until the grapple ends, the brainielle can't make Tentacles attacks against another target.

Devour Brain. *Saving Throw:* **DC 21 CONSTITUTION**, one creature with a brain that's either Grappled by the brainielle or Incapacitated. *Failure:* 55 (10d10) Piercing damage. *Success:* Half damage. *Failure or Success:* If this damage reduces the target to 0 Hit Points, the target is killed as its brain is consumed by the brainielle. If the brainielle is in its Brainstorm Form, it gains 22 (4d10) Temporary Hit Points when it kills a creature in this way.

Detect Thoughts. The brainielle casts *Detect Thoughts*, using Intelligence as the spellcasting ability (**SPELL SAVE DC 21**).

Lightning Breath (Recharge 5-6). The brainielle exhales lightning. *Saving Throw:* **DC 20 DEXTERITY**, each creature in a **5-foot-wide, 100-foot-long Line**. *Failure:* 49 (14d6) Lightning damage. *Failure by 5 or More:* The target is also **Stunned** until the end of its next turn. *Success:* Half damage only.

Mesmerising Wingbeat (Recharge 5-6). The brainielle opens its wings and moves them in a hypnotic manner while they shimmer with an array of colourful lights. *Saving Throw:* **DC 20 WISDOM**, each creature within **30 feet** that can see the brainielle. *Failure:* The creature becomes **Charmed** by the brainielle. While Charmed in this way, a creature is **Incapacitated**, has its Speed is reduced to 0, takes 7 (2d6) Psychic damage at the start of each of its turns, and repeats the save at the end of each of its turns, ending the effect on itself on a success. After **1 minute**, it succeeds automatically. This effect also ends for the creature if it takes any damage except for Psychic damage, or if another creature within **5 feet** takes an action to shake the creature out of its stupor.

BRAINIELLE

Continued from previous page

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the brainielle can expend a use to take one of the following actions. The brainielle regains all expended uses at the start of each of its turns.

Detect. The brainielle makes a **WISDOM (PERCEPTION)** check.

Tentacles. The brainielle makes one Tentacles attack.

Wing Attack (Costs 2 Actions). The brainielle beats its wings. *Saving Throw: DC 20 DEXTERITY*, each creature within **10 feet**. *Failure:* 13 (2d6 + 6) Bludgeoning damage and the creature is knocked **Prone**. *Failure or Success:* The brainielle flies up to half its Fly Speed.

BRAINSTORM ACTIONS

If the brainielle's Brainstorm Form has activated in the last hour, it can use the options below as Legendary Actions.

Telekinesis. *Saving Throw: DC 21 STRENGTH*, one Huge or smaller creature or object within **60 feet** that the brainielle can see. Tiny creatures have **Disadvantage** on the saving throw, and objects automatically fail. *Failure:* The brainielle telekinetically moves the target up to **30 feet** in any direction.

Mental Infiltration. The brainielle invades another creature's mind to muddle its thoughts and anticipate its moves. *Saving Throw: DC 21 WISDOM*, one creature within **60 feet** that the brainielle can see. *Failure:* Until the end of the brainielle's next turn, the brainielle has **Advantage** on attack rolls against the creature, and the creature has **Disadvantage** on attack rolls against the brainielle. This effect ends early if the brainielle uses this Legendary Action again.



ARTIST: GABRIEL VISSICHELLI

MINDSHOCK

Weapon (Greatsword), Very Rare (Enhanced Attunement)
Component: Aberration (Brainielle) Tentacle

"No mind-numbing, thousand-volts-coursing-through-your-body pain, no mind-expanding, unbelievably powerful psionic gain."

*- L'Arène Upin,
Coming Around on Auto-Electrocution*

Psionic Link. As a Bonus Action while holding this weapon, you can allow its electrified tentacles to pierce your skin and establish a psionic connection with you until you drop to 0 Hit Points or pull the tentacles out as a Bonus Action. While this connection lasts, you take **1d8** Lightning damage at the start of each of your turns, which can't be reduced or prevented in any way. In addition, you gain **Resistance** to Psychic damage, your jump distance is doubled, and attacks you make with this weapon deal an extra **1d8** Psychic damage on a hit.

Enhanced Attunement. You can enhance your attunement to this weapon by enduring the pain of electrocution. In order to do so, you must take a total of 100 Lightning damage from hostile creatures while attuned to the sword. While enhanced, the weapon gains the Overload property:

EA: Overload. When you use the Psionic Link property, you can choose to intensify the link. If you do, you take **2d8** Lightning damage at the start of each of your turns while the link lasts, instead of **1d8**. In addition to the benefits of the Psionic Link property, you gain **Advantage** on Intelligence saving throws, and the extra Psychic damage dealt with the weapon increases to **2d8**.

Variants!!

Rare variant: Reduce the Lightning and Psychic damage to **1d6** each, or **2d6** each if using the Overload property. The weapon doesn't grant Resistance to Psychic damage or Advantage on Intelligence saving throws.

Hey Heli

I made that greatsword like you wanted and it turned out really good except I think there's something wrong with the extra tentacles you sent me. They make me feel woozy and sometimes I see visions of Houdinky stealing from the kitchen and maybe a tentacle was growing from my foot and three beards. A trenchcoat visits me in my dreams so I hope those tentacles are not safe to touch. You know before you go about doing a

Psionic battery stores lightning energy!

Repurposed draconic plate

ARTIST: CHAOUKI TITOUHI & GABRIEL VISSICHELLI

Sword will always try to burrow and link with you so handle with care!





ARCHITSUNE

ENTRY

X-06

CR

22

DOMAIN

Extraplanar

Infernus venetus

Huge Fiend (Demon)

Neutral Evil

*NTS: prestidigitate grease bubbles
before they stain
all the pages*

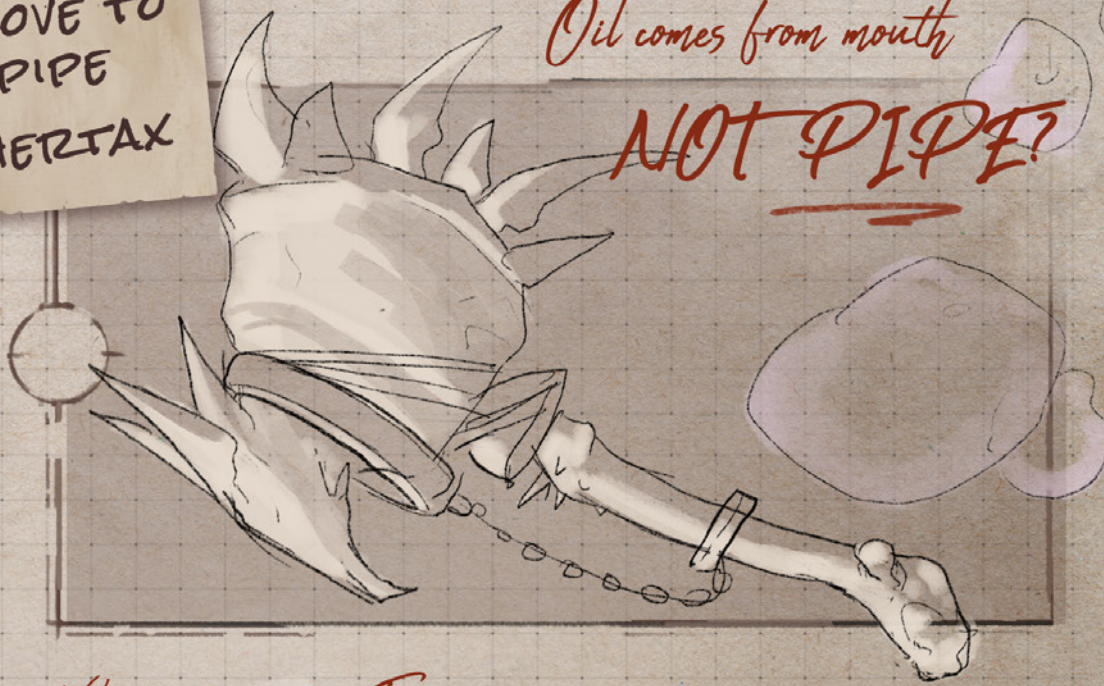


ARTIST: GABRIEL VISSICHELLI

MY DEAR
I WOULD LOVE TO
TRY THE PIPE
- WEATHERTAX

Oil comes from mouth

NOT PIPE?



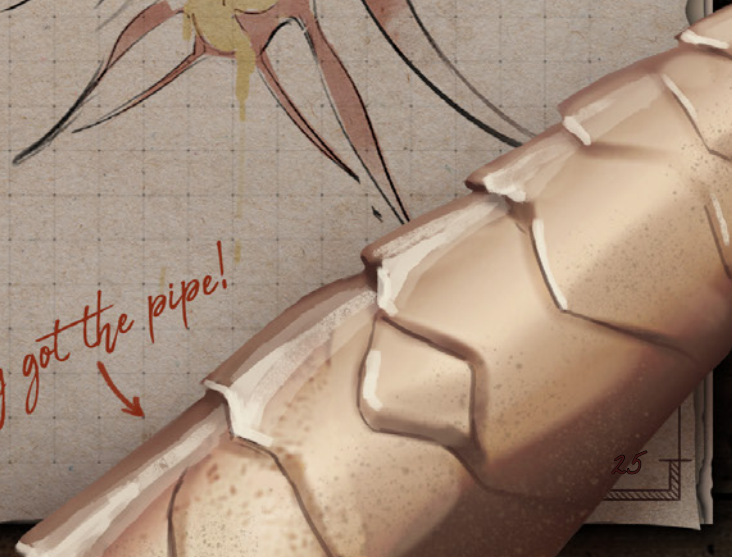
Vibration-sensitive Fins



oil gland at
back of mouth?



Finally got the pipe!



ARCHITSUNE

Huge Fiend (Demon), Neutral Evil

AC 21

HP 345 (30d12 + 150)

Speed 30 ft., Fly 60 ft.

Initiative +3 (13)

Perception +12 (22)

STR DEX CON INT WIS CHA

Score 23 17 21 18 21 19

Mod (Save) +6 +3 +5 +4 +5 +4

Skills Deception +11, Perception +12, Persuasion +11

Damage Resistances Cold, Lightning; Bludgeoning, Piercing, and Slashing

Damage Immunities Fire, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Truesight 120 ft.

Languages All, telepathy 120 ft.

CR 22 (41,000 XP)

PB +7

TRAITS

Bubble Blight. Architsune's Concussive Bubble attack and Oil Jet Legendary Action can give a creature levels of Bubble Blight, as they become covered in slippery bubbles. A creature with 2 or more levels of Bubble Blight has **Disadvantage** on Dexterity saving throws and Dexterity ability checks. A creature with 3 or more levels of Bubble Blight must succeed on a **DC 23 DEXTERITY SAVING THROW** the first time it moves on each turn or fall **Prone**.

When a creature with Bubble Blight takes Fire damage, it takes an extra 3 (1d6) Fire damage for each level of Bubble Blight it has, then loses all levels of Bubble Blight. A creature also loses all levels of Bubble Blight if it washes itself over the course of **1 minute**.

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

Magic Resistance. Architsune has **Advantage** on saving throws against spells and other magical effects.

ACTIONS

Multiattack. Architsune makes two Bite or Concussive Bubble attacks in any combination, and uses Bubble Trouble, if available.

Bite. *Melee Weapon Attack:* +13, reach 10 ft. *Hit:* 17 (2d10 + 6) Piercing damage.

Concussive Bubble. *Ranged Weapon Attack:* +13, range 20/80 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage. If the target is a creature, it gains **1 level** of Bubble Blight (see Bubble Blight trait).

Bubble Trouble (Recharge 4-6). Architsune blows an enormous bubble from its pipe, which floats **20 feet** above a point on the ground Architsune can see within **30 feet** of it. While this bubble exists, Architsune can make two extra Concussive Bubble attacks as part of its Multiattack action. These extra attacks are made from the enormous bubble's space, using Architsune's own senses. As a Bonus Action, Architsune can move the enormous bubble up to **30 feet**, but no closer to the ground.

When this action recharges, the large bubble crashes to the ground directly beneath it and ignites in a large explosion. *Saving Throw:* **DC 23 DEXTERITY**, each creature in a **30-foot-radius Sphere** centred on a point on the ground directly below the bubble. *Failure:* 42 (12d6) Fire damage. *Success:* Half damage.

BONUS ACTIONS

Slippery Escape. Architsune ends the Grappled and Restrained conditions on itself.

ARCHITSUNE

Continued from previous page

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, Architsune can expend a use to take one of the following actions. Architsune regains all expended uses at the start of each of its turns.

Bubble. Architsune makes a Concussive Bubble attack.

Move. Architsune moves up to its Speed without provoking Opportunity Attacks.

Oil Jet (Costs 2 Actions). Architsune spits out a high-pressure jet of oil in a line. *Saving Throw: DC 23 DEXTERITY*, each creature in a **5-foot-wide, 60-foot-long Line**.

Failure: 36 (8d8) Bludgeoning damage, and the creature gains **1 level** of Bubble Blight (see Bubble Blight trait).

Success: Half damage only.



VISCID VILLA

Lair of the Architsune

Initiative 20 (loses ties)

REGIONAL TRAITS

Oleous Contamination. All liquids within the lair, mundane or magical, become contaminated with oil. A creature that drinks any contaminated liquid is subjected to the following effect. *Saving Throw: DC 18 CONSTITUTION.* *Failure:* **Poisoned** for **1 hour**.

Surveillance Bubble. While within its lair, Architsune can cast the *Arcane Eye* spell, requiring no components. When the spell is cast in this way, the eye takes the form of a large, shimmering bubble.

LAIR ACTIONS

On its turn, the Viscid Villa takes an action to cause one of the following effects. The lair can't take the same action two turns in a row.

Bubble Barrier. Three Medium oily bubbles sprout from the floor, wall, or ceiling in three different spaces of Architsune's choice that it can see within its lair. The bubbles remain until Initiative count 20 of the next round. When a creature other than Architsune comes within **5 feet** of one of the bubbles, it explodes violently, subjecting the creature to the following effect. *Saving Throw: DC 18 CONSTITUTION.* *Failure:* 16 (3d10) Bludgeoning damage, and the target gains **1 level** of Bubble Blight.

Greasy Shower. A deluge of oil pours from the floor, wall, or ceiling. *Saving Throw: DC 18 DEXTERITY*, one creature Architsune can see in its lair. *Failure:* The target gains **1 level** of Bubble Blight and is covered in slippery oil until Initiative count 20 of the next round. A creature covered in oil has **Disadvantage** on attack rolls and Strength and Dexterity ability checks.

Slipping Hazard. Oil covers the floor in a **20-foot Square** that Architsune can see within its lair. This oil replicates the effects of the *Grease* spell (**SAVE DC 18**) and lasts until Initiative count 20 of the next round. A creature that fails its saving throw against this effect also gains **1 level** of Bubble Blight.

BUBBLEBASHER

Weapon (Maul), Very Rare (Requires Attunement)

Component: Fiend (Demon) Bone

Between blowing streams of iridescent bubbles and sliding at risky speeds on a trail of slippery oil, this hefty hammer lets you bring some of the innocent fun of childhood into brutal, bloody combat. Is it something anyone asked for? No. Can you do it anyway? Yes!

You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. The weapon has **4 charges** and regains **all** expended charges daily at dawn.

Spin to Win. As an action while holding this weapon, you can expend **1 charge** to spin it around in a deadly whirlwind, making a melee attack with the maul against each creature within **5 feet** of you. As the weapon is spun, it creates bubbles of oil that slowly fall to the ground. After you make all the attacks, the area within **5 feet** of you other than the space you occupy is covered in a layer of slippery oil as per the *Grease* spell (**SAVE DC 16**) until the end of your next turn.

If the oil or a creature standing on the oil takes Fire damage, the oil ignites. Each creature standing in the area must make a **DC 16 DEXTERITY SAVING THROW**, taking **3d6** Fire damage on a failed save or half as much damage on a successful one. After the oil ignites, it disappears.

Slip and Slide. While holding this weapon, you expend only 1 foot of movement for each 2 feet you move when moving into a space covered in a slippery substance like oil or ice, and you automatically succeed on saving throws and ability checks made not to slip on it.

Variant Ideas

Uncommon variant: Reduce the charges to **3**, the **DCs** to **13**, and the damage to **1d6**. The weapon doesn't have the Slip and Slide property.

Rare variant: Reduce the **DCs** to **15** and the damage to **2d6**. The weapon doesn't have the Slip and Slide property.



ARTIST: GABRIEL VISSICHELLI

Heliana's Field Notes - Loot Tavern



ARTIST: GABRIEL VISSICHELLI

can Humperdink get this oil out?? ugh



INFERNOGUMA

ENTRY

X-07

CR

13

DOMAIN

The Hells

Infernalis Lapidosa

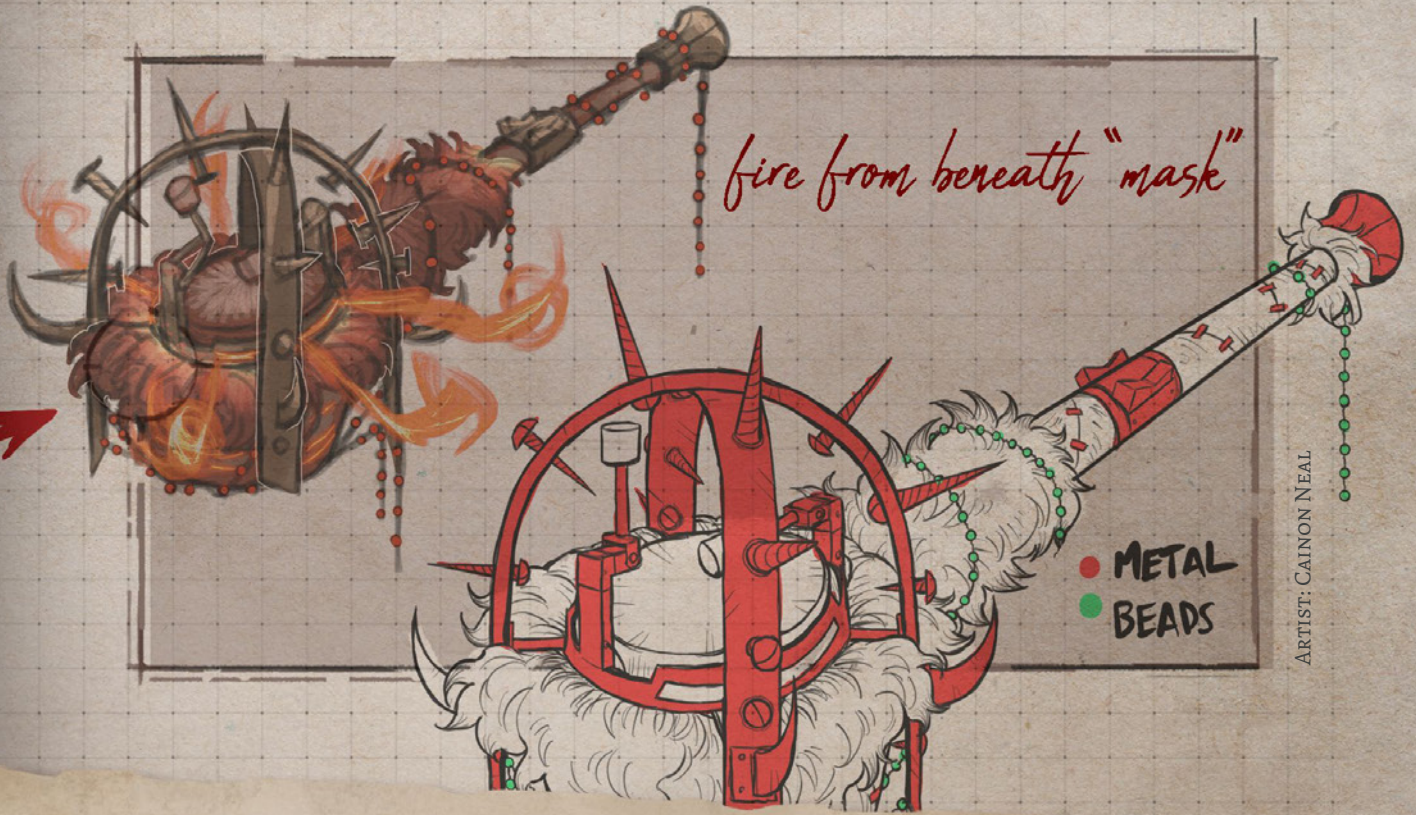
Huge Fiend (Devil)

Lawful Evil



ARTIST: GABRIEL VISSICHELLI

*These hulking stone sentries—
identifiable by their stubby vestigial wings—
are typically found guarding
interplanar portals and archdevils' palaces.*



The National Society for Infernal Management

The National Society for Infernal Management
Regional Chapter 21
Portalogical Survey #153

List of Portals, continued.

**ARCHIVED
DO NOT SHARE**

Destinations	Status	Dangers
The Fever Menace	Active	None
The Other Place	Inactive	
The Pickled Palace of Pepper Oni	Active	Deviled Eggs
The Prison of Red Bone	Active	Moving Statues
Short name	Inactive	
Test Portal Please Ignore	Active	None
Much Longer Name	Inactive	
Even longer name to make it even	Active	None

statues,
sholds.
as the
king second
rnogumas
mit them to

This is it!

INFERNOGUMA

Huge Fiend (Devil), Lawful Evil

AC 15

Initiative +2 (12)

HP 207 (18d12 + 90)

Perception +0 (10)

Speed 30 ft., Climb 20 ft., Fly 5 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	23	12	20	7	11	7
Mod (Save)	+6	+2	+5	-2	+0	-2

Skills Insight +5, Intimidation +3

Damage Immunities Fire, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft.

Languages Infernal

CR 13 (XP 10,000)

PB +5

TRAITS

Bark & Bite. The infernoguma has **Advantage** on attack rolls made against creatures Frightened by it.

False Appearance. If the infernoguma is motionless at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the infernoguma move or act, that creature must succeed on a **DC 18 INTELLIGENCE (INVESTIGATION)** check to discern that the infernoguma isn't an ordinary statue.

Keen Smell. The infernoguma has **Advantage** on Wisdom (Perception) checks that rely on smell.

Sensitive Nose. The infernoguma can't use its Blindsight while within the area of a *Stinking Cloud* spell or a similar effect that produces a strong odour.

Hell's Gate Guard. The infernoguma is always Petrified, but remains aware of its surroundings, and magically senses the presence (but not the location) of any non-Devil creatures within **500 feet** of it, regardless of interposing barriers.

ACTIONS

Multiattack. The infernoguma makes two attacks, using Bite, Claw, or Hurl in any combination.

Bite. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 25 (3d12 + 6) Piercing damage plus 11 (2d10) Poison damage.

Claw. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 19 (3d8 + 6) Slashing damage. If the target is a creature and the infernoguma moves **20 feet** in a straight line towards the target immediately before the attack, the target

is subjected to the following effect. *Saving Throw:* **DC 19 STRENGTH.** *Failure:* The target is knocked **Prone**.

Hurl. *Ranged Weapon Attack:* +11, range 30/90 ft. *Hit:* 16 (3d6 + 6) Bludgeoning damage. *Saving Throw:* **DC 19 DEXTERITY**, the target and each creature within **5 feet** of the target. *Failure:* 7 (2d6) Bludgeoning damage, and the creature is pushed up to **10 feet** straight away from the infernoguma.

BONUS ACTIONS

Blaze (While Not Bloodied Only). The infernoguma's mane and mouth flare up with hellfire. For **1 minute**, or until the infernoguma is Bloodied, it emits Bright Light in a **10-foot radius** and Dim Light for an additional **10 feet**. In addition, its melee attacks deal an extra 5 (1d10) Fire damage on a hit and, when a creature starts its turn within **5 feet** of the infernoguma, the creature takes 11 (2d10) Fire damage.

REACTIONS

Awakening Roar. *Trigger:* A non-Devil creature comes within **30 feet** of the infernoguma or it hears another infernoguma use its Awakening Roar Reaction. *Response:* The infernoguma gains **Immunity** to the Petrified condition for **1 hour** or until it no longer senses any non-Devil creatures within **500 feet** of itself, and emits an intimidating roar that can be heard up to **300 feet** away. *Saving Throw:* **DC 17 WISDOM**, each non-Devil creature within **60 feet** of the infernoguma that can hear it. *Failure:* 22 (5d8) Thunder damage, and the creature is **Frightened** of the infernoguma. It repeats the save at the end of each of its turns, ending the effect on itself on a success. After **1 minute**, it succeeds automatically. *Success:* Half damage only.

PANDRUMONIUM

Weapon (Greatclub or Maul), Rare (Requires Attunement)
Components: Monstrosity (Infernoguma) Pelt

First-time use of this unusual piece of weaponry is accompanied by an unpleasant brimstone odour, which seems to originate from the monster components used in its creation. To get rid of this aroma, one must use it to deliver a few good whacks, a process known as 'beating the devil out of it'.

You gain a **+2 bonus** to attack rolls and damage rolls made using this magic weapon, and you can use it as if it were a drum. This item has **4 charges** and regains **1d4** expended charges daily at dawn.

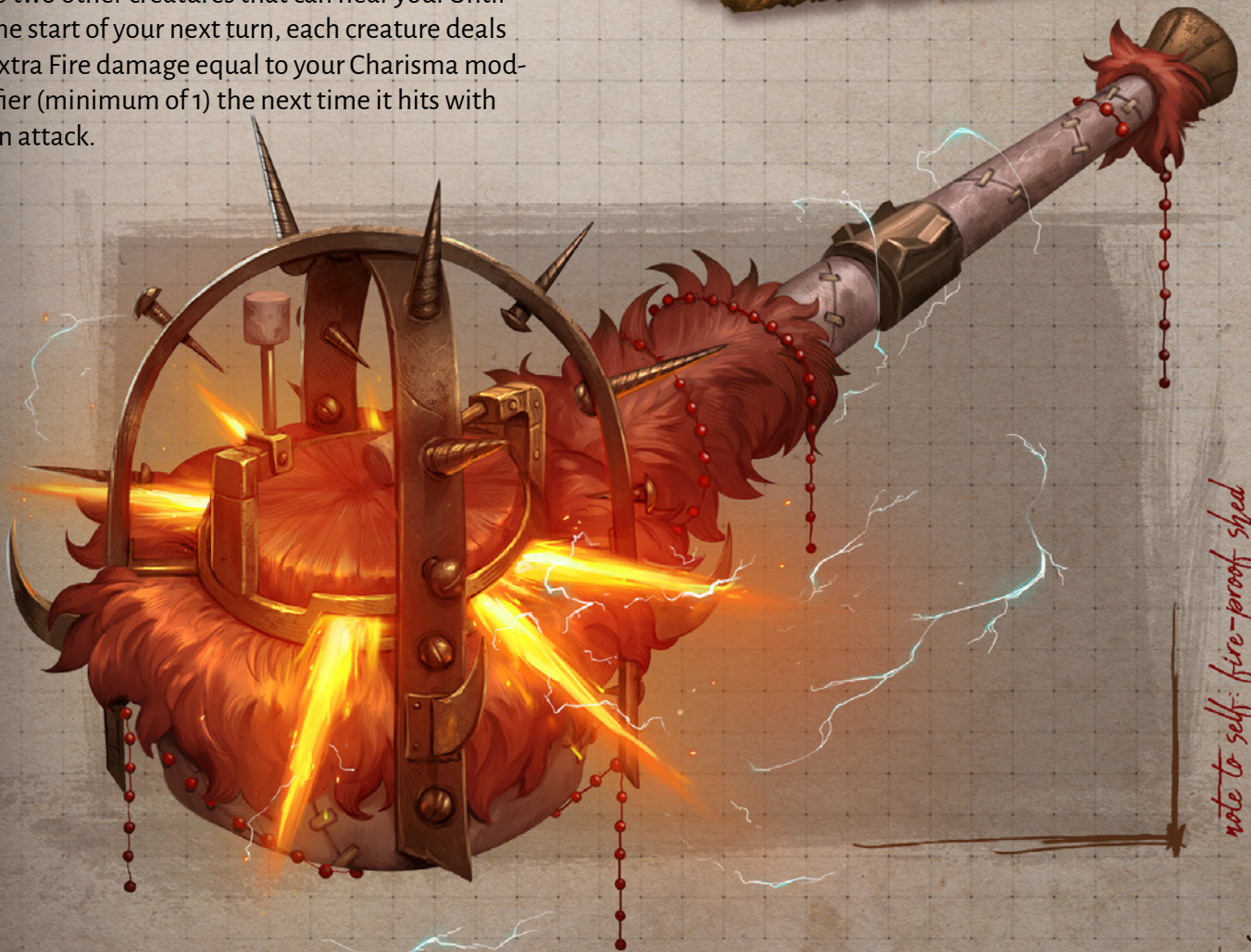
Percussion. You can take a Bonus Action to expend **1 charge** and tap a rhythm on this weapon while holding it with both hands. Choose up to two other creatures that can hear you. Until the start of your next turn, each creature deals extra Fire damage equal to your Charisma modifier (minimum of 1) the next time it hits with an attack.

Concussion. When you hit a creature with an attack made with this weapon, you can expend **2 charges** to cause a blaze of hellfire to erupt from it (no action required). The target and each creature other than yourself within **5 feet** of it must make a **DC 15 DEXTERITY SAVING THROW**, taking **2d6** Fire damage on a failed saving throw, or half as much damage on a successful one.

Variants

Uncommon variant: Reduce the attack and damage bonus to **+1** and the **DC** to **13**.

Very Rare variant: Increase the attack and damage bonus to **+3** and the **DC** to **16**.



note to self: fire-proof shed

ARTIST: MICHELLE MUELLER

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



A group of Infernoguma has been spotted outside of the Hells, protecting something. Go investigate and share your discoveries!

HELIANA

INFERNOGUMA

"We made it—the Hells. Like our benefactor said: getting in was easy. We'll set up camp here in case we need to make a quick getaway through the transplanar portal. If you go exploring, keep these massive stone statues in view. Wait... did they just mov—"

— Last entry in the journal Calder of Bokram, found aside a charred corpse

Monolithic sentries of the Hells, infernogumas keep silent vigil over the entrances, treasures, and secrets of infernal domains. These hulking stone sentries—identifiable by their stubby vestigial wings—are typically found guarding interplanar portals and archdevils' palaces.

Cursed Guardians. Infernogumas are cursed to exist as statues, becoming ambulant only when interlopers cross their thresholds. Reverting to flesh is little reprieve to them, however, as the scorching heat produced by their own bodies turns every waking second into agony. It is this burning desire that motivates infernogumas into intimidating or eliminating intruders—anything to permit them to return to the cold peace of their stone slumber.

Infernal Engine. When threatened, an infernoguma becomes a beacon of hellfire, setting anything it touches ablaze. Charred remains are a telltale sign of an infernoguma's presence and a warning of what awaits would-be interlopers. However, the propensity for infernogumas to throw these corpses as projectiles makes identifying one amidst the umpteen statues guarding an archdevil's treasure chamber a devilishly hazardous task.





BE-HUDRA

ENTRY

X-08

CR

22

DOMAIN

Volcanoes & Caves

Electroserpentes sextus

Huge Monstrosity

Unaligned

False Head!



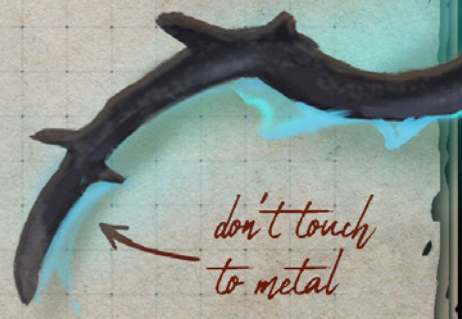
six real heads

ARTIST: DAZED VII & GABRIEL VISSICHELLI



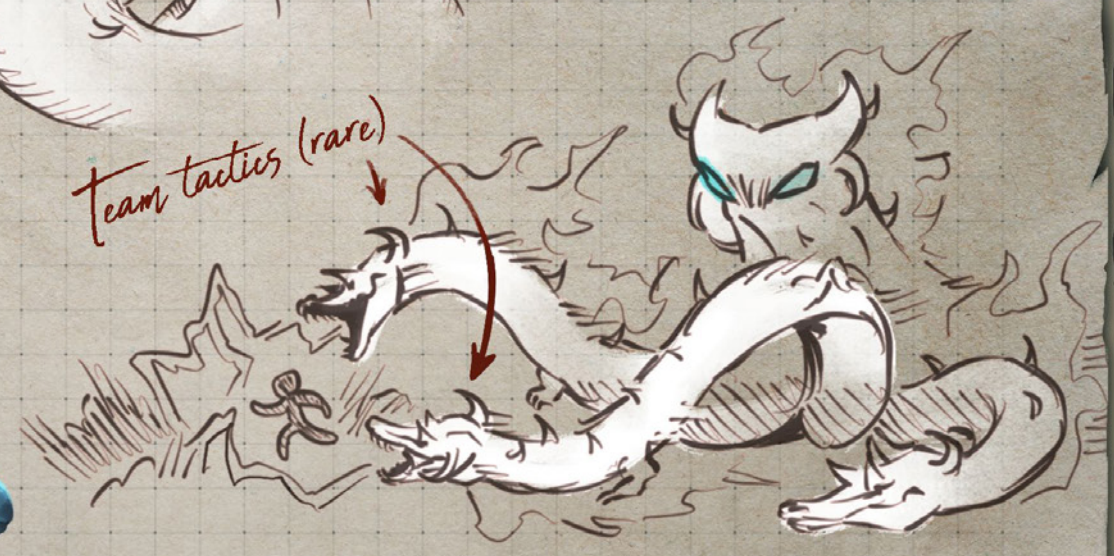


Lightning Attack

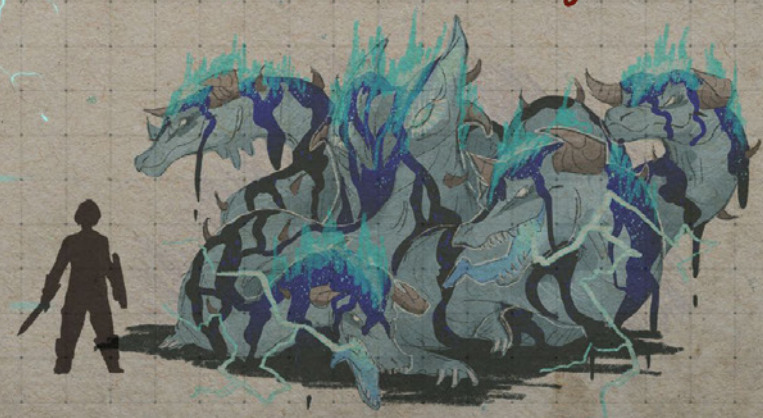


don't touch to metal

Team tactics (rare)



horns sharpened by heads infighting



BE-HUDRA

Huge Monstrosity, Unaligned

AC 17

HP 367 (35d12 + 140)

Speed 30 ft.

Initiative +0 (10)

Perception +17 (27)

STR DEX CON INT WIS CHA

Score 21 10 18 5 17 11

Mod (Save) +5 +0 +4 -3 +3 +0

Skills Perception +17

Damage Immunities Lightning

Senses Darkvision 90 ft.

Languages None

CR 22 (XP 41,000)

PB +7

TRAITS

Conductive Secretions. When the be-hudra hits a creature with its Constrict attack or a creature fails its save against the be-hudra's Slough Bonus Action, the creature becomes covered in thick, oily secretions that conduct electricity. When a creature covered by these secretions takes Lightning damage, it rolls three additional Lightning damage dice and adds them to the total damage dealt, and the secretions evaporate. A creature can remove the secretions by standing in heavy rain, being targeted by the *Prestidigitation* spell, immersing itself in at least 10 gallons of water, or taking an action each turn to wash itself with water continuously for **1 minute**.

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

Multiple Heads. The be-hudra has six heads. While it has more than one head, the be-hudra has **Advantage** on saving throws against being Blinded, Charmed, Deafened, Frightened, Stunned, and knocked Unconscious.

Whenever the be-hudra takes **50** or more damage in a single turn, one of its heads dies. If all its heads die, the be-hudra dies. The number of melee attacks the be-hudra makes in a round (including its Legendary Actions) and the number of creatures it can grapple cannot exceed its current number of heads.

ACTIONS

Multiattack. The be-hudra makes three Bite attacks. It can replace any number of those attacks with a Constrict attack.

Bite. *Melee Weapon Attack:* **+12**, reach 5 ft. *Hit:* 21 (**3d10 + 5**) Piercing damage.

Constrict. *Melee Weapon Attack:* **+12**, reach 20 ft. *Hit:* 10 (**1d10 + 5**) Bludgeoning damage. If the target is a Huge or smaller creature, it is covered in fluid per the be-hudra's Conductive Secretions trait and is **Grappled (ESCAPE DC 20)**. The target is **Restrained** until this grapple ends.

Lightning Tangle (Recharge 5-6, or Recharge 6 if the be-hudra has 3 heads or fewer). The be-hudra exhales a Line of Lightning from each of its surviving heads. *Saving Throw:* **DC 19 DEXTERITY**, each creature in one or more **5-foot-wide, 20-foot-long Lines**. *Failure:* 44 (**8d10**) Lightning damage. *Success:* Half damage.

BONUS ACTIONS

Slough. The be-hudra hurls a glob of electrically-conductive secretions at one creature within **60 feet**. *Saving Throw:* **DC 19 DEXTERITY**. *Failure:* the target is covered in fluid per the be-hudra's Conductive Secretions trait.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the be-hudra can expend a use to take one of the following actions. The be-hudra regains all expended uses at the start of each of its turns.

Frantic Rush. The be-hudra moves up to its Speed without provoking Opportunity Attacks.

Constrict. The be-hudra makes one Constrict attack.

Play with Food (Costs 2 Actions). The be-hudra smashes two creatures it has Grappled together, subjecting both creatures to the following effect. *Saving Throw:* **DC 20 CONSTITUTION**. *Failure:* 27 (**5d10**) Bludgeoning damage. *Success:* Half damage.



BEGRAPPLER

Weapon (Greatsword), Uncommon (Requires Attunement)
Component: Monstrosity (Be-hudra) Liver

The glowing “eyes” set into this greatsword’s decorative reptilian skulls are actually fluid-producing glands cut from a be-hudra’s skin. One goes dark every time the blade discharges electricity, and all ignite again when its power is replenished.

This weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Conductive Grasp. While holding this weapon, you can expend **2 charges** as a Bonus Action to launch ichor-coated tentacles toward a creature you can see within **5 feet** of you. The target must succeed on a **DC 13 DEXTERITY SAVING THROW** or be **Grappled (ESCAPE DC 13)** until you release the weapon or use it to attempt to grapple or attack a different target.

A creature grappled by this weapon is also covered in ichor for **1 hour** or until it takes Lightning damage. If a creature covered in ichor takes Lightning damage, it rolls an additional 3 Lightning damage dice and adds them to the total damage dealt.

Writhing Discharge. You can expend up to **2 charges** when you hit a creature with this weapon to deal an extra **2d6** Lightning damage for each charge expended.

Rare variant. Increase the **DCs** to **15**. While holding or carrying this weapon, you have **Resistance** to Lightning damage.

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



*One Behir was already bad enough... now six of them?
Please, protect us from this monstrosity!*

HELIANA

BE-HUDRA

"Ha! You unimaginative fools never considered water as a shield against a beast that wields lightning."

- Aquonius the Tritonmage, from inside his water elemental, seconds before a be-hudra's electric breath boiled him alive.

Some behir parents, desperate to protect their young from predators, cram their pliable, leathery eggs into crevasses too tight for the clutch to fit comfortably. When the squirming hatchlings clamber over one another to escape the cramped nest, their tails wrap around each other and tie a permanent knot. The few that survive their painful adolescence grow into a tangle of six dragonkin radiating from a tail cluster that resembles a freakish head. The result is a titanic, reptilian rat king too clumsy and self-sabotaging to hunt or fight effectively.

Hungry, Hungry Heads. With five other siblings to compete with, no component behir eats enough to sate its hunger. Lifelong malnutrition stunts their growth and forces each to tear apart their prey rather than swallow it whole—giving each neighbour the opportunity to fight for scraps. A fresh meal transforms into a whirlwind feeding frenzy where scraps of meat and gobs of the be-hudra's natural ichor fly in all directions.

Congeaed Lightning. The constant flailing of six uncooperative siblings irritates the behirs' skin with tiny friction burns and miniscule sores. From the irritated (if superficial) wounds oozes a river of viscous ichor comprised of equal parts blood, sweat, and bile that conducts the be-hudra's natural electricity better than copper or water.

When the be-hudra's heads manage to set aside their differences and hunt as one, the secretions they hurl at the target amplify even tiny electrical sparks into a raging dynamo that brings their prey down in seconds.

Washed Away. Because their secretions dissolve in water, be-hudras avoid rainy and humid climates, which degrade their already-subpar hunting prowess. Younger ones may even balk at the sound of running water, which Aquonius the Tritonmage discovered shortly before his grisly death. He also discovered that even brief immersion in water can wash off a be-hudra's conductive fluid; his methods included the *Create or Destroy Water* spell, the *Prestidigitation* cantrip, and even *Conjure Elemental*, whose poorly-timed use led to his untimely death.





ROMPOPOWLBEAR

ENTRY
CR
DOMAIN

X-09
5
Forest

Noctursa inflare

Large Monstrosity

Unaligned

*Poison
Absorbant*

ARTIST: CAINON NEAL & GABRIEL VISSICEHLI



Deflated form Heliana's Field Notes - Loot Tavern
Exhausted state?



Inflated form
Intimidation?
Courtship?



ARTIST: MICHELLE MUELLER



ROMPOPOWLBEAR

Large Monstrosity, Unaligned

AC 14

Initiative +1 (11)

HP 105 (10d10 + 50)

Perception +6 (16)

Speed 40 ft., Climb 40 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	19	13	20	3	11	8
Mod (Save)	+4	+1	+5	-4	+0	-1

Skills Intimidation +5, Perception +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses Darkvision 60 ft.

Languages —

CR 5 (1,800 XP)

PB +3

TRAITS

Air Sacs. While its air sacs are inflated, the rompopowlbear has **Resistance** to Bludgeoning damage, Vulnerability to Piercing damage, and **Advantage** on Charisma (Intimidation) checks. In addition, it has a Fly speed of **10 feet** and can hover. If the rompopowlbear takes at least **10** Piercing damage in a single instance, its air sacs deflate and it loses the benefits of this trait until it inflates its air sacs again.

ACTIONS

Multiattack. The rompopowlbear makes two Talon attacks.

Talon. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 13 (2d8 + 4) Piercing damage.

Tail. *Melee Weapon Attack:* +7, reach 10 ft., two targets within **5 feet** of each other. *Hit:* 15 (2d10 + 4) Slashing damage. *Saving Throw:* **DC 13 STRENGTH**. *Failure:* If the target is a Huge or smaller creature, it is knocked **Prone**.

Screech. The rompopowlbear emits a frightening screech that can be heard up to **15 feet** away, or up to **30 feet** away if its air sacs are inflated. *Saving Throw:* **DC 13 WISDOM**, or **DC 15** if the rompopowlbear's air sacs are inflated, each creature that can hear the screech. *Failure:* The target is **Frightened** until the end of the rompopowlbear's next turn. *Failure or Success:* The rompopowlbear's air sacs deflate.

BONUS ACTIONS

Inhale. The rompopowlbear's air sacs become inflated for **1 minute**.

Airburst. The rompopowlbear injects air into the ground through the spikes on its tail, launching a burst of air at one Large or smaller creature on the ground within **30 feet**. *Saving Throw:* **DC 13 DEXTERITY**, or **DC 15** if the rompopowlbear's air sacs are inflated. *Failure:* The target is launched **10 feet** vertically into the air, plus an additional **20 feet** horizontally in a direction of the rompopowlbear's choosing if its air sacs are inflated. *Failure or Success:* The rompopowlbear's air sacs deflate.

REACTIONS

Absorb Toxins. *Trigger:* The rompopowlbear would take Poison damage from any source other than itself. *Response:* The rompopowlbear uses its Inhale. On its next turn, if its air sacs are still inflated, the rompopowlbear can use its Screech as a Bonus Action. The first time the rompopowlbear uses its Screech or Airburst during the turn, creatures affected by either feature are subjected to the following effect. *Saving Throw:* **DC 15 CONSTITUTION**. *Failure:* 13 (3d8) Poison damage and the target is **Poisoned** until the end of the rompopowlbear's next turn. *Success:* Half damage only.

PIN & CUSHION

Item Set. While you are attuned to both Pin and Cushion, you can use charges from either item to fuel the other's properties.



ARTIST: MICHELLE MUELLER

PIN

Weapon (Rapier), Rare (Requires Attunement)

Components: Monstrosity (Rompopowlbear) Stinger

There's no doubt about it: this impressive piece of weaponry is sure to catch any bystander's attention. It's a good thing then that—should your adoring fans get too close—all it takes is a small poke from this blade to reclaim that priceless personal space.

You gain a **+2 bonus** to attack rolls and damage rolls made using this magic weapon. This weapon has **4 charges**, and regains **1d4** expended charges daily at dawn.

Pinprick. Once per turn, when you hit a creature with this weapon, you can expend **1 charge** to cause it to emit a burst of air. The creature must succeed on a **DC 15 STRENGTH SAVING THROW** or be pushed up to **10 feet** away from you.

Ejector Seat. When you take the Attack action, you can expend **1 charge** to forego one of your attacks and press this weapon into the ground. One Large or smaller creature of your choice on the ground within **30 feet** of you must succeed on a **DC 15 DEXTERITY SAVING THROW** or take **2d6** Bludgeoning and be launched **10 feet** in a direction of your choice, falling **Prone** when it lands.

Uncommon variant: Reduce the attack and damage bonus to **+1** and the **DC** to **13**.

Very Rare variant: Increase the attack and damage bonus to **+3** and the **DC** to **16**.

PIN & CUSHION

Item Set. While you are attuned to both *Pin* and *Cushion*, you can use charges from either item to fuel the other's properties.

CUSHION

Armour (Shield), Rare (Requires Attunement)

Components: Monstrosity (Rompopowlbear) Pelt

"Listen, it's child's play; just point the shield towards the ground when you're about to hit it, and whoosh! You'll land soft as a feather. You'll see, give it a try on that cliff over there."

- Bree the Barbarian to her Wizard friend, forgetting to tell him this item requires attunement

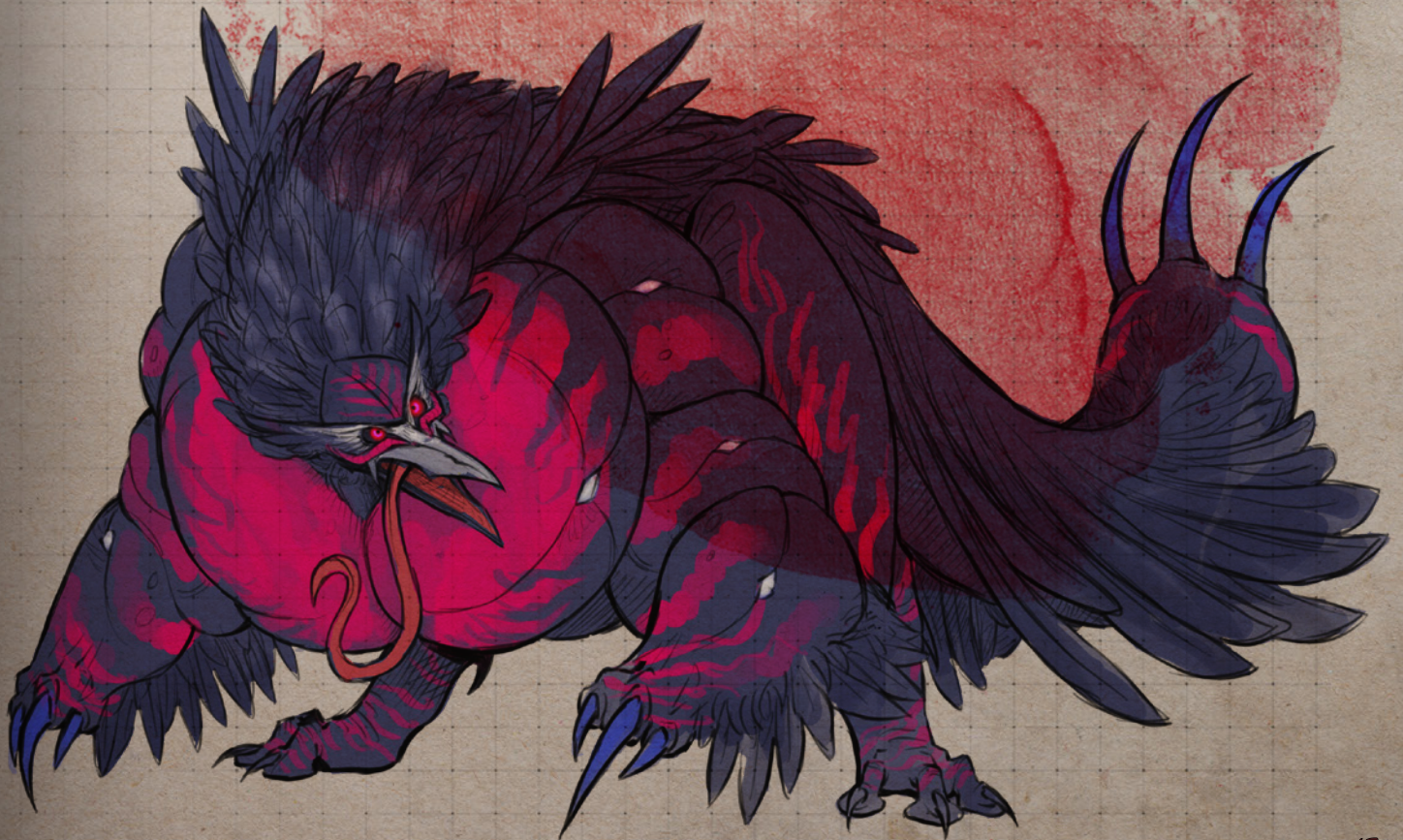
While holding this shield, you have a **+1 bonus** to AC. This bonus is in addition to the Shield's normal bonus to AC. This item has **5 charges**, and regains **1d4+1** expended charges daily at dawn.

Bouncy Pad. As a Bonus Action while holding this shield and on the ground, you can expend **2 charges** to point the shield's air bags toward the ground and inflate it, launching yourself up to **30 feet** vertically into the air, and up to **15 feet** horizontally. If a creature is within **5 feet** of where you land, you can immediately make a melee attack with a weapon or Unarmed Strike against that creature as part of this Bonus Action. On a hit, the target suffers the attack's normal effects, and any damage you take from the fall is reduced by an amount equal to twice your level. That amount is added onto the attack's damage.

Airbag. As a Reaction when you take Bludgeoning damage, you can expend **1 charge** to inflate *Cushion*, granting yourself Resistance to that instance of Bludgeoning damage.

Uncommon variant: Reduce the charges to **3** and the recharge to **1d3**.

Very Rare variant: Increase the AC bonus to **+2**, the charges to **7**, and the recharge to **1d6+1**.



WANTED



DEAD OR ALIVE

DOMAIN



THREAT



*We've never seen an owlbear so... different.
Bring it out alive so we can study its behaviour!*

HELIANA

ROMPOPOWLBEAR

"Heed my words, colleagues! I will take your owlbear and make it into something more monstrous, frightening... fowl! You will rue the day you ridiculed Dr. Francis N. Stein."

- Dr. Francis N. Stein, after being mocked for his creation of the owlbear

After a failed attempt to impress his colleagues by presenting them with the owlbear, Dr. Francis Stein came up with an infallible plan to cement his place as the greatest biomancer in the world. He augmented an inferior biomantic creation, the infamous owlbear, with the gular sack of turkeys and the tongue and of a poisonous frogs, the mad scientist created something entirely new and undeniably hideous.

Territorial Turmoil. Created from a desire to prove its superiority over the creatures that inspired it, the rompopowlbear was genetically imbued with an animosity for owlbears and the ability to instinctively seek out their territories. Once a rompopowlbear finds an owlbear lair, it will track down and challenge the resident over control of the area. These clashes are extremely violent, and, much to Dr. Stein's chagrin, generally a toss-up if both parties are equally experienced. Knowing this, rompopowlbears prefer to fight younger, less battle-hardened owlbears in order to claim victory more easily.

Puff & Tough. The most striking feature of a rompopowlbear is its multitude of inflatable air sacs, which it uses in a variety of ways: it can puff itself up to intimidate owlbears during a territorial challenge, eject bursts of air through its tail to throw its enemies off balance, or, as a last resort, slowly float away in shameful retreat if a fight against an owlbear takes a turn for the worst.



Unexpected Employment. Rompopowlbears' unique pneumatic abilities caught the interest of the entrepreneur extraordinaire Baron Bodrum, who theorised that the bursts of air generated by a rompopowlbear's tail could be profitably utilised in fracking. After a series of successful tests, rompopowlbears are now frequently used to surface oil and other valuables buried deep below the ground, requiring no form of payment other than a juvenile owlbear to do battle with every so often.





SPLATACABRA

ENTRY

X-10

CR

9

DOMAIN

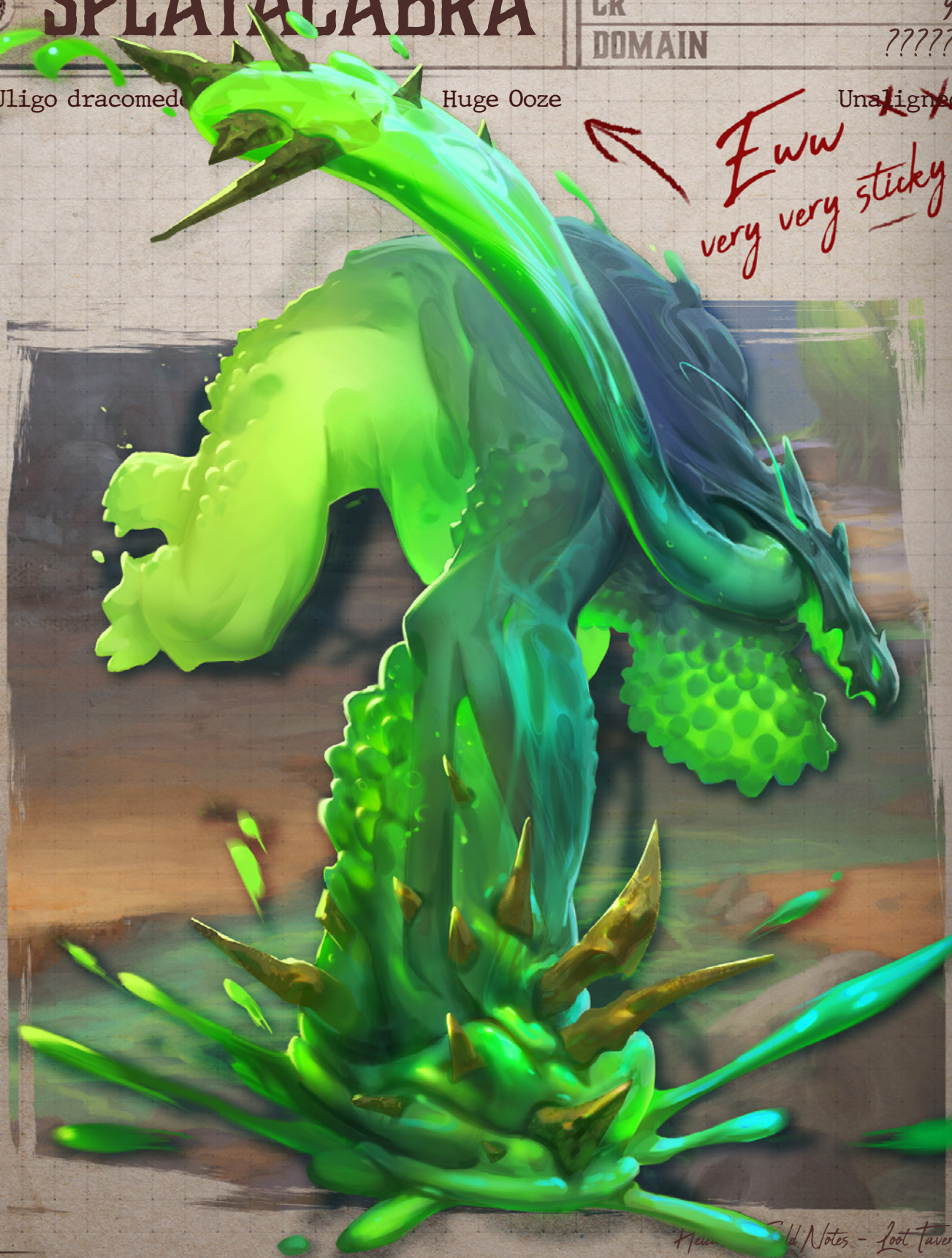
?????

Uligo dracomede

Huge Ooze

Unaligned

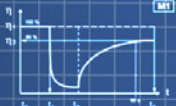
*Fww
very very sticky*



ARTIST: GABRIEL VISSICHELLI

L'arsène Upin - X10

Loot Tavern et al.
Patented May 22.



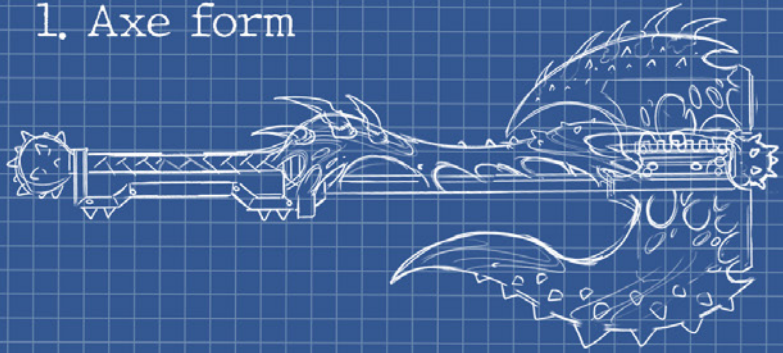
Thixotropic ooze



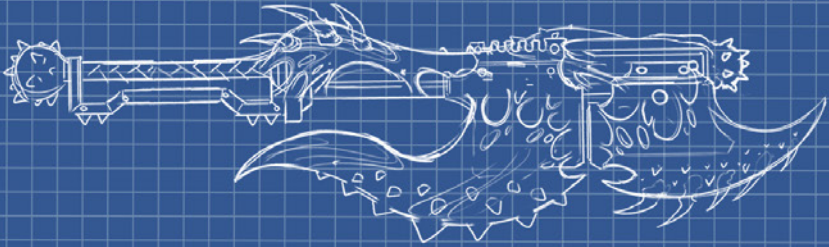
Stickaxe

Weapon (Greataxe), Rare (Optional Attunement)

1. Axe form



2. Blade Form



SPLATACABRA

Huge Ooze, Unaligned

AC 11

HP 136 (16d10 + 32)

Speed 30 ft.

Initiative +1 (11)

Perception +0 (10)

STR DEX CON INT WIS CHA

Score 16 12 14 4 10 4

Mod (Save) +3 +1 +2 -3 +0 -3

Damage Resistances Psychic

Senses Darkvision 60 ft.

Languages —

CR 9 (XP 5,000)

PB +4

TRAITS

Adhesive Flesh. The splatcabra adheres to anything smaller than itself that touches it. When a creature hits or misses the splatcabra with a melee weapon attack, the creature must succeed on a **DC 14 STRENGTH SAVING THROW** or the weapon becomes stuck to the splatcabra. If the weapon's wielder can't or won't let go of the weapon, the wielder is **Grappled** while the weapon is stuck. While stuck, 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.

If the attack was an Unarmed Strike from a Huge or smaller creature, the creature adheres to the splatcabra and is also **Grappled** by it (**ESCAPE DC 14**). Ability checks made to escape this grapple have **Disadvantage**.

Gluetrap Armour. When a Medium or larger object or structure within **5 feet** of the splatcabra is destroyed, the splatcabra gains a **+1 bonus** to its AC (to a maximum of 19). When the splatcabra is hit by a Critical Hit or an attack that exceeds its AC by **5** or more, it suffers a **-1 penalty** to AC (to a minimum of 11), or it drops an object stuck to it with its Adhesive Flesh trait (attacker's choice).

Scattered Cognition. The conflicting minds of prey and predator within the splatcabra make it immune to any effect that would sense its emotions or read its thoughts, and it rolls **1d4** at the start of each of its turns. On a **1** or **2**, it can take the Disengage action as a Bonus Action until the end of its turn, and on a **3** or **4**, it has **Advantage** on the first attack roll it makes that turn.

Siege Monster. The splatcabra deals double damage to objects and structures.

ACTIONS

Multiattack. The splatcabra makes one Pseudotongue attack and one Slam attack. If both attacks hit the same Huge or smaller creature, the creature is knocked **Prone**.

Bite. *Melee Weapon Attack: +7*, reach 5 ft. *Hit:* 10 (**2d6 + 3**) Acid damage.

Pseudotongue. *Melee Weapon Attack: +7*, reach 20 ft. *Hit:* 8 (**2d4 + 3**) Acid damage. If the target is a Medium or smaller creature, it must be subjected to the following effect. *Saving Throw: DC 15 STRENGTH.* *Failure:* The target is pulled **15 feet** straight toward the splatcabra.

Slam. *Melee Weapon Attack: +7*, reach 10 ft. *Hit:* 9 (**1d12 + 3**) Bludgeoning damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the splatcabra can expend a use to take one of the following actions. The splatcabra regains all expended uses at the start of each of its turns.

Bite. The splatcabra makes one Bite attack.

Charge. The splatcabra moves up to its Speed and makes a Slam attack.

Ground Pound (Costs 2 Uses). The splatcabra smashes the ground in front of it, scattering fragments into its body that grant it a **+2 bonus** to AC as per its Gluetrap Armour trait.

STICKAXE

Weapon (Greataxe), Rare (Optional Attunement)

Component: Phial of Ooze (Splatacabra) Mucus

No matter how many times the sludge oozing from this weapon is scraped off or washed away, the blade and haft are quickly covered again. When its inventor, Thomumin Underjaw, was asked what to do with the excess, he said, "I've tried burning it, eating it, freezing it, and making bouncy balls for small children. None of that worked, so it's your problem now."

This weapon has a maximum of **5 charges**, and deals Acid damage instead of its normal type. While the weapon has at least **1 charge**, you can take a Bonus Action while holding it to unfold the blade and spew potent glue from its sacs, turning the weapon into a Greatsword. You are considered proficient with this Greatsword if you're proficient with Greataxes.

Adhesive Buildup. When you hit a hostile creature with an attack with this weapon in Greataxe form, the weapon gains **1 charge**.

Slimy Slam. When you hit with an attack using this weapon in its Greatsword form, the weapon loses **1 charge** and deals an extra **2d6** Acid damage to the target. When the weapon loses its last charge, it becomes a Greataxe again.

Optional Attunement. If you attune to the weapon, you can attempt to knock a weapon or other item from a target's grasp. Once on your turn after you hit a creature with this weapon, you can force the target to make a **DC 15 STRENGTH (ATHLETICS) OR DEXTERITY (ACROBATICS)** check (its choice). On a failure, the target drops one item it is holding.

Very Rare variant: Increase the **DC** to **16**. When a creature fails its check against the Optional Attunement property, you can expend **1 charge** to Grapple it instead (**ESCAPE DC 16**). Until the grapple ends, you can't attack another creature with this weapon.



ARTIST: MARTIN KIRBY-JACKSON

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



*It may look harmless, but it packs one hell of a punch!
Proceed with caution if hunting for a specimen*

HELIANA

SPLATACABRA

"- What do you get when you cross a gelatinous cube, a few dragon bones, and half the dungeon!?"

- I told you—now's not the time for jokes. Save them for when we're out of here.

- ... It wasn't a joke. Please turn around before we all die.

- Gregoire "Chemburn,"
Psionic Xenobiologist

Of the thousands of mighty adventurers who blaze trails through lich-infested catacombs or gold-rich dragon lairs, a few dozen at most have met a splatacabra. These uncanny amalgams only appear in the unsettling quiet that follows the passage of victorious heroes, and so they are instead the bane of spelunkers and scavengers. After the adventurers' footprints fade in the dust and the monsters' blood dries, surviving gelatinous cubes sweep the dungeon clean and absorb the remains... and if the defeated monsters were formidable enough, the ooze begins to evolve.

Neural Potpourri. The undissolvable bones of dragons, giants, and other titans create a rudimentary limb structure and the beginnings of a consciousness within the cube. Clashing with the echoes of those unconquerable wills are the multitude of dissolved brains from cowardly vermin that died in the crossfire—bats, rats, imps, and goblins. Fearful instincts and mighty strength swirl within the splatacabra, creating a chaotic consciousness too scattered for mental assaults and telepathy to work (much to Chemburn the Xenobiologist's disappointment, for it stymied his favourite methods of research). The many minds' conflicting instincts cause the splatacabra to shift rapidly between fighting and fleeing, but its body always passively defends itself.



Goey Glue. Low-level scavengers are all too happy to stay far away from a fleeing splatacabra, which happens to be the best way to avoid perishing at its hands. Engaging with the rubble-armoured beast at close range is a fool's errand—attackers find their swords ripped from their hands and their fists glued to the raging monster. Fortunately, precise attacks rip rubble and lost weapons from its translucent limbs, encouraging the wounded and vulnerable splatacabra to flee, interestingly enough, toward the surface of the dungeon, rather than its depths.

Semiconscious Wanderlust. With few remaining prospects within its shattered home, most splatacabras leave a few weeks after their creation. They amble around half-remembered traps and manoeuvre through subconsciously recalled passages, moving ever closer to the surface. Gregoire Chemburn and his party exploited this behaviour when lost in a destroyed dungeon by corralling a gelatinous cube into dragon bones and following the resulting splatacabra to the surface. The plan almost worked without a hitch—sticking a little too close to the creature when its mood became spontaneously and terrifyingly violent resulted in a vicious battle that gave the jocular xenobiologist his unfortunate moniker.

PALICOPY

ENTRY

X-11

CR

1

DOMAIN

Hills

Polydolus panthera

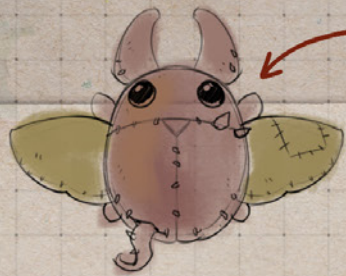
Small Monstrosity (Shapechanger)

Neutral

*Don't get too attached
or they will!*



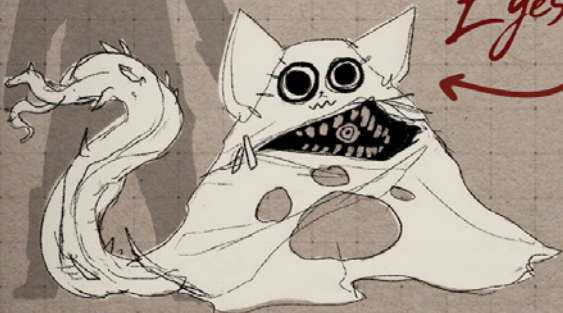
Dangerously Sticky



shoots tiny mimics

Thoughts on their food:

- delicious!!
- a little sour (acidic?)
- makes me sleepy
- would not



Eyes drawn on



PALICOPY

Small Monstrosity (Shapechanger), Neutral

AC 14

Initiative +3 (13)

HP 26 (6d6 + 5)

Perception +1 (11)

Speed 30 ft., Climb 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	10	17	12	8	13	12
Mod (Save)	+0	+3	+1	-1	+1	+1

Skills Deception +5, Stealth +5

Damage Immunities Acid

Senses Darkvision 60 ft.

Languages Common Sign Language, understands Common but can't speak it

CR 1 (XP 200)

PB +2

ACTIONS

Bite. *Melee Weapon Attack:* +5, reach 5 ft. Hit: 8 (1d10 + 3) Piercing damage.

Pseudopod. *Melee Weapon Attack:* +5, reach 10 ft. Hit: 6 (1d6 + 3) Bludgeoning damage. If the target is a Medium or larger creature, the palicopy enters the target's space and attaches to it.

While attached to a target, the palicopy's Speed is reduced to 0, it can't benefit from any bonus to its Speed, it moves with the target, and it has **Advantage** on attack rolls against the target. If an attack roll misses the palicopy, the creature to whom the palicopy is attached immediately takes 3 (1d6) Piercing damage.

A creature can take an action to try to detach the palicopy from itself or a creature within its reach, doing so with a successful **DC 13 STRENGTH (ATHLETICS) CHECK**. On its turn, the palicopy can detach itself by using 5 feet of movement.

SO CUTE THOUGH??

Mimics...
any relation?

PALIPOLEARM

Weapon (Glaive or Halberd), Uncommon (Requires Attunement)
Components: Pouch of Monstrosity (Palicopy) Teeth

While harvesting catnap—a dangerous undertaking—L'Arsene noticed that, even after death, the slightest contact with a palicopy's jaw can cause it to clamp down. The infamous craftsman proceeded to make excellent use of this trait by fashioning the palicopy's jaws into a projectile with *bite*.

This item has **3 charges** and regains **1d3** expended charges daily at dawn.

Finesse. This weapon has the Finesse property.

Whirling Strikes. As a Bonus Action, you can expend **1 charge** to whirl this weapon around you. Each creature within **10 feet** of you must succeed on a **DC 13 DEXTERITY SAVING THROW** or take **2d6** Slashing damage and be pushed **5 feet** away from you.

Chuck-a-Chomp. As a Bonus Action, you can expend **1 charge** to launch a chuck-a-chomp toward a Small or larger creature within **30 feet** of you. Make a ranged weapon attack. On a hit, the target takes **1d6** Piercing damage and **1d6** Acid damage, and the chuck-a-chomp sticks to it. The chuck-a-chomp remains attached for **1 minute**. It detaches early if you use this property again or a creature uses an action to remove the chuck-a-chomp from itself or a creature within its reach. While the chuck-a-chomp is attached, you can take a Bonus Action on subsequent turns to deal **1d6** Piercing damage and **1d6** Acid damage to the target.

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, the **DC** to **15**, and the Whirling Strikes property's damage to **2d8**. Additionally, you gain a **+1 bonus** to attack rolls made with this magic weapon.

Very Rare variant: Increase the charges to **7**, the recharge to **1d6 + 1**, the **DC** to **16**, and the Whirling Strikes property's damage to **2d10**. Additionally, you gain a **+2 bonus** to attack rolls made with this magic weapon.



WANTED



DEAD OR ALIVE

DOMAIN



THREAT



These little rascals have been preying on unsuspecting travelers, do NOT accept food from strangers in the wild!

HELIANA

PALICOPY

"Short, bipedal, feline? No, I'm afraid the creatures you described aren't half-gnome, half-catfolk—what you encountered were palicopies. Clever little beings who cook the most scrumptious food. Just make sure to drink lots of coffee after having dinner with them."

—Dr. Doolots, Caffeinated
MagiZoologist

Adorable though they may seem, a sinister secret lies in wait for those who fall asleep near this distant cousin of the mimic. Palicopies are patient hunters that seek out the camps of weary travelers and offer to cook for them, making their soon-to-be victims comfortable, well-fed, and drowsy. Only after their preys' bellies are filled and their minds float in innocent slumber do the palicopies make their move.

Cute Cutthroats. Palicopies travel in groups of three to five, using their (relatively) shrewd in-

telligence to deceive prey several times their own size. Their small size, cat-like disguises, and goofy gestures are all conscious efforts to lower a victim's guard, making them focus less on potential danger and more on the rumbling of their belly.

Catnap. The food palicopies prepare for their prey contains catnap, a special spice with a cinnamon aftertaste. The process of creating catnap is an unsavory one—a palicopy consumes grasses, regurgitates the bile, and then grinds it into a fine, narcotic powder. Whoever ingests catnap becomes drowsy within minutes and falls into a deep, peaceful slumber within the hour—making for an easy meal.

Nightcap. Palicopies' catnap is a difficult to procure, sought-after ingredient, and it is especially popular among insomniacs due to its somnifacient properties. Attempts to domesticate palicopies to harvest catnap have been met with limited success; the primary method of obtaining the rare spice remains to slay a palicopy and harvest the contents of its stomach.



DARKVELD

ENTRY
CR
DOMAIN

X-12
23
Fey Realms

Draconis obsessio

Small to Huge Dragons

Neutral Evil

Grasping "tentacle" whips

*Stayed off sand to
better hunt the dragon
Clever girl...*



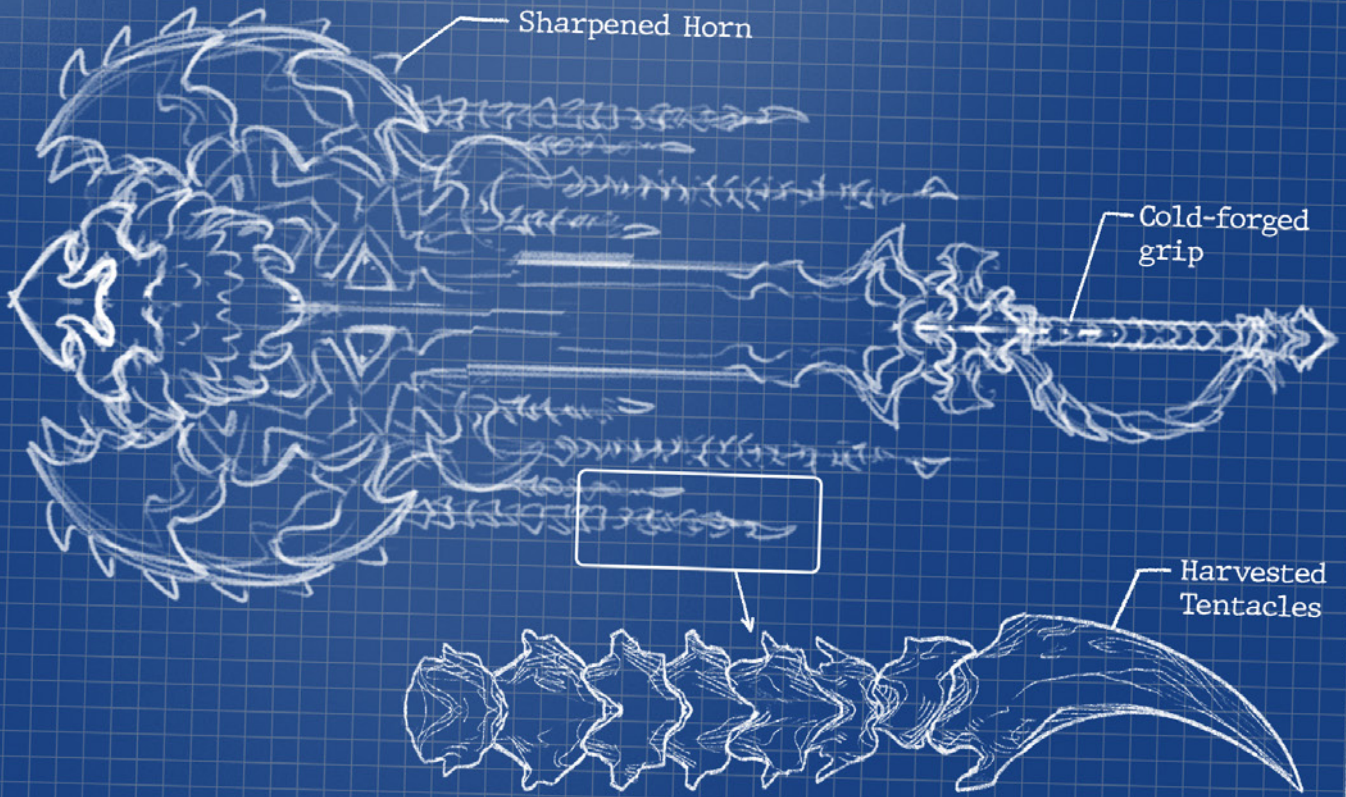
ARTIST: GABRIEL VISSICHELLI

Heliana's Field Notes - Loot Tavern

Larsène Upin - X12
Loot Tavern et al.
Patented June 05.

Lifeeater Charge Blade

Weapon (Greataxe), Very Rare (Requires Attunement)



ARTIST: MARTIN KIRBY-JACKSON & CHAOUKI TITOUHI



*Life-draining barbs
watch out!*



Partially invisible

ARTISTS: GABRIEL VISSICHELLI & CHAOUKI TITOUHI

DARKVELD DRACOBANE

Huge Dragon, Neutral Evil

AC 22

HP 287 (25d12 + 125)

Speed 60 ft., Climb 45 ft.

Initiative +11 (21)

Perception +10 (20)

	STR	DEX	CON	INT	WIS	CHA
Score	26	18	21	15	17	16
Mod (Save)	+8	+4 (+11)	+5	+2	+3 (+10)	+3

Skills Acrobatics +11, Athletics +15, Perception +10, Stealth +11

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft.

Languages None

CR 23 (XP 50,000)

PB +7

TRAITS

Avoidance. If the darkveld is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it's Incapacitated.

Displacement. The darkveld projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **Disadvantage**. If it is hit by an attack, this trait is suppressed until the end of its next turn. This trait is also suppressed while the darkveld is Incapacitated or has a Speed of 0 feet.

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

ACTIONS

Multiattack. The darkveld makes three attacks with any combination of Horn and Whip and uses Devour Lifeforce.

Horn. *Melee Weapon Attack:* +15, reach 5 ft. *Hit:* 18 (3d6 + 8) Piercing damage.

Whip. *Melee Weapon Attack:* +15, reach 20 ft. *Hit:* 21 (3d8 + 8) Bludgeoning damage, and the target is **Grappled (ESCAPE DC 23)**. A Grappled creature is also suffocating, and while suffocating, it gains **1 Exhaustion** level at the end of each of its turns. When it can breathe again, it removes all levels of Exhaustion it gained from suffocating. The darkveld has five whips and can't use a whip that is grappling a creature to attack another target.

Devour Lifeforce. The darkveld drains energy from a creature wrapped in its whips. *Saving Throw:* **DC 20 CONSTITUTION**, one creature Grappled by one of the darkveld's whips. *Failure:* 26 (4d12) Necrotic damage, and the darkveld's Speed increases by **30 feet** until the end of its next turn. *Success:* Half damage only. *Failure or Success:* The darkveld gains Temporary Hit Points equal to half the damage taken.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the darkveld can expend a use to take one of the following actions. The darkveld regains all expended uses at the start of each of its turns.

Attack. The darkveld makes one Horn attack.

Sprint. The darkveld moves up to its Speed.

Reform Illusion. The darkveld loses all its Temporary Hit Points, and it regains the use of its Displacement trait if it has been suppressed by an attack.

Devour Lifeforce (Costs 2 Uses). The darkveld uses its Devour Lifeforce.

DARKVELD WYRMCHASER

Large Dragon, Neutral Evil

AC 19

HP 157 (15d10 + 75)

Speed 50 ft., Climb 40 ft.

Initiative +8 (18)

Perception +7 (17)

STR DEX CON INT WIS CHA

Score 23 16 20 14 15 15

Mod (Save) +6 +3 (+8) +5 +2 +2 (+7) +2

Skills Acrobatics +8, Athletics +11, Perception +7, Stealth +8

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft.

Languages None

CR 16 (XP 15,000)

PB +5

TRAITS

Avoidance. If the darkveld is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it's Incapacitated.

Displacement. The darkveld projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **Disadvantage**. If it is hit by an attack, this trait is suppressed until the end of its next turn. This trait is also suppressed while the darkveld is Incapacitated or has a Speed of 0 feet.

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

ACTIONS

Multiattack. The darkveld makes three attacks with any combination of Horn and Whip and uses Devour Lifeforce.

Horn. *Melee Weapon Attack:* +11, reach 5 ft. *Hit:* 13 (2d6 + 6) Piercing damage.

Whip. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 15 (2d8 + 6) Bludgeoning damage, and the target is **Grappled (ESCAPE DC 19)**. A Grappled creature is also suffocating, and while suffocating, it gains 1 **Exhaustion** level at the end of each of its turns. When it can breathe again, it removes all levels of Exhaustion it gained from suffocating. The darkveld has five whips and can't use a whip that is grappling a creature to attack another target.

Devour Lifeforce. The darkveld drains energy from a creature wrapped in its whips. *Saving Throw:* **DC 18 CONSTITUTION**, one creature Grappled by one of the darkveld's whips. *Failure:* 19 (3d12) Necrotic damage, and the darkveld's Speed increases by **30 feet** until the end of its next turn. *Success:* Half damage only. *Failure or Success:* The darkveld gains Temporary Hit Points equal to half the damage taken.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the darkveld can expend a use to take one of the following actions. The darkveld regains all expended uses at the start of each of its turns.

Attack. The darkveld makes one Horn attack.

Sprint. The darkveld moves up to its Speed.

Reform Illusion. The darkveld loses all its Temporary Hit Points, and it regains the use of its Displacement trait if it has been suppressed by an attack.

Devour Lifeforce (Costs 2 Uses). The darkveld uses its Devour Lifeforce.

DARKVELD SCALESTALKER

Medium Dragon, Neutral Evil

AC 18

HP 104 (11d8 + 55)

Speed 45 ft., Climb 35 ft.

Initiative +6 (16)

Perception +6 (16)

	STR	DEX	CON	INT	WIS	CHA
Score	21	15	20	13	14	14
Mod (Save)	+5	+2 (+6)	+5	+1	+2 (+6)	+2

Skills Acrobatics +6, Athletics +9, Perception +6, Stealth +6

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 30 ft., Darkvision 120 ft.

Languages None

CR 9 (XP 5,000)

PB +4

TRAITS

Avoidance. If the darkveld is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it's Incapacitated.

Displacement. The darkveld projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **Disadvantage**. If it is hit by an attack, this trait is suppressed until the end of its next turn. This trait is also suppressed while the darkveld is Incapacitated or has a Speed of 0 feet.

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

ACTIONS

Multiattack. The darkveld makes three attacks with any combination of Horn and Whip and uses Devour Liferforce.

Horn. *Melee Weapon Attack:* +9, reach 5 ft. Hit: 8 (1d6 + 5) Piercing damage.

Whip. *Melee Weapon Attack:* +9, reach 15 ft. Hit: 9 (1d8 + 5) Bludgeoning damage, and the target is **Grappled (ESCAPE DC 17)**. A Grappled creature is also suffocating, and while suffocating, it gains 1 **Exhaustion** level at the end of each of its turns. When it can breathe again, it removes all levels of Exhaustion it gained from suffocating. The darkveld has five whips and can't use a whip that is grappling a creature to attack another target.

Devour Liferforce. The darkveld drains energy from a creature wrapped in its whips. *Saving Throw:* **DC 17 CONSTITUTION**, one creature Grappled by one of the darkveld's whips. *Failure:* 13 (2d12) Necrotic damage, and the darkveld's Speed increases by **30 feet** until the end of its next turn. *Success:* Half damage only. *Failure or Success:* The darkveld gains Temporary Hit Points equal to half the damage taken.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, the darkveld can expend a use to take one of the following actions. The darkveld regains all expended uses at the start of each of its turns.

Attack. The darkveld makes one Horn attack.

Sprint. The darkveld moves up to its Speed.

Reform Illusion. The darkveld loses all its Temporary Hit Points, and it regains the use of its Displacement trait if it has been suppressed by an attack.

Devour Liferforce (Costs 2 Uses). The darkveld uses its Devour Liferforce.

DARKVELD DRAKELING

Small Dragon, Neutral Evil

AC 15

HP 58 (9d6 + 27)

Speed 50 ft., Climb 40 ft.

Initiative +4 (14)

Perception +3 (13)

	STR	DEX	CON	INT	WIS	CHA
Score	18	14	17	11	13	13
Mod (Save)	+4	+2 (+4)	+3	+0	+1 (+3)	+1

Skills Acrobatics +4, Athletics +6, Perception +3, Stealth +4

Damage Immunities Acid, Poison

Condition Immunities Poisoned

Senses Blindsight 15 ft., Darkvision 120 ft.

Languages None

CR 3 (XP 700)

PB +2

TRAITS

Avoidance. If the darkveld is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it's Incapacitated.

Displacement. The darkveld projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have **Disadvantage**. If it is hit by an attack, this trait is suppressed until the end of its next turn. This trait is also suppressed while the darkveld is Incapacitated or has a Speed of 0 feet.

Legendary Resistance (1/Day). If the darkveld fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The darkveld makes two attacks with any combination of Horn and Whip and uses Devour Liferorce.

Horn. Melee Weapon Attack: +6, reach 5 ft. Hit: 7 (1d6 + 4) Piercing damage.

Whip. Melee Weapon Attack: +6, reach 10 ft. Hit: 8 (1d8 + 4) Bludgeoning damage, and the target is **Grappled (ESCAPE DC 14)**. A Grappled creature is also suffocating, and while suffocating, it gains 1 **Exhaustion** level at the end of each of its turns. When it can breathe again, it removes all levels of Exhaustion it gained from suffocating. The darkveld has five whips and can't use a whip that is grappling a creature to attack another target.

Devour Liferorce. The darkveld drains energy from a creature wrapped in its whips. **Saving Throw: DC 13 CONSTITUTION**, one creature Grappled by one of the darkveld's whips. **Failure:** 6 (1d12) Necrotic damage, and the darkveld's Speed increases by **30 feet** until the end of its next turn. **Success:** Half damage only. **Failure or Success:** The darkveld gains Temporary Hit Points equal to half the damage taken.



LIFE-EATER CHARGE BLADE

Weapon (Greataxe), Very Rare (Requires Attunement)
Component: Dragon (darkveld) horn

After forging the first version of this mighty blade, its creator took a well-deserved break outside his forge. When he returned, he found the prototype's ghostly image floating next to his workbench, his hard work nowhere to be seen. Eventually, he found the invisible weapon right where he'd left it and spent the ensuing month trying—and failing—to convince buyers that the invisibility wasn't a bug, but a feature.

This weapon can hold a maximum of **5 charges**. You can use a Bonus Action while holding it to detach the axehead from the blade, turning it into a Shortsword and a Shield, or to recombine the Shield and Shortsword back into a Greataxe. You are proficient with this Shortsword and Shield if you're proficient with Greataxes. If the Shortsword and Shield are more than **15 feet** apart from each other for **1 minute**, your Attunement to them ends, and they become magically inert until reunited.

Lifeforce Recycler (Shortsword Form Only). When you hit a Hostile creature of CR 1 or higher with an attack using this Shortsword, it gains **1 charge**. This item loses all gained charges **1 minute** after it gains its last charge.

Life-Devouring Discharge (Greataxe Form Only). When you hit with an attack with this Greataxe, you can expend any number of charges to deal an extra **1d8** Force damage to the target per charge expended. You gain Temporary Hit Points equal to half the Force damage dealt.

Variant Ideas

Rare variant: Reduce the additional damage of Life-Devouring Discharge to **1d6** per charge.

Legendary variant: You have a **+1 bonus** to attack and damage rolls with this magic weapon (in either form). You gain a **+1 bonus** to AC while holding the weapon's Shield, in addition to the Shield's normal bonus.

In addition, while holding this weapon, you can expend **3 charges** to cast the *Mirror Image* spell.





Detachable

ARTIST: MARTIN KIRBY-JACKSON

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



The local dragon population has been slowly declining ever since Darkveld was first spotted. We need you to get rid of it, as soon as possible!

HELIANA

DARKVELD

"I hunt dragons. That thing hunts dragons. That doesn't make it my prey; that makes us equals. I'm not going anywhere near it."

- Heliana, Equal of Darkvelds

With lightning alacrity, a quartet of articulating, scale-covered tentacles seize the darkveld's prey: a red dragon wyrmling. The drake's struggles fade to feeble twitches as its crimson scales pale and crack. Empowered with renewed vigour by the life force of the slain wyrmling, the darkveld sets off to hunt its true quarry: a tyrannical adult red dragon.

Fused Origins. Based on the colouration, horn morphology, and immunity to acids, Humperdink posits that this draco-slayer is related to black dragons. Heliana's assertions that "this thing is never where you think it is" combined with its shoulder-positioned tentacles points to a second parental lineage: displacer beasts. The conclusion? Upon taming displacer beasts, biomancers within the Unseelie Court sought to combine two potent predators. While the biomantic fusion was clearly successful, the lack of any records describing domesticated darkvelds reveals a complete failure of the court's beastmasters to tame the dragons.

Persistent Predators. Engineered to hunt the strongest and most tenacious prey, darkvelds' digestive systems are vestigial, rendering them immune to poisons and able to pursue prey without stopping to eat and rest. Instead, they derive energy from creatures seized in their tentacles; laden with deer and bears, the darkveld's thundering footsteps can hurtle it across open ground fast enough to outpace a soaring dragon. When their draconic quarry grows tired enough to have to land, the darkveld is ready to pounce.

Kinslayers. The sudden death of a dragon indicates the potential presence of a darkveld. The dessicated corpse—surrounded by an untouched treasure hoard—confirms it. Creeping up mountainsides, darkvelds prey on slumbering dragons, using their prehensile tentacles to prevent escape. Despite their strength, they are unwilling to rely on brute force alone; Heliana has personally observed one shatter a clutch of eggs on three separate occasions. The parents, incited to reckless fury at the deaths of their unborn children, are all the more likely to make fatal mistakes in the ensuing savage brawl.





ZOHTRAFERNA

ENTRY	X-13
CR	21
DOMAIN	Arctic

Infernalis LaBluffa

Huge ~~Celestial~~ Fiend (Devil)

Lawful Evil

Mythical & Deadly

Ice? Horn? Unclear

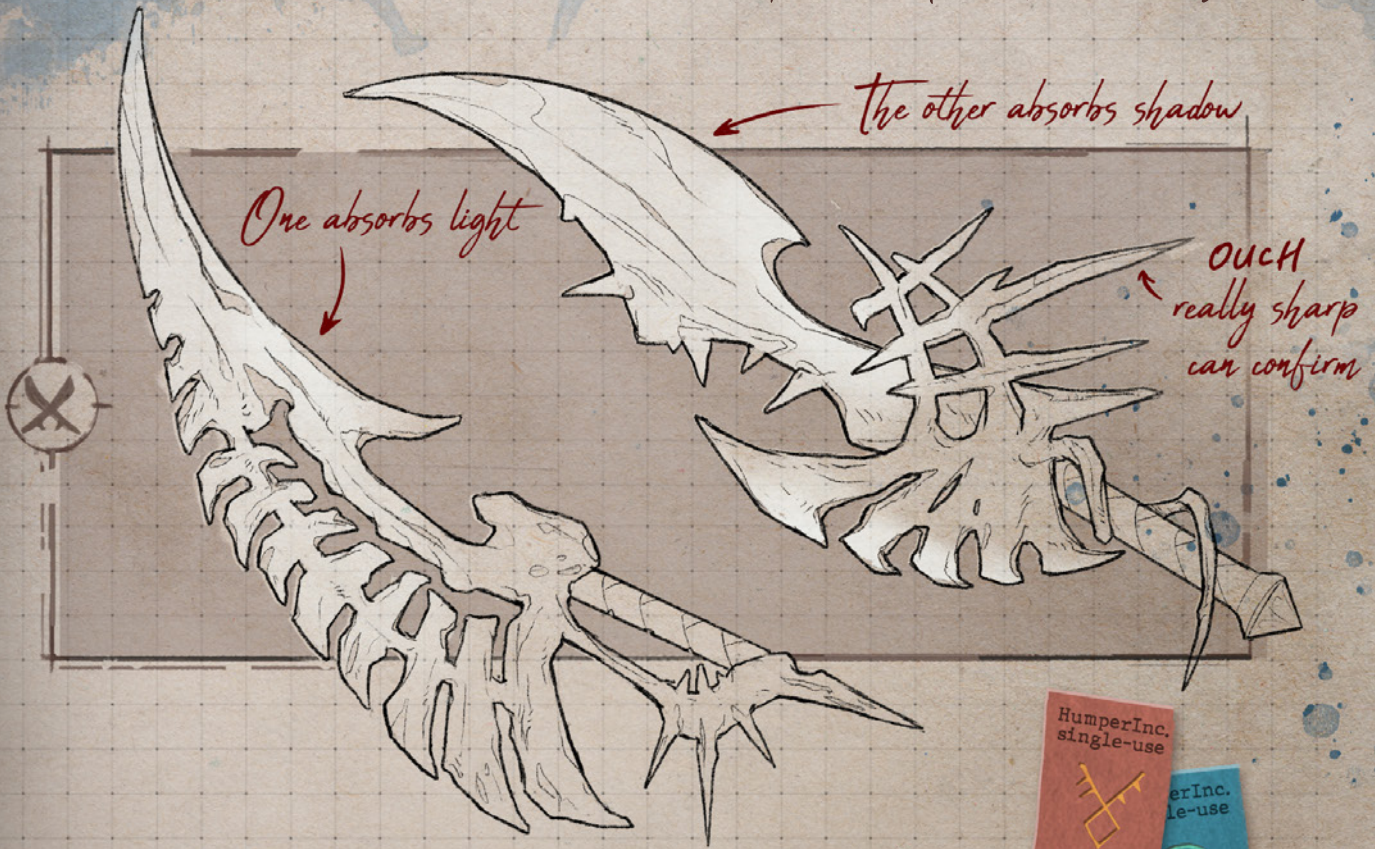


ARTIST: OGNJEN SPORIN

Approach with caution!

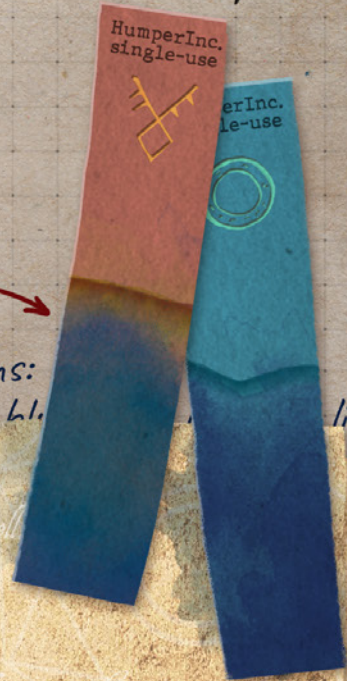
Heliana's Field Notes - Loot Tables

ARTIST: GABRIEL VISSICHELLI



Fiend Paper detected only Celestial essence from its horn. Don't be fooled!

H.'s Instructions:
Dip the bl...



liquid
rn
ve

urs
ctor

not
accoon

Celestial Archive

ENEMY REPORT

YEAR: REDACTED

BOUNTY STATUS: OPEN

THREAT: HIGH

KILL COUNT: AT LEAST 9 ANGELS; UNKNOWN NUMBER OF MORTALS

ORIGINALLY ENGINEERED BY THE ARCHFIEND OF AVARICE, ZOHTRAFERNA ARE PERFECT ASSASSINS. MANY DEVILS CAN DISGUISE THEMSELVES, BUT ZOHTRAFERNA ARE HIDDEN FROM EVEN THE INSIGHTFUL EYES OF CELESTIALS. A CLOAK OF WHITE FEATHERS AND A PERFECTLY TAILORED RADIANCE GIVE THE LOOK OF DIVINITY, ALLOWING THEM TO WALK THE UPPER PLANES OPENLY WITHOUT FEAR OF RETRIBUTION. THOSE WHO FIND

ZOHTRAFERNA

Huge Fiend (Devil), Lawful Evil

AC 19

HP 351 (26d12 + 182)

Speed 40 ft., Fly 50 ft.

Initiative +4 (14)

Perception +3 (13)

STR DEX CON INT WIS CHA

Score 21 18 24 12 16 25

Mod (Save) +5 (+12) +4 +7 (+14) +1 +3 +7 (+14)

Skills Deception +17

Damage Resistances Lightning, Thunder

Damage Immunities Fire

Condition Immunities Charmed, Exhaustion, Frightened

Senses —

Languages Celestial, Common, Infernal

CR 21 (XP 33,000)

PB +7

TRAITS

Divine Cloak (Except While Unveiled Form is Active). The zohtraferna appears to be a Celestial, including to Divination magic and creatures with Truesight.

Exposed to Light (Unveiled Form Only). When the zohtraferna takes 10 or more Radiant damage in a single instance, it loses its damage Resistances and Immunities until the start of its next turn.

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

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

Regrowth. At the start of each of its turns, the zohtraferna regains 15 (1d12 + 9) Hit Points unless it has taken Radiant or Necrotic damage since the start of its last turn.

UNVEILED FORM

When the zohtraferna is reduced to 0 Hit Points, its feathers and white scales melt away, revealing a fiery, blackened form beneath. Its current Hit Point total resets to 341 Hit Points, and it regains any expended uses of Legendary Resistance. Additionally, the zohtraferna can now use the options labelled "Unveiled Form Only" for 1 hour. Award a party an additional 50,000 XP (83,000 XP total) for defeating the zohtraferna after its Unveiled Form activates. Once the zohtraferna's Unveiled Form has activated, it can't do so again until zohtraferna finishes a Short or Long Rest.

ACTIONS

Multiattack. The zohtraferna makes two Deceiver's Blade attacks or uses Purifying Pulse and makes one Deceiver's Blade attack.

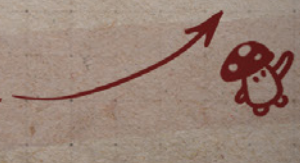
Deceiver's Blade. *Melee Weapon Attack: +12*, reach 10 ft. *Hit:* 23 (4d8 + 5) Slashing damage. If the zohtraferna is in its Unveiled Form, the target takes an extra 9 (2d8) Lightning damage.

Purifying Pulse. The zohtraferna stabs its blade into the ground, sending a shockwave out from itself. *Saving Throw: DC 22 CONSTITUTION*, each other creature within 120 feet. *Failure:* 27 (6d8) Force damage. *Success:* Half damage.

Tail. The zohtraferna swings its tail, attempting to hit any creatures near it. *Saving Throw: DC 20 DEXTERITY*, each other creature within 15 feet. *Failure:* 10 (3d6) Bludgeoning damage, and the target is knocked **Prone**. If the zohtraferna is in its Unveiled Form, the creature takes an extra 7 (2d6) Fire damage.

Sea of Flame (Unveiled Form Only; Recharge 5-6). The zohtraferna releases a burst of flame, scorching everything around it. *Saving Throw: DC 22 DEXTERITY*, each creature in a 60-foot-radius Sphere centred on the zohtraferna. Flammable objects in the area that aren't being worn or carried start burning. *Failure:* 44 (8d10) Fire damage. *Success:* Half damage.

Vengeful Bolt (Unveiled Form Only; Recharge 5-6). The zohtraferna sends a powerful arc of lightning from the tip of its blade. *Saving Throw: DC 22 DEXTERITY*, each creature in a 120-foot-long, 5-foot-wide Line. Flammable objects in the area that aren't being worn or carried start burning. *Failure:* 45 (10d8) Lightning damage. *Success:* Half damage.

Continued Next Page 

Heliana's Field Notes - Loot Tavern

ZOHTRAFERNA

Continued from previous page

BONUS ACTIONS

Warping Light. If the zohtraferna is in an area of Bright Light, it teleports up to **60 feet** to an unoccupied space it can see that is also in Bright Light. It then has **Advantage** on the first attack roll it makes before the end of the turn.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the zohtraferna can expend a use to take one of the following actions. The zohtraferna regains all expended uses at the start of each of its turns.

Tail. The zohtraferna uses Tail.

Flight. The zohtraferna flies up to its Speed without provoking Opportunity Attacks.

Silent Aura. The area within **15 feet** of the zohtraferna becomes magically silenced until the end of its next turn. Creatures entirely within the area have **Immunity** to Thunder damage and are **Deafened**.

UNVEILED ACTIONS

If the zohtraferna's Unveiled Form has activated in the last hour, it can use the options below as Legendary Actions.

Energize. The zohtraferna attempts to recharge its expended Sea of Flame and Vengeful Bolt actions, rolling **1d6** for each.

Destructive Summons (Costs 2 Uses). The zohtraferna forcefully pulls its surroundings toward it. *Saving Throw:* **DC 22 STRENGTH**, each other creature within **120 feet**. *Failure:* The target is pulled **30 feet** directly toward the zohtraferna.

The zohtraferna then makes one Deceiver's Blade attack against a creature within its reach.

Zohtraferna make their lairs in the ruins of civilization, often destroyed by their own hands. The magic of their false divinity condenses and crystallises like uncanny ice over the crumbling monuments of a people that once treated it as a god. The grayscale pillars seem trapped in time, an echo of hubris and deception that stands as a warning against those who have the misfortune of seeing it.

PALE RUINS

Lair of Zohtraferna

Initiative 20 (loses ties)

Additional XP 1100

REGIONAL TRAITS

Evercast. The sky within **1 mile** of the lair is never dark, instead giving off a constant, grey Dim Light. Without other sources of light, everything in the area appears grey and colourless. Creatures other than Constructs do not typically inhabit the area within **6 miles** of the lair.

Icetrapp. Milky, frost-like crystals cover every surface of the lair. A creature that finishes a Short or Long Rest within the lair is **Restrained** by the crystals. A creature can use an action to make a **DC 15 STRENGTH (ATHLETICS) CHECK**, freeing itself or another creature within its reach on a success.

LAIR ACTIONS

The zohtraferna's lair can't take the same action two turns in a row.

Prismatic Crystals. A faint white glow fills the lair, and **1d4 + 2** crystals of pale magical energy appear in unoccupied spaces of the zohtraferna's choice within its lair. Each crystal is 5 feet wide and 10 feet tall, has **AC 16**, and has **20** Hit Points. If a crystal takes Fire, Force, Lightning, or Radiant damage, it explodes and is destroyed, dealing **9 (2d8)** damage of the same type to each creature within **10 feet** of it.

Brilliant Radiance. Glowing lichens grow in three locations of the zohtraferna's choice within its lair. Each lichen emits magical Bright Light in a **10-foot radius Sphere** centered on it. The light dispels Darkness created by level 5 spells or lower. The light is grey, causing everything it touches to appear grey and colourless. The lichens and their light last until Initiative count 20 of the next round (winning ties).

Structural Collapse. A large piece of crumbling ruin falls within the lair. *Saving Throw:* **DC 18 DEXTERITY**; one creature of the zohtraferna's choice. *Failure:* **19 (3d12)** Bludgeoning damage, and the target is knocked **Prone**.

DIVINE LIE

Weapon (Longsword), Very Rare (Requires Attunement)
Component: Pouch of Fiend (Zohtraferna) Feathers

"Of course you can trust me; look how pure and celestial my sword is! An evil person wouldn't have a sword like this! This is probably the most trustworthy sword anyone's ever owned!"

— Conner Fibbicus, Definitely Trustworthy

This weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

When you deal damage with this weapon, you can choose to deal Force damage instead of Slashing damage. Additionally, when you deal damage with this weapon, you can expend **1 charge** to deal an extra **5d8** Force damage.

Divine Step. As a Bonus Action while holding this weapon in an area of Bright Light, you can expend **1 charge** to teleport to an unoccupied space in Bright Light you can see within **30 feet** of yourself.

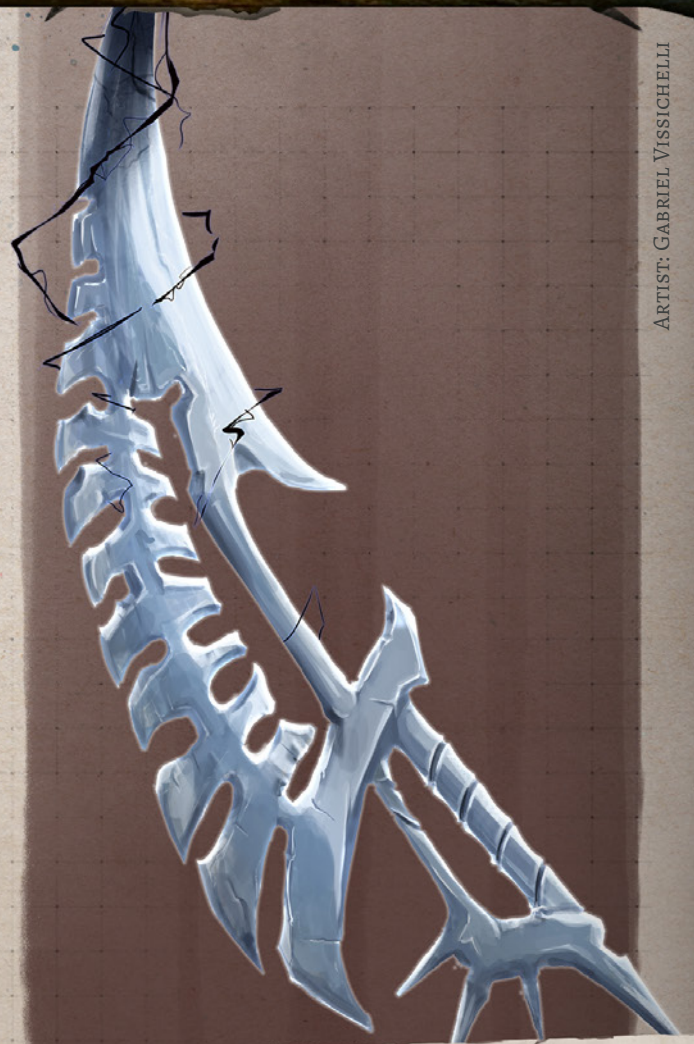
Heavenly Cloak. As an action while holding this weapon, you can expend **1 charge** to cast the *Disguise Self* spell (**SAVE DC 16**). When you cast a spell with this property, you can choose to appear as a Celestial to Divination magic and similar effects for the duration.

Consume Light. As a Reaction when you take Radiant damage while holding this weapon, you can absorb it into the blade, gaining **Resistance** to Radiant damage (including against the triggering damage) until the start of your next turn.

Rare variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **15**.

Legendary variant: Increase the extra damage to **6d8** and the **DC** to **17**.

When you use the Divine Step property, you can choose a creature you can see within **10 feet** of you immediately before or after you teleport. It must



ARTIST: GABRIEL VISSICHELLI

Zohtraferna's Duality
i can be your angle...or yuor devil

Mathy Bard Joke??

Item Set. While you are attuned to both *Divine Lie* and *Dark Truth*, both weapons have the Light property. Additionally, when you use the Consume Light property of *Divine Lie*, *Dark Truth* regains **1** expended charge, and when you use the Consume Shadow property of *Dark Truth*, *Divine Lie* regains **1** expended charge. Once a weapon has regained a charge in this way, it can't do so again until the next dawn.

succeed on a **DC 17 WISDOM SAVING THROW** or be **Blinded** until the end of its next turn.

When you use the Heavenly Cloak property, you can cast the *Alter Self* spell with it instead of *Disguise Self*.

Heliana's Field Notes - Loot Tavern

DARK TRUTH

Weapon (Longsword), Very Rare (Requires Attunement)
Component: Pouch of Celestial (Zohtraferna) Claws

There's a special kind of exhaustion that comes from presenting a facade to the world. Some days, you just want to take the mask off and let the world see the real you: pure, unadulterated evil.

This weapon has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

ARTIST: GABRIEL VISSICHELLI



When you hit a target and deal damage to it with this weapon, you can choose to deal Fire or Lightning damage instead of Slashing damage. Additionally, when you deal damage with this weapon, you can expend **1 charge** to deal an extra **5d8** Fire or Lightning damage.

Fiend Step. As a Bonus Action while holding this weapon in an area of Dim Light or Darkness, you can expend **1 charge** to teleport to an unoccupied space in Dim Light or Darkness you can see within **30 feet** of yourself.

Hellish Wave. As an action, you can stab this weapon into the ground and expend **1 charge** to create a radiating burst of flames. Each creature within **20 feet** of you must make a **DC 16 DEXTERITY SAVING THROW**, taking **6d6** Fire damage on a failed save or half as much damage on a successful one.

Consume Shadow. As a Reaction when you take Necrotic damage while holding this weapon, you can absorb it into the blade, gaining **Resistance** to Necrotic damage (including against the triggering damage) until the start of your next turn.

Rare variant: Reduce the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **15**.

Legendary variant: Increase the **DC** to **17**, the extra damage to **6d8**, and the Hellish Wave property's damage to **10d6**.

When you use the Fiend Step property, you can create a **10-foot-radius Sphere** of silence centered on either the space you left or your destination space until the end of your next turn. Any creature or object entirely inside the Sphere is **Deafened** and has **Immunity** to Thunder damage, and casting a spell with a Verbal component is impossible in the area.

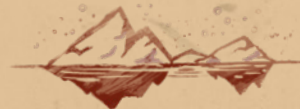
Note to self:
Don't touch oppositely charged tips
for longer than 8 hours

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



My informants tell me the upper planes have been infiltrated by demonic actors... We must stop them before the planes come to ruin!

HELIANA

ZOHTRAFERNA

"Zohfernie was such a fun angel, really! We went out for lunch all the time. It wasn't until they decapitated Aggariel that we realized we'd been dining with a worg in sheep's clothing."

*- The angel Naivette,
speaking with her therapist*

The mighty archangel Harrogan, a solar of the highest order, had single handedly destroyed as many Fiends as an entire legion. The pride of the Upper Planes, his soldiers whispered that he was as invincible as the gods themselves. With no hope of removing him in battle, his infernal opponents devised a more subtle approach, one that sent panic through the celestial ranks. Harrogan's body was found cleaved in twain behind the choir hall, his face frozen in a scream that no one ever heard. With nothing but scorch marks and the scent of sulphur, seven more commandant angels were torn to pieces before the zohtraferna was discovered and cast out.

Artificial Angel. Originally engineered by the archfiend of avarice, zohtraferna are perfect assassins. Many devils can disguise themselves, but zohtraferna are hidden from even the insightful eyes of Celestials. A cloak of white feathers and a perfectly tailored radiance give the look of divinity, allowing them to walk the Upper Planes openly without fear of retribution. Those who find themselves in the lands of mortals are often worshipped as deities, even as the civilizations that revere them slowly dwindle into ruin. Very few have lived to see a zohtraferna's true form, and those who have done so see their warnings dismissed as madness. After all, why would an angel burn people with hellfire?



Fiendish Ambition. After tearing through the heavenly ranks, the first zohtraferna returned to the Lower Planes expecting a hero's welcome. Their arrogance was crushed when their archfiend creator claimed the glory of the event. Filled with anger and betrayal, they made a play for the archfiend's domain but fell to the might of the greater devil. Ever since, zohtraferna have been locked out of their home plane, left to create their own dominions of white ruin wherever they find themselves.



ENTRY
CR
DOMAIN

X-14
23
The Low

MORPHELEAN

Luminae metabolous

Huge Celestial (Angel)

Cha



ARTIST: GABRIEL VISSICHELLI

Heliana's Field Notes - Loot Tavern

Poisoned body
and weapons



ARTIST: CHAOUKI TITOUHI

So... powerful...
Too good to be true??

Powerful wings



The older the morphelian,
the wider the influence of its curse.
Entire regions have been ruined out

Even feathers
crack with gold
light when damaged
~~like an egg~~
like an present
like a worm



Angelic essence still remains despite fiendish exterior

ARTIST: GABRIEL VISSICHELLI

MORPHELEAN

Huge Celestial (Angel), Chaotic Neutral

AC 20

HP 287 (23d12 + 138)

Speed 45 ft., Fly 60 ft.

Initiative +9 (19)

Perception +2 (12)

STR DEX CON INT WIS CHA

Score 19 28 22 17 15 23

Mod (Save) +4 (+11) +9 (+16) +6 (+13) +3 +2 +6

Skills Athletics +11

Damage Resistances Fire, Necrotic

Damage Immunities Poison, Radiant

Condition Immunities Charmed, Frightened

Senses Blindsight 150 ft. (blind beyond this radius)

Languages Abyssal, Celestial, Common

CR 23 (XP 50,000)

PB +7

TRAITS

Enraging Strikes. Whenever the morphelean deals damage to a creature with a weapon attack, that creature becomes enraged until the end of its next turn. An enraged creature gains a **+1 bonus** to attack and damage rolls, and it feels an overwhelming urge to attack. If an enraged creature ends its next turn without having dealt damage to a creature with an attack, it is **Poisoned for 1 hour**. While Poisoned in this way, a creature can't regain Hit Points. The *Lesser Restoration* spell, *Remove Curse* spell, or similar magic can calm a creature and remove the enraged status.

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

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

Reckless Attacks. When the morphelean makes an attack roll, it can choose to strike without caution, gaining **Advantage** on all attack rolls until the start of its next turn. If it does, all attack rolls made against it have **Advantage** until the start of its next turn.

IMAGO FORM

When the morphelean is reduced to 0 Hit Points, its dark exterior cracks, revealing a glowing golden light beneath. If the *Greater Restoration* or *Remove Curse* spell is cast on it within **1 minute**, the curse causing its rage is removed. After the minute passes, the morphelean emerges as a golden, six-winged Celestial. Its current Hit Point total resets to 287 Hit Points, and it regains any expended uses of Legendary Resistance.

If its curse was removed, the morphelean produces a wave of rejuvenating energy. Each non-evil creature within **120 feet** of the morphelean regains 39 (6d12) Hit Points and gains the benefits of a *Greater Restoration* spell.

If its curse was not removed, a wave of destructive light radiates out. **Saving Throw: DC 21 WISDOM**, each creature within **120 feet**. **Failure:** 26 (4d12) Radiant damage, and the target is **Blinded** until the end of its next turn. **Success:** Half damage only. **Failure or Success:** The morphelean remains Hostile and aggressive. Additionally, the morphelean can now use the options labelled "Imago Form Only." Award a party an additional 50,000 XP (100,000 XP total) for defeating the morphelean after its Imago Form activates. Once the morphelean's Imago Form has activated, it can't do so again until the morphelean finishes a Short or Long Rest.

ACTIONS

Multiattack. The morphelean makes four Frenzied Slash attacks. It can replace one attack with a use of Shredding Charge. If the morphelean is in its Imago Form, it can replace any of its attacks with Divine Beam attacks.

Frenzied Slash. *Melee Weapon Attack: +16*, reach 10 ft. **Hit:** 14 (1d10 + 9) Slashing damage plus 4 (1d8) Necrotic damage. If the morphelean is in its Imago Form, the Necrotic damage is replaced with 5 (1d10) Radiant damage.

Divine Beam (Imago Form Only). *Ranged Spell Attack: +13*, range 90 ft. **Hit:** 15 (2d8 + 6) Radiant damage.

Shredding Charge. The morphelean moves up to its Speed in a straight line, moving through other creature's spaces and shredding anything in its path. **Saving Throw: DC 19 DEXTERITY**, each creature whose space the morphelean enters. **Failure:** 5 (1d10) Slashing damage plus 7 (2d6) Necrotic damage and is knocked **Prone**. If the morphelean is in its Imago Form, the Necrotic damage is replaced with 9 (2d8) Radiant damage.

Continued Next Page 

Heliana's Field Notes - Loot Tavern

MORPHELEAN

Continued from previous page

BONUS ACTIONS

Disengage. The morphelean takes the Disengage action.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the morphelean can expend a use to take one of the following actions. The morphelean regains all expended uses at the start of each of its turns.

Charge. The morphelean uses Shredding Charge.

Aura of Violence. The morphelean chooses up to two creatures it can see within **60 feet** of it to afflict with its rage. **Saving Throw: DC 21 CHARISMA.** **Failure:** If the target is a Humanoid, it becomes enraged (see Enraging Strikes) until the end of its next turn. A non-Humanoid creature is **Charmed** by the morphelean until the end of its next turn. While Charmed in this way, a creature spends its turn attacking the nearest creature.

IMAGO ACTIONS

If the morphelean's Imago Form has activated, it can use the options below as Legendary Actions.

Divine Beam. The morphelean makes one Divine Beam attack.

Imprisoning Light (Costs 2 Uses). Beams of light rain down at a point the morphelean can see within **60 feet** of it, filling a **20-foot radius, 100-foot tall Cylinder** with Bright Light until the end of the morphelean's next turn. A creature other than the morphelean that enters the area for the first time on a turn or starts its turn there must succeed on a **DC 21 CHARISMA SAVING THROW** or be **Restrained** for the duration. While the morphelean is in the light, it gains the benefits of the Bless spell.

A MORPHELEAN'S PATH

It's easy to track a morphelean's movements by the trail of carnage left in its wake. Constantly hungry for more violence, it never stays in one place for long and doesn't create lairs, but the area surrounding it is still changed by its presence while it lingers.

TRAIL OF CARNAGE

Path of a Morphelean

REGIONAL TRAITS

Infectious Rage. The infectious rage carried by the morphelean tears through the local wildlife wherever it wanders. Beasts within 5 miles of the morphelean are Hostile to the party and attack if approached. The Morphelean can be tracked through the blood and corpses left in its wake with a successful **DC 10 WISDOM (SURVIVAL)** check.

Perpetual Dark. Day and night are warped by the morphelean's curse. The area within 1 mile of the morphelean is blanketed in perpetual Darkness. This Darkness dissipates if the morphelean enters its Imago Form.



ARTIST: GABRIEL VISSICHELLI

SHADOWSHEATH

Weapon (Longsword), Very Rare (Requires Attunement)
Component: Celestial (Morphelean) Skin

This sword is like an onion; it has layers. Specifically, it has a terrifying demonic sheath layer, a glimmering celestial blade layer, and then a juicy core of uncontrollable, frenzied rage, all wrapped in a sheath of devilish smoke.

You gain a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. This weapon can have a maximum of **7 charges**.

Sheathed Menace. While this weapon is sheathed and the sheath is visible, you have **Advantage** on Intimidation checks.

Divine Fury. Whenever you hit a creature with a weapon attack using the unsheathed sword, it deals extra Radiant damage equal to half the number of charges it has, and then it gains **1 charge** for every **5** damage dealt by the attack. Sheathing the sword resets the charges to **0**.

Halo of Rage. As an action, you can send the guard of the blade to hover above a willing creature you can see within **30 feet** of you, casting the *Enrage** spell on it (**SAVE DC 16**). Alternatively, you can use an action to place the guard above your own head and cast the *Blood Frenzy** spell on yourself. Once you cast a spell using this property, that spell can't be cast with it again until the next dawn.

*See Appendix B - Spells

Curse. This sword 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 sword, keeping it within reach at all times. If the weapon reaches its maximum number of charges, you go into an uncontrollable frenzy for **1 minute**, becoming a creature under the GM's control, during which you have **Advantage** on Strength checks and spend each turn attacking the nearest creature. After the minute has elapsed, the sword loses all charges.

Another creature can end the frenzy early by making a **STRENGTH (ATHLETICS)** check (DC equals 8 + your Strength modifier + your Proficiency Bonus), sheathing the blade and ending the frenzy on a success.

Rare variant: Remove the option to cast *Enrage* with the Halo of Rage property.

Legendary variant: Increase the maximum number of charges to **9** and the **DC** to **17**. Increase the extra Radiant damage dealt by the Divine Fury property to an amount equal to the number of charges the weapon has.



Heliana's Field Notes - Loot Tavern

← Morphelean halo repurposed as guard

← Fiendish shell sheathe
only the fiend can
contain the celestial
rage within

Angelic core →

!! Use caution when handling
Blade is tainted

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



A mysterious figure has been sighted in the lower rings of hell, and they're in an absolute rampage! You must stop it before it tips the scales in the infernal war!

HELIANA

MORPHELEAN

"I know you're an angel trapped within a fiend's form, cursed to a life of nothing but violence and rage. If you were me, I think I'd be lashing out too. I understand you. Let me help."

- Lady Hope Eterna, about to die trying to prove the power of friendship

Even Celestials are capable of errors in their youth, especially before they grow into the divine wings of adulthood. Unfortunately, nothing pleases a demon more than tormenting the young, naive denizens of the Upper Planes. With a bit of demonic blood, a weak angel can be cursed with the mindless bloodlust and madness of the Abyss, stunting its growth and trapping it in an abyssal form. This cruel curse can be undone quickly but, if left untreated, leads to the angel's transformation into a morphelean.

Contagious Frenzy. The older the morphelean, the wider the influence of its curse. Entire regions have been wiped out by a morphelean's presence as its festering presence infuses the ground with every step. Hamlets become tragic ghost towns, peaceful songbirds wage war in the sky, and silent groves eviscerate woodland creatures to water the loam with their blood.

Rebirth. Whether as a noble quest to free an angel or a valiant effort to stop chaos and madness, morpheleans often become a target for heroes' adventures. If the outer shell of demonic carapace can be breached, there's a chance to remove the original curse. Those few morpheleans who have been freed from their mental prisons struggle to find a place in a world that they no longer recognize, and coming to terms with the tragedy they've caused can often take many mortal lifetimes.



EXPLODOBOLD

ENTRY

CR

DOMAIN

X-15

8 & 1/2

Grasslands

Koboldo explodoboldo

Large & Tiny Dragons

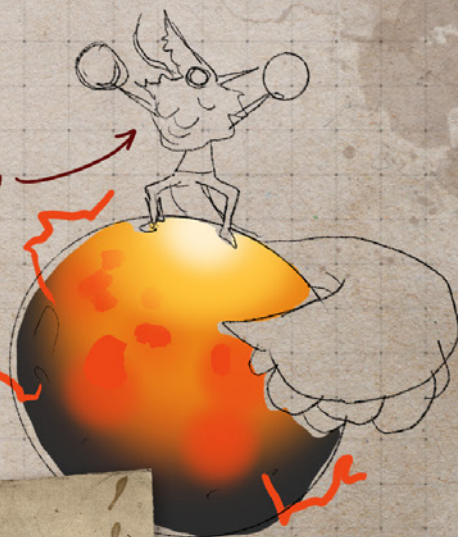
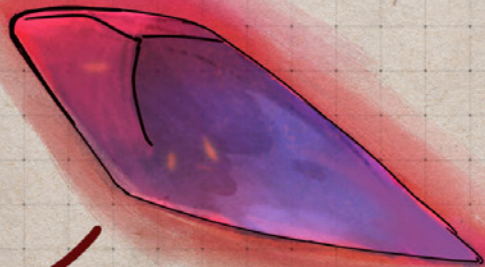
Neutrals



Scale Properties

- Cracks when cooled
- Volatile & Explosive =

Sometimes hides an Explodobolding



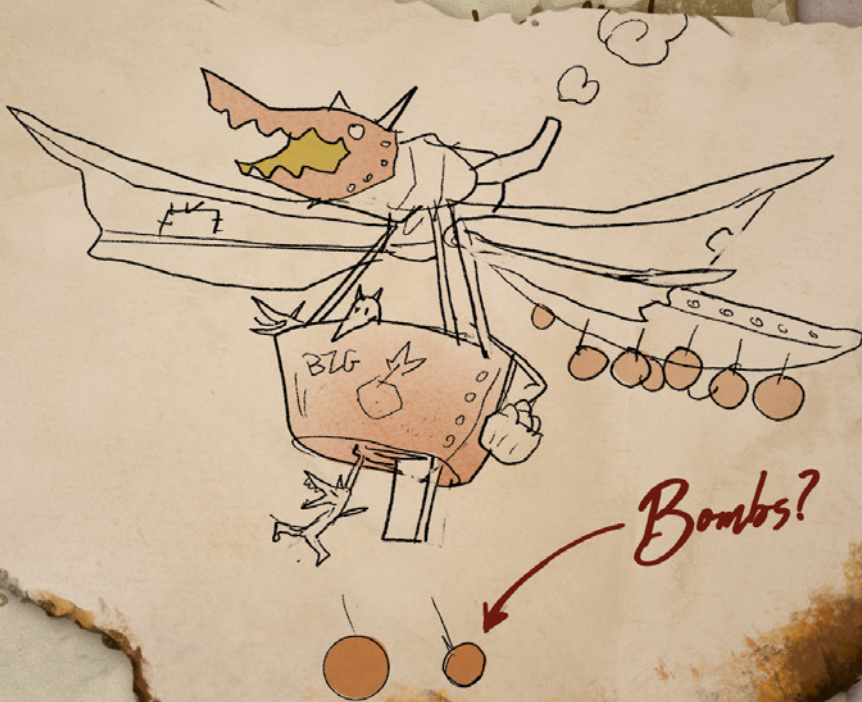
Dearest Heliana,

I found this in the tunnels near Bodrum in the aftermath of a territorial dispute. Perhaps the raccoon can make sense of this?

L'Arsene?

This is the one Evasive and relying on its

Between it and young: explo. Like dung to dung explode quantities bowling ball reaching it is



Bombs?

Regards,
Doolots

P.S. I would reiterate my desire to study L'Arsene for similarities to other raccoons. I understand that he is uncanny.

OK

floor by matter a warning entered an ld's domain.

ARTIST: CHAOUKI TITOUHI & GABRIEL VISSICHELLI

EXPLODOBOLD MOTHERLODE

Large Dragon, Neutral

AC 16

HP 110 (13d10 + 39)

Speed 30 ft.

Initiative +6 (16)

Perception +0 (10)

STR DEX CON INT WIS CHA

Score 14 16 17 13 10 16

Mod (Save) +2 +3 (+6) +3 +1 +0 (+3) +3

Damage Resistances Fire

Senses Darkvision 60 ft.

Languages Draconic, Undercommon

CR 8 (3,900 XP)

PB +3

TRAITS

Explosive Weakness. The explodobold has these weaknesses:

Cold Fuse. When the explodobold takes **12** or more Cold damage in a single instance, it can replace one fewer attack with a use of Bombard when it takes the Multiattack action on its next turn, and its Thunder Volatility weakness doesn't function.

Thunder Volatility (1/Turn). When the explodobold takes **12** or more Thunder damage in a single instance, it can replace one fewer attack with a use of Bombard when it takes the Multiattack action on its next turn, and it explodes violently. *Saving Throw:* **DC 14 CONSTITUTION**, each creature within **10 feet**. The explodobold also automatically fails this saving throw. *Failure:* 4 (**1d8**) Thunder damage and 4 (**1d8**) Fire damage. *Success:* Half damage.

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

ERUPTION FORM

When the explodobold is reduced to 0 Hit Points, the belief of its myriad kobold minions infuses it with almost-deific power. Any conditions on it end, it gains **Immunity** to Fire damage, it gains a Fly Speed of **40 feet** during its turn only, and its current Hit Point total resets to **110** Hit Points.

In addition, it immediately explodes. *Saving Throw:* **DC 14 CONSTITUTION**, each creature within **20 feet** of the explodobold. *Failure:* 9 (**2d8**) Thunder damage and 9 (**2d8**) Fire damage, and the creature is pushed **10 feet** directly away from the explodobold.

Award a party an additional 5,900 XP (9,600 XP total) for defeating the explodobold after its Eruption Form activates. Until it finishes a Short or Long Rest, it gains the traits in this section. Once the explodobold's Eruption Form has activated, it can't do so again until the explodobold finishes a Short or Long Rest.

Light of Belief. The explodobold sheds Bright Light in a **30-foot radius** and Dim Light for an additional **30 feet**.

Explodable. When the explodobold is hit by an attack that doesn't deal Cold damage, it explodes. It and each creature within **10 feet** of it takes 4 (**1d8**) Thunder damage and 4 (**1d8**) Fire damage. Creatures other than the explodobold that take this damage are pushed **5 feet** directly away from the explodobold.

Fire Aura. At the end of each of the explodobold's turns, each creature of the explodobold's choice in a **5-foot Emanation** originating from the explodobold takes 4 (**1d8**) Fire damage.

Continued Next Page 

HOT!!

EXPLODOBOLD MOTHERLODE

Continued from previous page

ACTIONS

Multiattack. The explodobold makes two attacks, using Tail or Bowgun in any combination. It can replace up to two attacks with an equal number of uses of Bombard (see Explosive Weakness).

Tail. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d6 + 2) Bludgeoning damage plus 2 (1d4) Thunder damage. If the target is a Large or smaller creature, the explodobold can push the target up to **10 feet** directly away from itself.

Bowgun. *Ranged Weapon Attack:* +6, range 120/480 ft. *Hit:* 12 (2d8 + 3) Piercing damage.

Bombard. The explodobold detaches an explosive scale, which it fires at a point within **90 feet**. *Saving Throw:* **DC 14 CONSTITUTION**, each creature within **10 feet** of that point. *Failure:* 4 (1d8) Thunder damage and 4 (1d8) Fire damage. *Failure by 5 or More:* **Stunned** until the start of its next turn. *Success:* Half damage.

After the explodobold uses Bombard, roll a **d10**. On a **10**, an **Explodoboldling** appears in the nearest unoccupied space to the chosen point.

REACTIONS

Reposition. *Trigger:* An enemy moves within **10 feet** of the explodobold. *Response:* The explodobold moves up to half its Speed without provoking Opportunity Attacks.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, the explodobold can expend a use to take one of the following actions. The explodobold regains all expended uses at the start of each of its turns.

Attack. The explodobold makes one Tail or Bowgun attack.

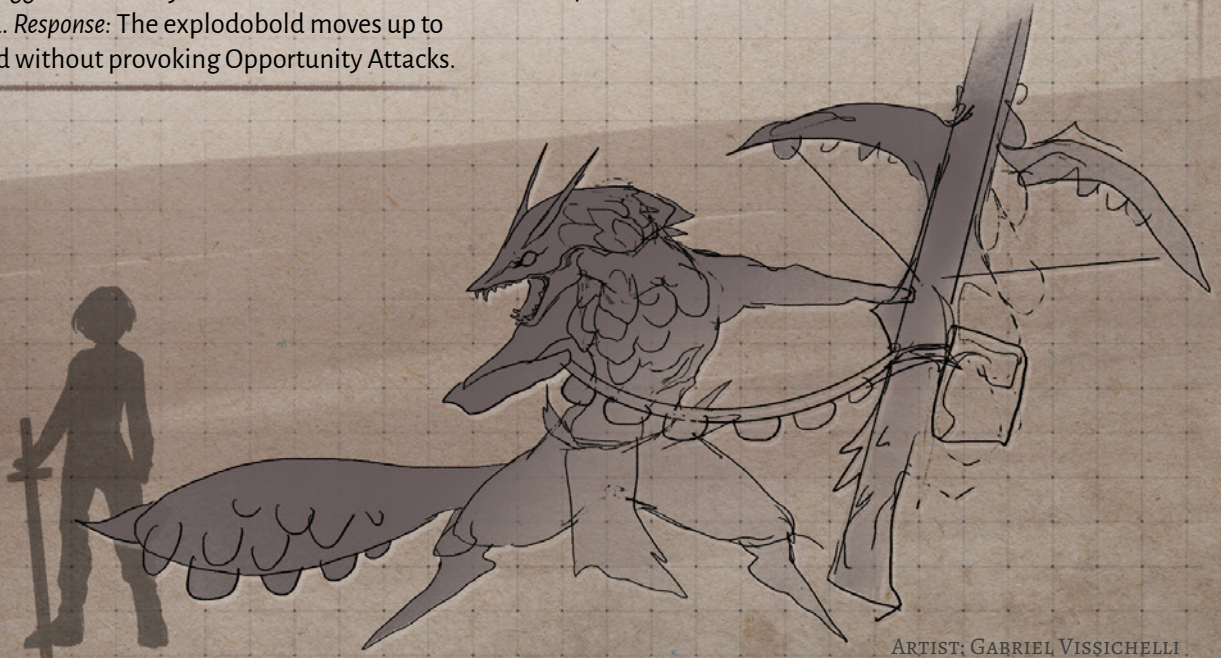
Move. The explodobold moves up to half its Speed without provoking Opportunity Attacks.

MYTHIC ACTIONS

For 1 hour after the explodobold's Eruption Form activates, it can take the following options as Legendary Actions.

Multishot (Costs 2 Uses). The explodobold chooses up to three different targets in a **45-foot Cone** and makes one Bowgun attack against each target.

Cannonade (Costs 2 Uses). The explodobold fires a rain of scales in a **60-foot-long, 20-foot-wide Line**. At the end of the next turn, the scales explode. *Saving Throw:* **DC 14 DEXTERITY**, each creature in the area. *Failure:* 9 (2d8) Thunder damage and 9 (2d8) Fire damage. Until the end of its next turn, the target is **Deafened** and its Speed is halved.



EXPLODOBOLDLING

Tiny Dragon, Chaotic Neutral

AC 12

HP 3 (1d4 + 1)

Speed 25 ft.

Initiative +4 (14)

Perception -2 (8)

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

Score

7

14

12

8

6

8

Mod (Save)

-2

+2

+1

-1

-2

-1

Damage Resistances Fire

Gear Dagger, Shortbow

Senses Darkvision 60 ft.

Languages Undercommon

CR 1/2 (100 XP)

PB +2

TRAITS

Avoidance. If the explodoboldling would take half damage as the result of succeeding on a saving throw, it instead takes no damage.

Explosive Weakness. The explodoboldling has this weakness:

Thunder Volatility. When the explodoboldling takes **5** or more Thunder damage in a single instance, it loses **all** charges gained using its Gather Bonus Action and explodes. *Saving Throw:* **DC 11 CONSTITUTION**, each creature within **5 feet** of the explodoboldling. The explodoboldling also automatically fails this saving throw. *Failure:* 2 (1d4) Thunder damage and 2 (1d4) Fire damage. *Success:* Half damage.

ACTIONS

Multiattack. The explodoboldling makes two attacks, using Dagger or Shortbow in any combination. It can replace one attack with a use of Bomble.

Dagger. *Melee Weapon Attack:* **+4**, reach 5 ft. *Hit:* 4 (1d4 + 2) Piercing damage.

Shortbow. *Ranged Weapon Attack:* **+4**, range 60/240 ft. *Hit:* 5 (1d6 + 2) Piercing damage.

Bomble. The explodoboldling moves up to its Speed in a straight line. If it collides with a creature or object, its bomble explodes. *Saving Throw:* **DC 11 CONSTITUTION**, each creature within **10 feet** of the explodoboldling. *Failure:* 2 (1d4) Thunder damage and 2 (1d4) Fire damage for each charge the explodoboldling gained using its Gather Bonus Action, and the creature is **Deafened** until the end of its next turn. *Success:* Half damage only. *Failure or Success:* The explodoboldling loses all charges.

BONUS ACTIONS

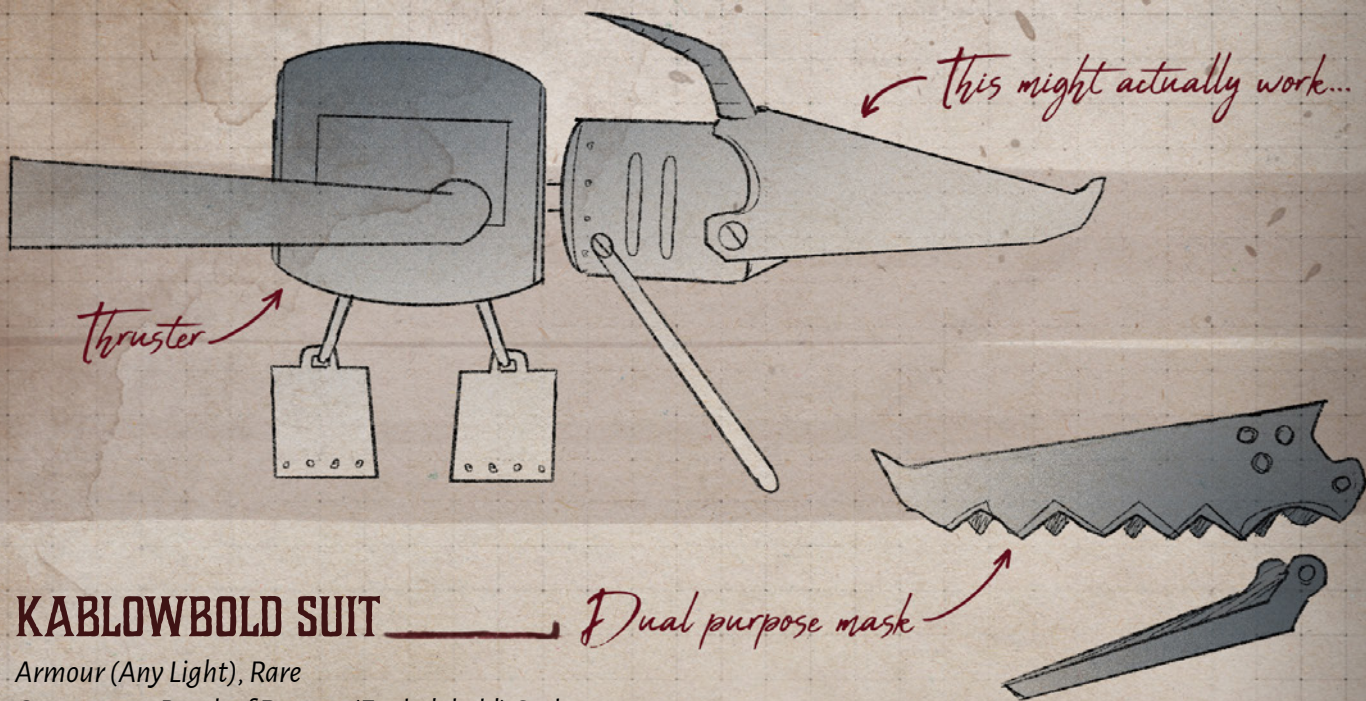
Gather. While within **40 feet** of an explodobold, the explodoboldling can gather scales and other detritus shed by the explodobold into a round object called a bomble. Each time it uses this Bonus Action, the explodoboldling gains **1 charge** (maximum 3 charges). For each charge the explodoboldling has, its Speed increases by **5 feet**, and it sheds Dim Light for an additional **5 feet**.



Heliana's Field Notes - Loot Tavern



ARTIST: GABRIEL VISSICHELLI



KABLOWBOLD SUIT

Dual purpose mask

Armour (Any Light), Rare

Component: Pouch of Dragon (Explodobold) Scales

"I guarantee this will make you fly. You will also eventually stop flying. When is anyone's guess. Good luck!"

— L'Arsène Upin, Honestly Imprecise

As with all things kobold-derived, the Kablowbold Suit can be a little... inconsistent. Part squirrel suit, part artillery, and partly reliable, its tiny rocket engine can guarantee escape from any well, canyon, or tarrasque's stomach, provided the escape is guaranteed to take six seconds or less.

Glide. When you fall at least **30 feet**, you can take a Reaction to deploy the suit's wings. If you do, subtract up to **100 feet** from the fall when calculating falling damage, and you can move up to **2 feet** horizontally for every 1 foot you descend.

Flight. As a Bonus Action while wearing the armour, you can pull a toggle, activating a small rocket and gaining a Fly Speed of **30 feet** for **1 minute**. At the end of each of your turns, roll a **d6**. On a **1-2**, you immediately lose the Fly Speed and fall **200 feet**. This property can be used twice, regaining all expended uses daily at dawn.

Bombs Away. There are two incendiary bombs attached to the chest of the armour. While wearing the armour and flying, you can use an action to drop one bomb directly below you, which immediately falls **200 feet**, and another **200 feet** at the start of each of your turns, until it hits a surface or creature. When it does, the bomb explodes in a **20-foot-radius Sphere**. Each creature in the area must make a **DC 15 CONSTITUTION SAVING THROW**. On a failed save, a creature takes **2d8** Fire damage plus **2d8** Thunder damage and falls **Prone**. On a successful save, a creature takes half as much damage only. Dropped bombs reappear on the suit daily at dawn.

Variants Ideas

Uncommon variant: Remove the Bombs Away property.

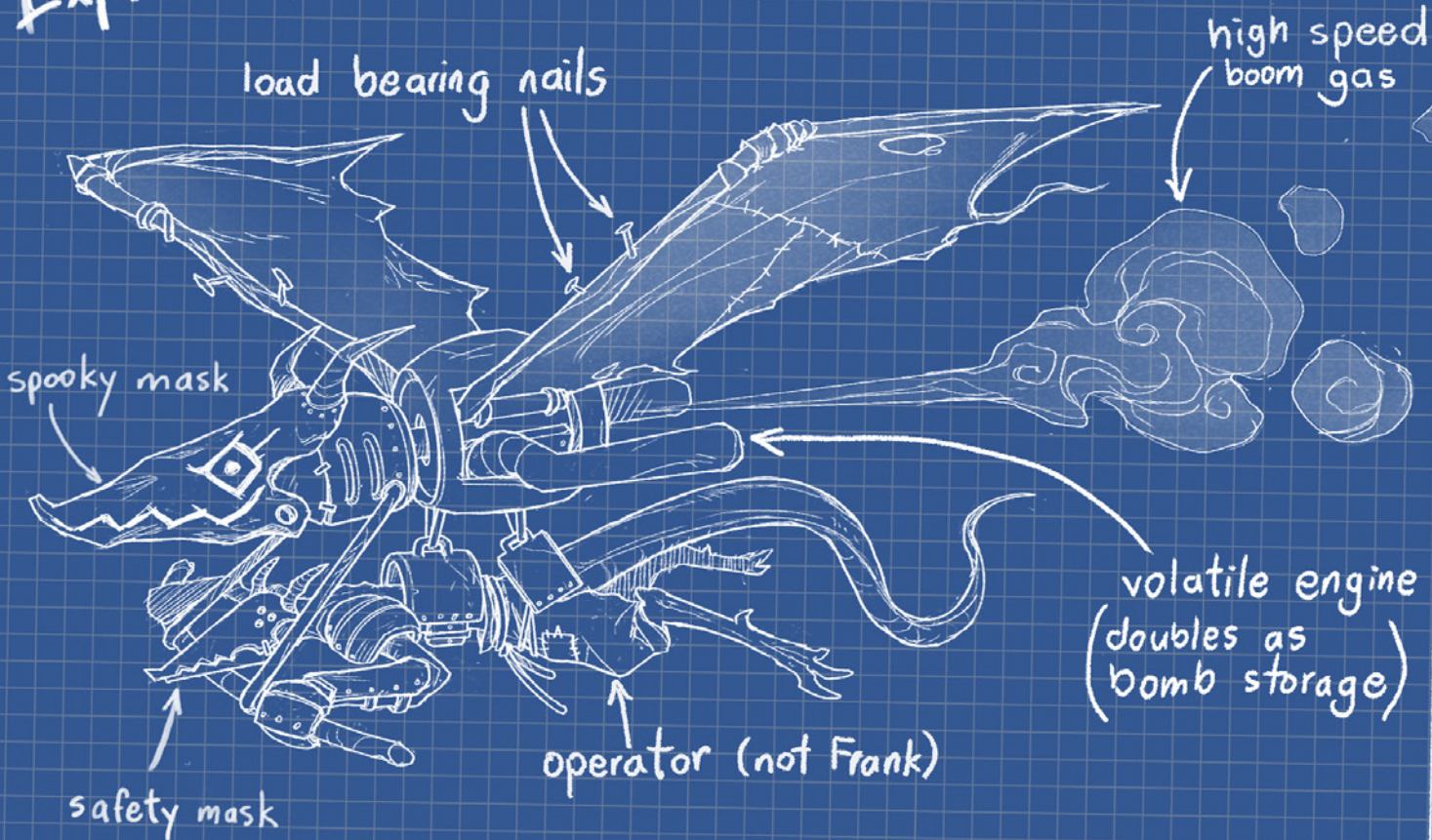
Very rare variant: You have a **+1 bonus** to AC while wearing this armour. Increase the **DC** to **16** and the Fire and Thunder damage to **3d6** each.

Larsène Upin - X15
Loot Tavern et al.

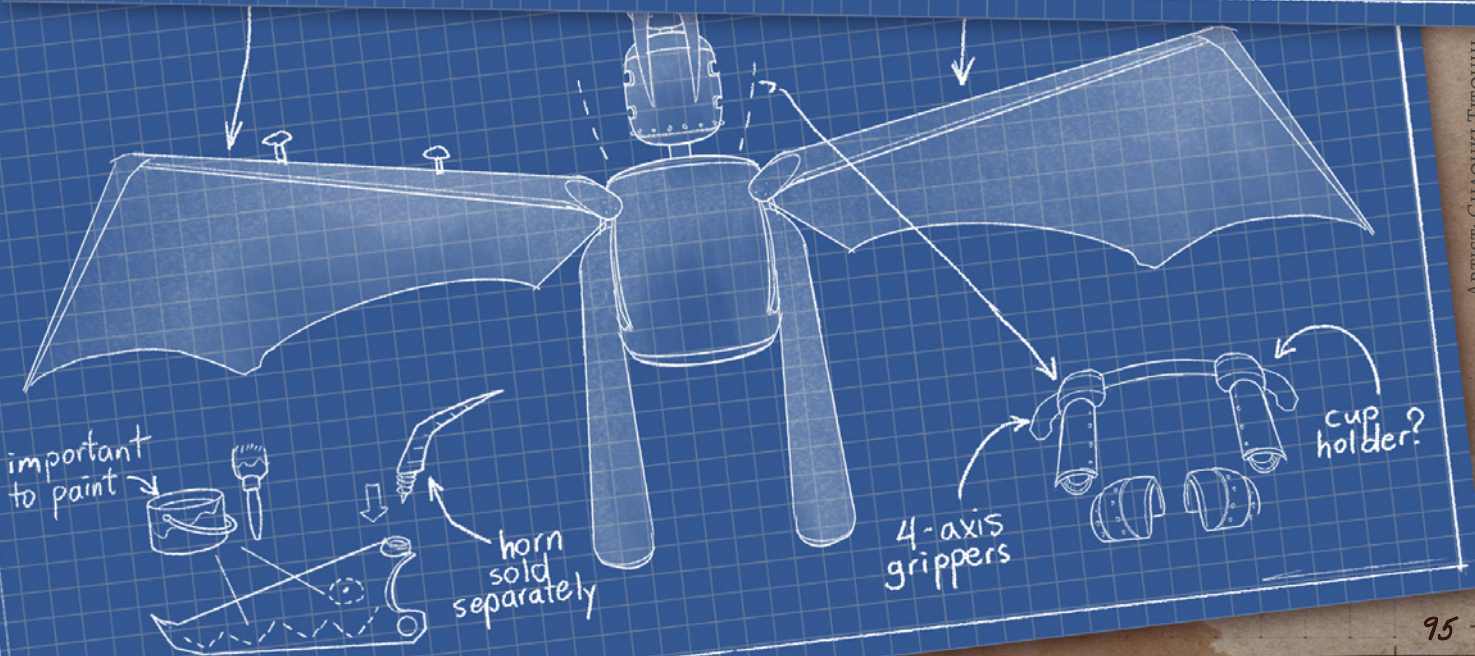
Kablowbold Suit

Armour (Any Light), Rare

Explodobold #1



note from Frank: why am I forced to plan I hate plan



WANTED



DEAD OR ALIVE

DOMAIN



THREAT



*We're under attack! Explosions are imminent!
Protect the town, please!*

HELIANA

EXPLODOBOLD

"IT REALLY IS ASTONISHING THAT THEY MANAGED TO EVOLVE AT ALL. THE SURVIVAL PERCENTAGE OF THEIR YOUNG IS IN THE SINGLE FIGURES. WHY DO YOU KEEP WINCING? AM I SHOUTING?"

- Dr. Doolots, Temporarily Deaf

Large relatives of kobolds, explodobolds are most notable for the glowing scales that adorn their bodies. As time passes, they grow more volatile, occasionally spontaneously exploding. A cavern floor pockmarked by molten craters is a warning you have entered an explodobold's domain.

Living Arsenal. The glow of the rapidly-growing, volatile scales that form an explodobold's epidermis is proportional to its age; the more mature the explodobold, the greater the scales' brightness and instability. At breeding age, these scales can shake loose and explode, birthing Tiny explodoboldlings (provided that they survive the eruption). Thus, explodobold ecdysis—the process of shedding—is both a defensive measure and part of their explosive reproductive cycle.

Kobold Belief-genuity. As with their kobold cousins, explodobolds are creative problem solvers and artificers whose inventions rarely adhere to the rules of arcanomechanics. Instead, the more one believes in its contraption, the more successfully the contraption functions. As seen with the mechakoboldzilla, this belief can cause apotheosis—the genesis of a god—when concentrated in an individual. One should always tread carefully when battling an explodobold in the presence of its peers.



EXPLODOBOLD MOTHERLODE

Evasive and agile, the explodobold is a skirmisher, relying on its 'bowgun' to rain destruction from afar. Between it and its enemies is a blanket of its young: explodoboldlings that gather its shed scales like dung beetles gather dung. The difference? This dung explodes and, when gathered in sufficient quantities, turns explodoboldlings into eruptive bowling balls. Defeating an explodobold is hard; reaching it is harder.

CHIMERINA

ENTRY

X-16

CR

10

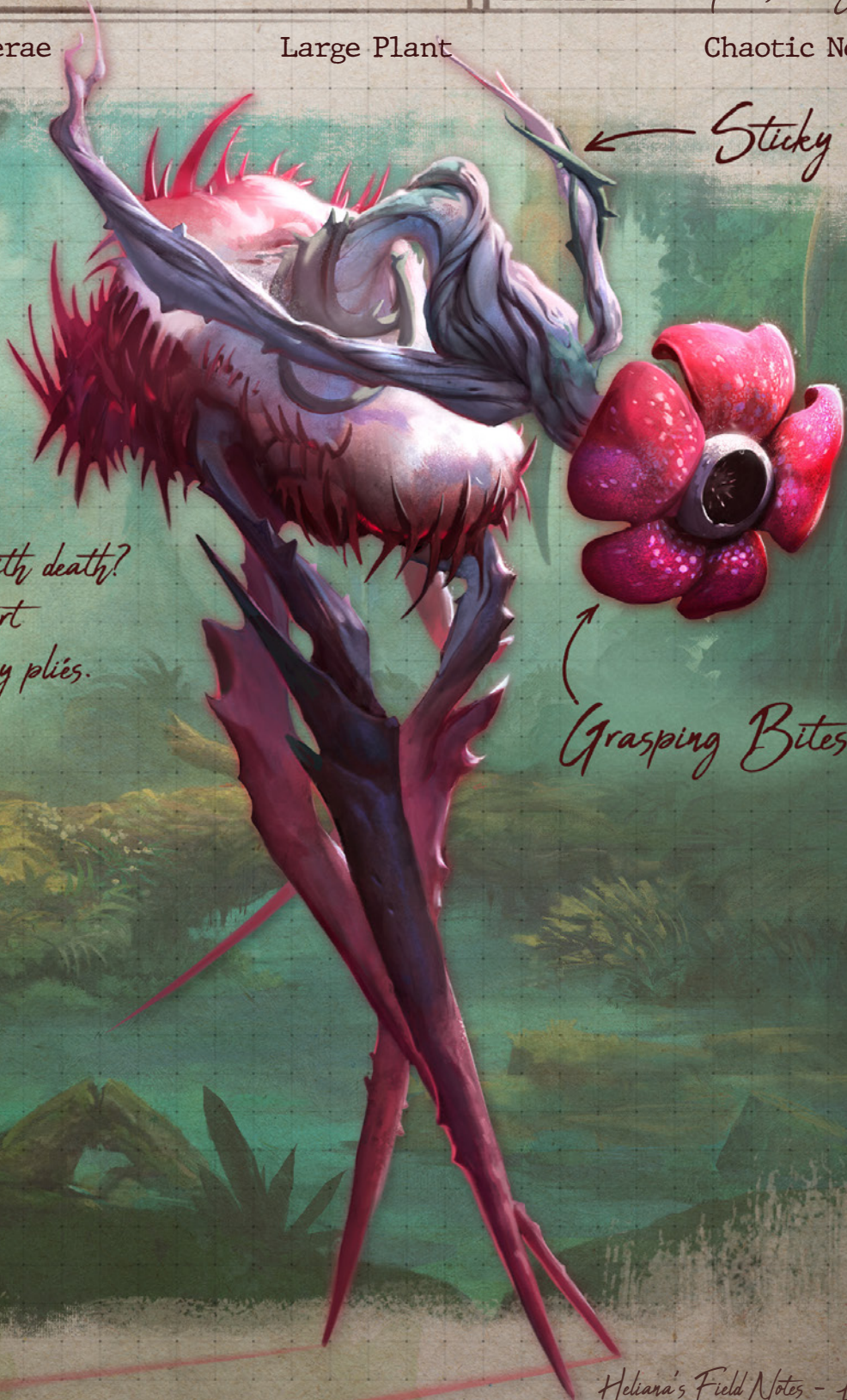
DOMAIN

Forest & Jungle

Dionaea chimerae

Large Plant

Chaotic Neutral



Sticky roots

*A dance with death?
I better start
practicing my plies.*

Grasping Bites

Heliana's Field Notes - Loot Tavern



very hypnotic dancing
next Tavern performance?



- False plant
- Aversion to fire
- Attractive scent
- Durable body (for crafting items)



ARTIST: MICHELLE MUELLER



can it disguise
as any plant?

ARTIST: GABRIEL VISSICHELLI

CHIMERINA

Large Plant, Chaotic Neutral

AC 16

HP 142 (15d10 + 60)

Speed 40 ft., Climb 30 ft.

Initiative +8 (18)

Perception +3 (13)

STR DEX CON INT WIS CHA

Score 16 19 18 7 16 9

Mod (Save) +3 +4 +4 (+8) -2 +3 -1 (+3)

Skills Stealth +8

Damage Resistances Acid, Poison

Condition Immunities Charmed

Senses Tremorsense 120 ft. (blind beyond this radius)

Languages None

CR 10 (XP 5,900)

PB +4

TRAITS

False Appearance. If the chimerina is motionless at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the chimerina move or act, that creature must succeed on a **DC 18 INTELLIGENCE** (Investigation) check to discern that the chimerina is animate.

Floral Weakness. The chimerina has these weaknesses:

Necrotic. If the chimerina takes **13** or more Necrotic damage in a single instance, it can't take Reactions until the start of its next turn.

Pyrophobia. If the chimerina starts its turn within **120 feet** of a Small or larger open flame, it is subjected to the following effect. **Saving Throw: DC 15 WISDOM.** *Failure:* Can't willingly move closer to the flame until the start of its next turn.

Forest & Jungle Camouflage. The chimerina has **Advantage** on Stealth checks made to hide in forest and jungle terrain, as well as deep undergrowth.

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

Stinky. While not in its lair, creatures have **Advantage** on ability checks made to find or track the chimerina that involve smell.

Venus Trappers. The first time a creature hits the chimerina with a melee weapon attack on its turn, the chimerina's flytraps bite at the attacker. **Saving Throw: DC 16 STRENGTH,** the attacking creature. *Failure:* The chimerina disarms the creature of the weapon with which it attacked. If the attack is made with a part of the attacker's body (such as a fist or mouth), the creature instead takes **5 (2d4)** Piercing damage and is **Grappled (ESCAPE DC 16).**

A creature within **5 feet** of the chimerina that has a free hand can use an action to make a **DC 16 STRENGTH** check, grabbing a weapon that was disarmed in this way on a success.

ACTIONS

Multiattack. The chimerina makes two attacks, using Tarsus Scythe or Acid Spit in any combination.

Tarsus Scythe. *Melee Weapon Attack: +8,* reach 5 ft. *Hit:* **13 (2d8 + 4)** Slashing damage.

Acid Spit. *Ranged Weapon Attack: +7,* range 40/120 ft. *Hit:* **9 (2d4 + 4)** Acid damage.

BONUS ACTIONS

Awful Aroma. The chimerina releases a scent from its rafflesia flower, choosing from the following options. It can't choose the same scent two turns in a row. Each creature in a **30-foot Emanation** originating from the chimerina is subjected to the scent's effect.

Serenity. *Saving Throw: DC 16 CONSTITUTION.* *Failure:* The target lies down on the ground, falling **Prone.**

Terror. *Saving Throw: DC 16 INTELLIGENCE.* *Failure:* The target perceives one random object it is holding as something it fears and throws it **30 feet** in a random direction.

Wrath. *Saving Throw: DC 16 WISDOM.* *Failure:* The target immediately makes one weapon attack against a randomly determined creature within its reach other than the chimerina.

Continued
next page



CHIMERINA

Continued from previous page

REACTIONS

Acid Sap. *Trigger:* The chimerina takes Piercing or Slashing damage. *Response:* Each creature within **5 feet** of the chimerina takes 7 (**2d6**) Acid damage.

LEGENDARY ACTIONS

Legendary Action Uses: 2. Immediately after another creature's turn, the chimerina can expend a use to take one of the following actions. The chimerina regains all expended uses at the start of each of its turns.

Attack. The chimerina makes one Acid Spit or Tarsus Scythe attack.

Scent Bloom. One creature within **15 feet** of the chimerina is subjected to one of the scents from the Awful Aroma action (chimerina's choice when it takes this action). The chimerina must use a different Legendary Action option before it can use this one again.

Webgility. The chimerina fires a sticky root at a point it can see within **30 feet** of it and pulls itself to that point in a straight line without provoking Opportunity Attacks. It can pass through the spaces of creatures smaller than it; when it does so, those creatures are subjected to the following effect. *Saving Throw: DC15 STRENGTH.* *Failure:* The target is knocked **Prone**.

ROTSCENT LAIR

Lair of a Chimerina

Initiative 20 (loses ties)

Additional XP 2,000 XP

REGIONAL TRAITS

Miasma. The awful scent of rotting meat pervades the area within **1 mile** of the lair, robbing creatures of their appetite. *Saving Throw: DC14 CONSTITUTION,* each creature that takes a Short or Long Rest in the area. *Failure:* The target can't eat during the rest, and it regains only half as many Hit Points from Hit Dice it spends at the end of a Short Rest, or half its Hit Point total at the end of a Long Rest. In addition, for a Long Rest, its Exhaustion level doesn't decrease.

LAIR ACTIONS

On its turn, the Rotscent Lair takes an action to cause one of the following effects. The lair can't take the same action two turns in a row.

Alluring Aroma. An alluring smell fills the air around a point in the lair. *Saving Throw: DC14 WISDOM,* each creature in a **60-foot-radius Sphere** centred on that point. *Failure:* At the start of the target's next turn, it immediately moves up to its Speed toward that point by the shortest route that avoids obviously damaging terrain (GM's discretion).

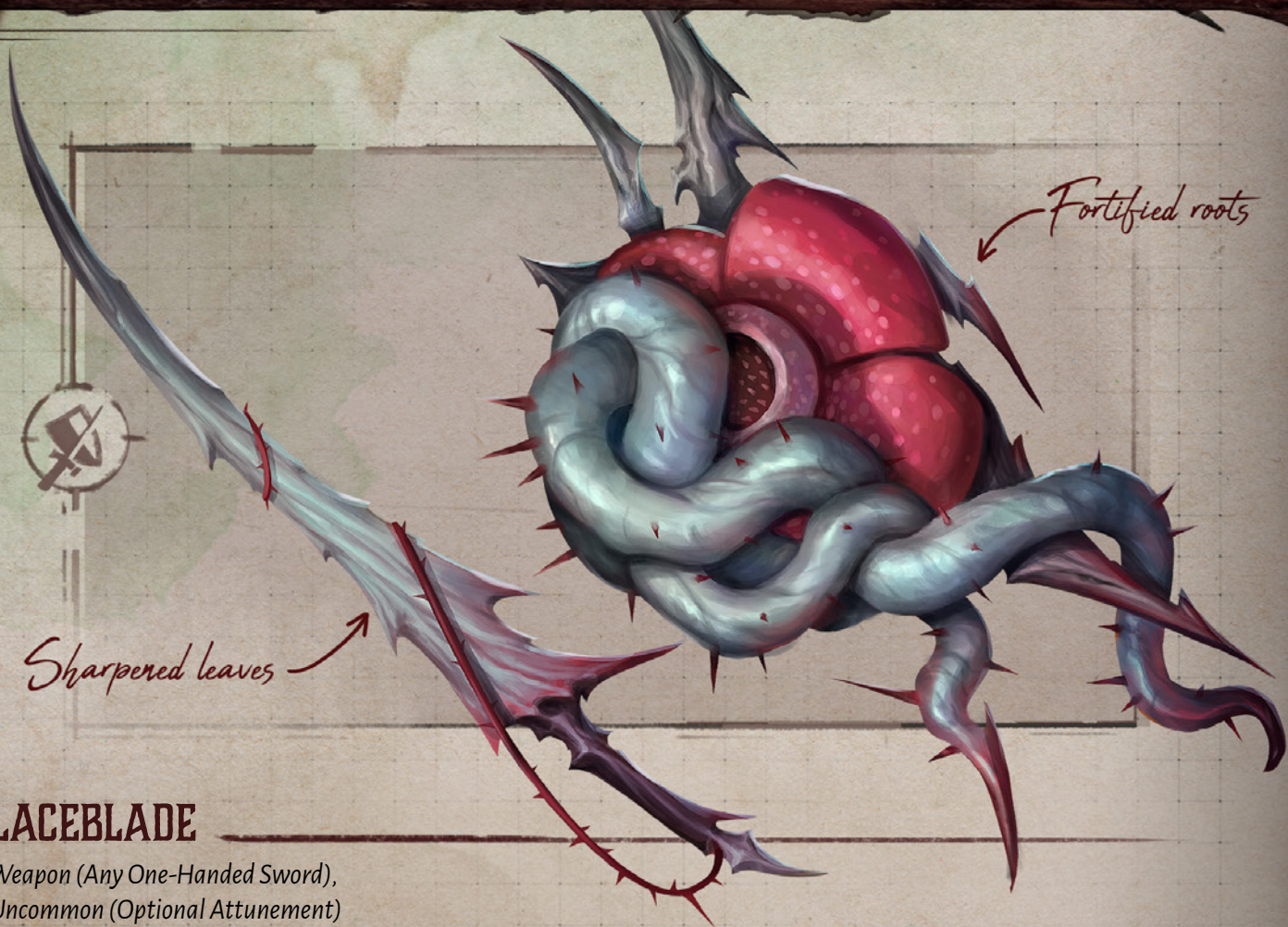
Paralysing Thread. A thin, almost-invisible thread falls from the sky, partially paralysing creatures it touches. *Saving Throw: DC14 CONSTITUTION,* each creature in a **60-foot-long, 5-foot-wide Line** originating from a point in the lair. *Failure:* The target rolls **1d6** and suffers the following effect until Initiative count 20 of the following round (winning ties):

- 1-2: Arm.** The creature has **Disadvantage** on attack rolls.
- 3-4: Leg.** The creature's Speed is halved, and it has **Disadvantage** on Strength and Dexterity checks and saving throws.
- 5-6: Head.** The creature can't talk or cast spells with Verbal components, and attack rolls against it have **Advantage**.

Summon Swarm. A **Swarm of Insects** (lair's choice of beetles, centipedes, or wasps) appears in the lair and is Hostile to creatures to whom the chimerina is Hostile.

A Chimerina's Lair

The scent of rotting meat means one of two things: something big didn't finish its dinner, or the scent is false and you have wandered into a chimerina's lair. Beetles and other detritivores are abundant, drawn by the lure of a potential feast. For those without the ability to smell, a Rotscent Lair appears unremarkable, a forest or jungle like any other.



LACEBLADE

Weapon (Any One-Handed Sword),
Uncommon (Optional Attunement)
Component: Pouch of Plant (Chimerina or Laceleaf) Leaves

First thing's first: your grip shouldn't be too tight, nor too loose. Never drop your blade. You can't be a swordsman without a swo-. Well. That doesn't seem fair.

—Cyrio Morel, Mycelian Swordmaster

You have a **+1 bonus** to attack rolls and damage rolls made with this magic weapon. When you hit with an attack using this weapon, it deals your choice of Piercing or Slashing damage.

Vine Hilt. When you grasp the weapon's hilt, the blades' vines wrap around your forearm. You can't be disarmed of this weapon. If you choose to drop it, the vines hold it within easy grasp of your hand. On your turn, you can take hold of the item again (no action required). A creature can take **1 minute** to gently detach a *Laceblade* from itself or the forearm of a creature within its reach.

Optional Attunement. If you choose to attune to this item, you can use the Quickvine property while you remain attuned to it.

OA: Quickvine. When a willing creature within **20 feet** of you is targeted by an attack from a creature you can see, you can take a Reaction to cause a vine to whip out and pull the creature up to **15 feet** directly towards you, causing the attack to miss if the creature is pulled out of the attack's reach or range. As an action, you can pull a willing creature within **20 feet** of you **15 feet** directly towards you. This property can be used twice, and regains all expended uses daily at dawn.

Rare variant: Increase the attack and damage bonus to **+2**.

Very rare variant: Increase the attack and damage bonus to **+3**.

LASHLILY TARGE

Armour (Shield), Uncommon (Optional Attunement)
Component: Bundle of Plant (Chimerina) Roots

"Ever since the resurgence of the Iron Maiden dwarves, everyone expects a spiked shield. It's so 1422. But a shield that can pull you onto those spikes and smells bad? Now that's innovation."

—Cyrio Morel, Overly Perfumed

Spiked Shield. This Shield can be used as a melee weapon. It deals Piercing damage equal to **1d4** plus your Strength modifier on a hit. If you are proficient with Shields, you are proficient with this weapon.

Vine Whip. By squeezing the Shield's handle, you cause its barbed vine to whip out and grab a foe. As a Bonus Action, you can make a melee weapon attack against a creature within **20 feet** of you (+5 to hit). On a hit, the creature takes **1d6** Bludgeoning damage and, if the creature's size is equal to or smaller than yours, you can pull it up to **15 feet** directly towards you.

SWORD & SHIELD

Item Set

While you hold both the *Laceblade* and *Lashlily Targe*, you gain access to the *Vinestrike* property.

Vinestrike. When you use the *Lashlily Targe's* Vine Whip property to pull a creature towards you and then take the Attack action, you can make one additional attack with the *Laceblade* as part of that action. After you use this property, you can't do so again until you finish a Short or Long Rest.

OA: Awfuller Aroma. While you are attuned to both the *Laceblade* and *Lashlily Targe*, the saving throw **DCs** of Awful Aroma increases by **1**.

Optional Attunement. If you choose to attune to this item, you can use the Awful Aroma property while you remain attuned to it.

OA: Awful Aroma. As an action, you can cause the Shield's rafflesia to emit an aroma, choosing from the options below. Each creature other than you within **20 feet** of you is subjected to the option's effect. Once this property is used, it can't be used again until the next dawn.

Drowsiness. The target must succeed on a **DC 13 CONSTITUTION SAVING THROW** or take **2d6** Poison damage and lie down on the ground, falling **Prone**.

Terror. The target must make a **DC 13 INTELLIGENCE SAVING THROW**. On a failed save, it takes **2d6** Psychic damage, and it perceives one object it is holding (randomly determined if more than one) as something it fears and throws it **30 feet** in a random direction.

Wrath. The target must make a **DC 13 WISDOM SAVING THROW**. On a failed save, it makes one weapon attack against a randomly determined creature other than you that is within its reach.

Rare variant: Increase Vine Whip's attack modifier to **+7**, the Bludgeoning damage to **1d10**, and the **DCs** to **15**. The Awful Aroma property can be used twice, regaining all expended uses daily at dawn.

Very rare variant: Increase Vine Whip's attack modifier to **+8**, the Bludgeoning damage to **2d6**, and the **DCs** to **16**. The Awful Aroma property can be used three times, regaining all expended uses daily at dawn.

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



*Not only is the jungle in upheaval, but it also smells
TERRIBLE! I have no idea what might be causing it, but
I'm not the one looking for the source!*

HELIANA

CHIMERINA

"Dancing has never been my forte... but a dance with death? I better start practicing my plies."

- Heliana, Two Left Feet

With stealthy stiletto steps, your best chance of spotting a chimerina is the stench of decay that wafts from the flower at its head, a rotcorpse lily. Unfortunately, the area around a chimerina's lair also stinks, which, combined with its natural, undergrowth-like camouflage, makes it almost impossible to find. More often than not, it is the chimerina that finds you.

Floral Chimera. Why limit biomancy to fauna? Flora has a whole lot going for it, and it practically feeds itself. Well, this chimerina definitely does. The progenitor of this plant-portmanteau is anyone's guess (ahem Stein ahem). Combining the nasal-nuking aroma of a rafflesia, the blade-biting maws of flytraps, and the acidic sap of a laceleaf mantid, the chimerina is a menace to pollinators and people alike.

Mercy Bouquet. The diet of this brutal bouquet is whatever crosses its path. The innate magic of a chimerina's lair creates alluring aromas that mesmerise potential prey. Beetles and bugs, drawn by the scent of rotting meat, buzz lazily into its rafflesia flower, where they are succinctly dissolved and absorbed. Adventurers and animals are coaxed to vulnerable locations where nigh-invisible, web-like strands fall onto them, causing partial paralysis. The chimerina promptly eviscerates incapacitated prey with its razor-sharp legs before feeding them piece by piece to the many mouths of the flytraps at its waist.

Fire and Death. A chimerina is not without weaknesses! Burning and decay are essential tools in besting these floral chimerae, and they have an innate fear of the former. A well-fed campfire can keep a chimerina at bay, even when the scent of death is thick in the air, and the chattering of ruby-tongued flytraps echoes from the dark between the trees.





VAMPIACRUS

ENTRY

X-17

CR

22

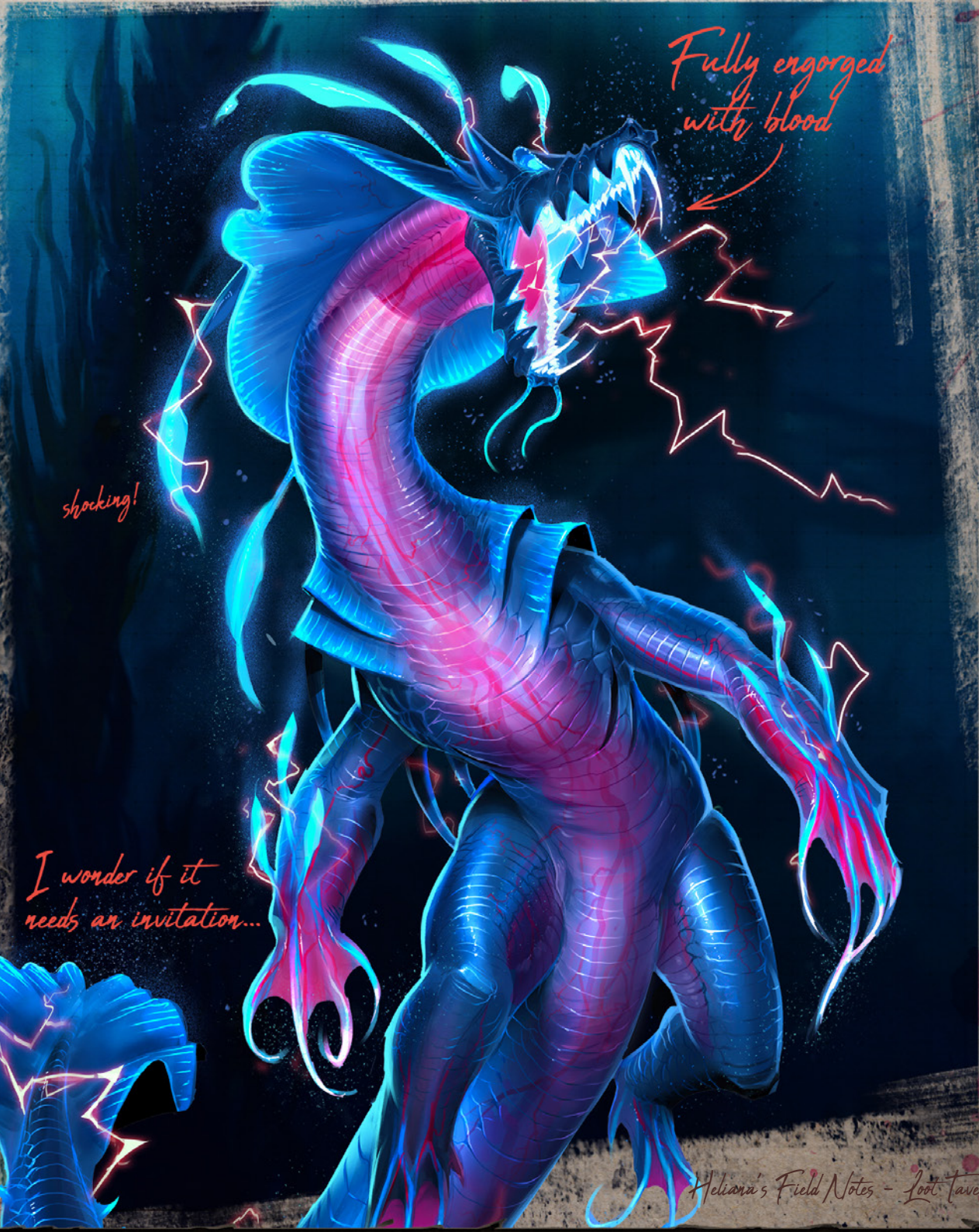
DOMAIN

Coast & Ocean

Sanguis fulminis

Huge Undead

Chaotic Evil



Fully engorged with blood

shocking!

I wonder if it needs an invitation...



ARTIST: ALEKSA DRAGELJEVIC

Heliana's Field Notes - Loot Tavern

oops

ARTIST: CHAOUKI TITOUHI

fin

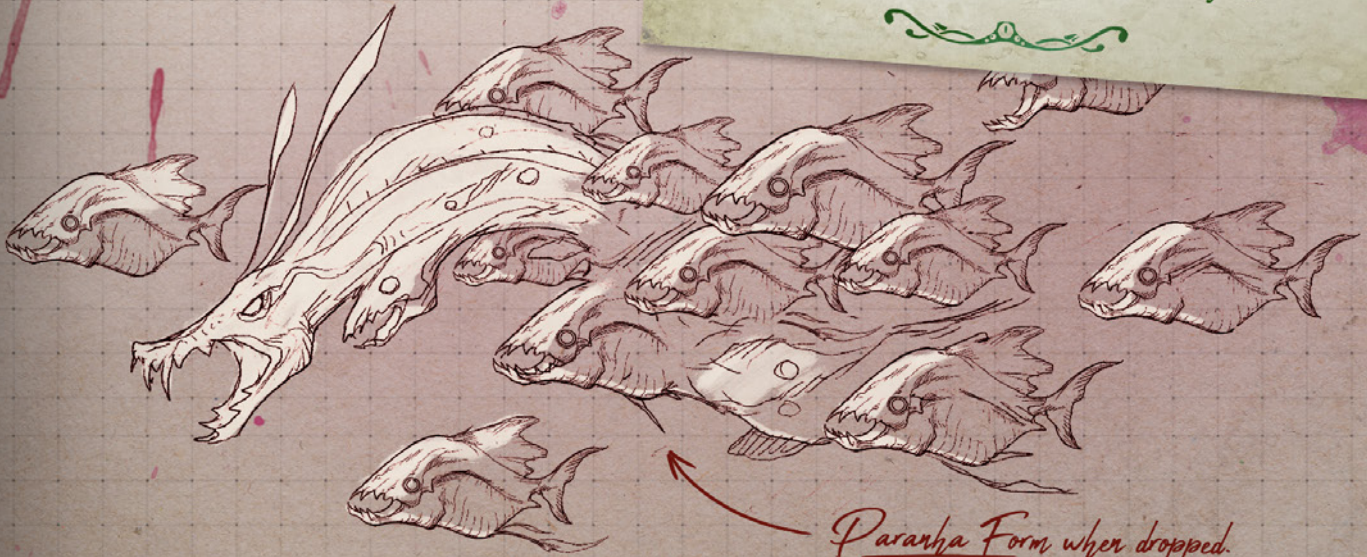


From the Laboratory of Humperdink

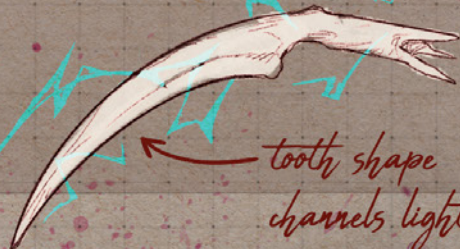
Heliana,

Included in the enclosed parcel is a taster phial from my dear mother of which I suspect is hemotological in nature. I don't have the heart to identify this mysterious liquid. Literally. I have misplaced the Aorter Sorter. If you could be so kind to do me the favour? Now where are my forceps. Wait, don't take this down. End letter. Cease recording letter. Stop. I swear if you

*Yep that's blood
(with a really fishy smell)*



*Paranha Form when dropped.
Nigh-impossible to kill!*



*tooth shape
channels lightning*



resistant lining

VAMPIACRUS

Huge Undead, Chaotic Evil

AC 17

HP 345 (30d12 + 150)

Speed 30 ft., Swim 120 ft.

Initiative +10 (20)

Perception +10 (20)

STR DEX CON INT WIS CHA

Score 21 16 20 10 16 20

Mod (Save) +5 +3 (+10) +5 +0 +3 (+10) +5 (+12)

Skills Perception +10

Damage Resistances Cold, Necrotic

Damage Immunities Lightning, Poison

Condition Immunities Exhaustion, Poisoned

Senses Darkvision 300 ft.

Languages None

CR 22 (XP 41,000)

PB +7

TRAITS

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

Lightning Absorption. When the vampiacrus is subjected to Lightning damage, it regains a number of Hit Points equal to the Lightning damage dealt.

Lightning Body. While the vampiacrus is submerged in water, a creature that touches the vampiacrus or hits it with a melee attack while within **5 feet** of it takes **9 (2d8)** Lightning damage. The vampiacrus sheds Bright Light in a **100-foot radius** and Dim Light for another **100 feet**.

Lightning Reanimation. A creature that is reduced to 0 Hit Points by Lightning damage originating from the vampiacrus, or a creature's corpse that is in the area of an effect originating from the vampiacrus that deals Lightning damage, becomes a **Vampire Spawn** under the vampiacrus' control. A creature that becomes a Vampire Spawn in this way has a Swim Speed of **30 feet**, has **Immunity** to Lightning damage, and shares the vampiacrus' Lightning Absorption and Undead Nature traits.

Piranha Panic. If the vampiacrus drops to 0 Hit Points outside its resting place, it uses Shape-Shift to become a ghostly **Swarm of Piranhas** (no action required). If it can't use Shape-Shift, it is destroyed.

While it has 0 Hit Points in this form, it can't return to its true form, and it must reach its resting place within **2 hours** or be destroyed. Once in its resting place, it returns to its true form and is **Paralysed** until it regains any Hit Points, and it regains **1** Hit Point after spending **1 hour** there.

Vampire Weaknesses. The vampiacrus has these weaknesses:

Stake to the Heart. If a Large or larger weapon made of wood that deals Piercing damage is driven into the vampiacrus' heart while the vampiacrus is Incapacitated in its resting place, the vampiacrus is **Paralysed** until the weapon is removed.

Sunstruck. The vampiacrus takes **20** Radiant damage if it starts its turn in sunlight. While in sunlight, it has **Disadvantage** on attack rolls and ability checks.

ACTIONS

Multiattack (True Form Only). The vampiacrus makes one Bite attack and one Tail Whip attack.

Bite. *Melee Weapon Attack:* **+12**, reach 10 ft. *Hit:* 20 (**3d8 + 7**) Piercing damage plus 18 (**4d8**) Lightning damage. The target's Hit Point maximum is reduced by an amount equal to the Lightning damage taken, and the vampiacrus regains Hit Points equal to that amount.

Tail Whip (True Form Only). *Melee Weapon Attack:* **+12**, reach 15 ft. *Hit:* 14 (**3d4 + 7**) Bludgeoning damage plus 9 (**2d8**) Lightning damage.

Discharge (Recharge 5-6; True Form Only). The vampiacrus erupts in a maelstrom of crimson lightning. *Saving Throw:* **DC 20 DEXTERITY**, each creature within **30 feet**. *Failure:* 66 (**12d10**) Lightning damage, and the target is **Blinded** until the start of its next turn. *Success:* Half damage only.

Continued Next Page



VAMPIACRUS

Continued from previous page

BONUS ACTIONS

Shape-Shift. If the vampiacrus isn't in sunlight, it shape-shifts into a **Swarm of Piranhas**, or it returns to its true form.

While in swarm of piranhas form, the vampiacrus' game statistics are unchanged except as follows. The vampiacrus' size is Medium, its Speed is **0 feet**, its Swim Speed is **30 feet**, and it can't take any actions, speak, or manipulate objects. It can occupy another creature's space and vice versa, and it can move through any opening large enough for a Tiny piranha. It has **Resistance** to all damage except Radiant damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the vampiacrus can expend a use to take one of the following actions. The vampiacrus regains all expended uses at the start of each of its turns.

Surge. The vampiacrus swims up to half its Swim Speed without provoking Opportunity Attacks.

Tail Whip (True Form Only). The vampiacrus makes one Tail Whip attack.

Hypnotising Luminescence (Costs 2 Uses). The vampiacrus shimmers in a mesmerising pattern, choosing one of the options from the *Command* spell. *Saving Throw:* **DC 20 WISDOM**, each creature within **30 feet**. *Failure:* The target is subjected to the *Command* spell, following the command option chosen by the vampiacrus.

VAMPIACRUS

If you are using the 2014 version of the 5e rules, you can make the following changes to the Vampiacrus.

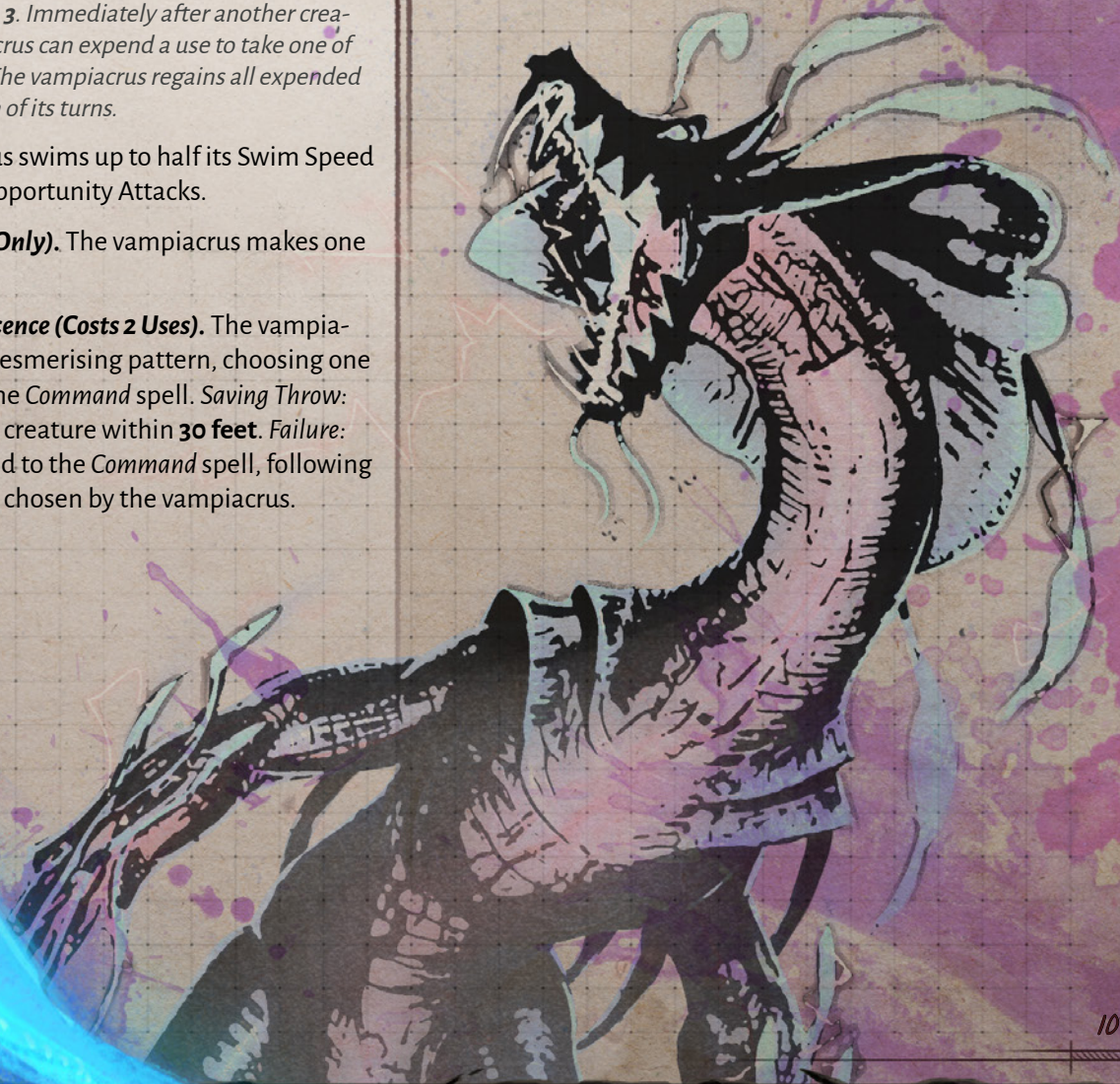
Modification: Creature Names

Replace all mentions of Swarm of Piranhas with **Swarm of Quippers**.

Additional Trait: Undead Nature

The vampiacrus doesn't need to breathe, eat, drink, or sleep.

ARTIST: ALEKSA DRAGELJEVIC





SANGUINE SHOCKSHOT

Weapon (Lance), Very Rare (Requires Attunement)
Component: Pouch of Undead (Vampiricus) Teeth

The forging of this lightning-spewing railgun-lance was fraught with avoidable deaths. Though its supercharged material necessitated the use of nonmetal equipment for the safety of its creators, multiple stubborn dwarves died during its creation...the Fighter who commissioned it later said, when asked, "I'm glad they gave up after the fourth one; I couldn't afford to pay for another funeral."

While carrying this weapon, you have **Resistance** to Lightning damage, and when you hit with an attack with it, you can choose to deal Lightning damage instead of Piercing.

Bio-Electric Railgun. You can make ranged spell attacks with this weapon, in addition to its normal melee weapon attacks. Each spell attack has a normal range of **100 feet**, a long range of **300 feet**, **+8** to hit, and deals **3d8** Lightning damage on a hit. You do not add an ability modifier to this damage.

Crimson Flash. You can use an action to release a flash of bioluminescence from this weapon. Each other creature within a **300-foot Emanation** originating from the weapon must make a **DC16 CONSTITUTION SAVING THROW**. A creature that fails its saving throw is **Blinded** and repeats the save at the end of each of its turns, ending the effect on itself on a success. After this property is used, it can't be used again until the next dawn.

EMANATIONS

2014

For the 2014 version of the 5e rules, an Emanation is an area of effect that extends in straight lines from a source in all directions. The area moves with the source unless it is instantaneous or stationary, and its source isn't included in the area of effect unless its creator decides otherwise.

Variants!

Rare variant: Reduce the attack modifier to **+7**, the damage to **2d8**, and the **DC** to **16**.

Legendary variant: Increase the attack modifier to **+9** and the **DC** to **17**. You have **Immunity** to Lightning damage, rather than Resistance, while carrying this weapon. The weapon also has the Storm Devourer property.

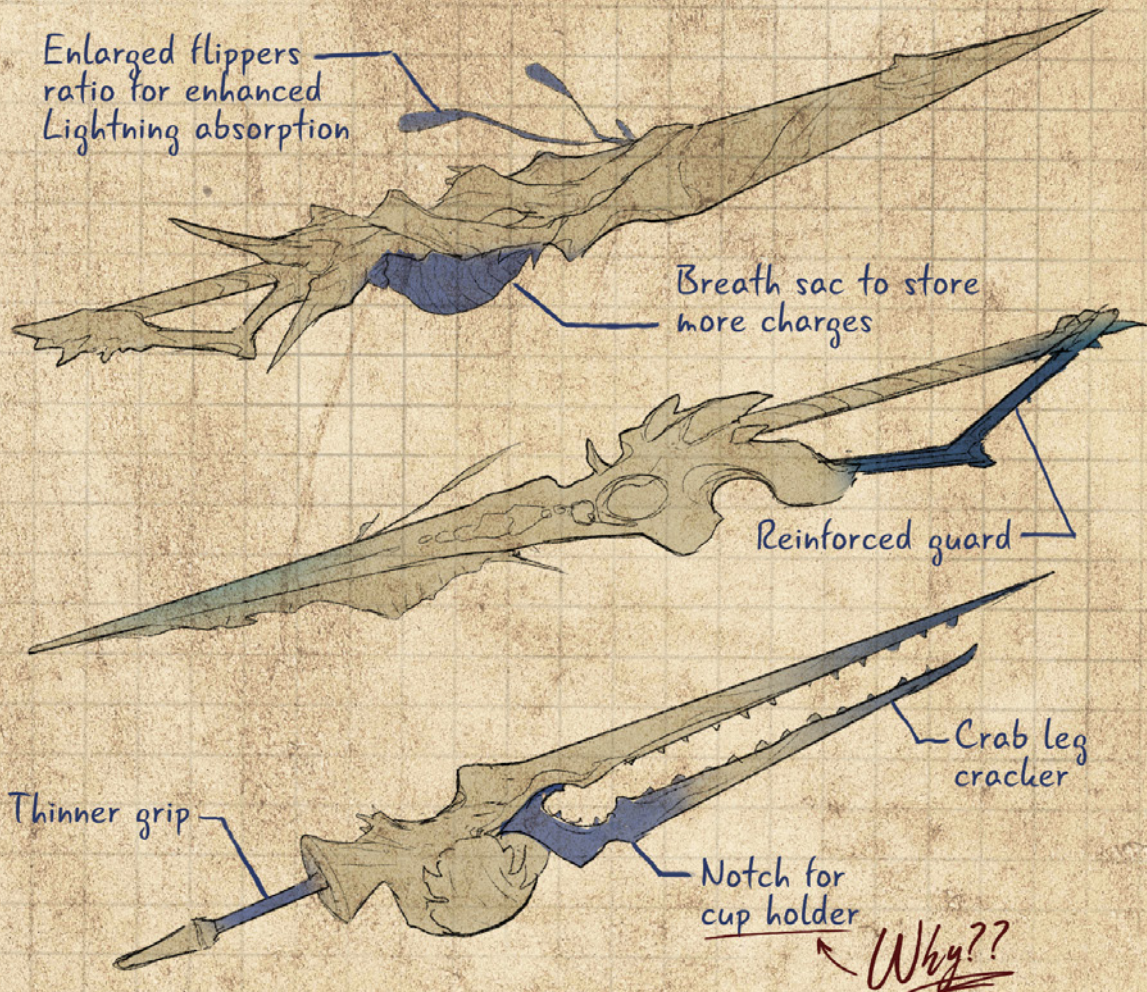
Storm Devourer. When a creature within **30 feet** of you takes Lightning damage, you can take a Reaction to cause it to take no Lightning damage instead. The next time you deal Lightning damage with this weapon, use the highest number possible for each die instead of rolling. This property can be used three times, regaining all expended uses daily at dawn.

The forging of this lightning-spewing railgun-lance was fraught with avoidable deaths. Though its supercharged material necessitated the use of non-metal

ment for stubborn Fighter asked, with one;

Hey Heli!

Here are some ideas for variants of that weapon you brought up last week during the Taming Tournament.



ARTIST: CHAOUKI TITOUHI

thralls
its
with
trinity
enormous
tendants,
aps of

P.S. Sorry about your dragonling by the way. I swear I didn't know they were magnetic
ugh

ANBARIC BLOODSCOURGE

Magical Contagion

Whale falls and deep underwater caves are often home to Anbaric Bloodscourge, which festers in the vitamin deficient flesh of those unlucky enough to explore the murky waters of a bloodbound leviathan's home. Any Humanoid that takes Piercing or Slashing damage from an attack from a bloodbound leviathan or spends **1 hour** underwater while inside the lair of a bloodbound leviathan must succeed on a **DC 15 CONSTITUTION SAVING THROW** or become infected with Anbaric Bloodscourge. A creature suffers the following effects **1d4 days** after infection:

Fatigue. The creature gains **1 Exhaustion** level, which lasts until the contagion ends on the creature.

Light Hypersensitivity. While the creature has any Exhaustion levels and is in Bright Light, it has **Disadvantage** on attack rolls and ability checks, and it subtracts **1d8** from its damage rolls.

Lightning Sustenance. If the creature spends **24 hours** without being subject to Lightning damage, it gains **1 Exhaustion** level. In addition, while the creature has at least 3 Exhaustion levels, it has **Immunity** to Lightning damage and whenever it is subjected to Lightning damage, its Exhaustion level decreases by 1.

Rotting Flesh. While the creature has any Exhaustion levels, its creature type becomes Undead, and finishing a Long Rest neither restores lost Hit Points nor reduces the creature's Exhaustion level.

Waterlocked. While the creature has any Exhaustion levels, it can't enter a ship or other water vehicle without an invitation from a crew member, nor can it place foot on land.

Fighting the Contagion. Magic such as a *Remove Curse* or *Greater Restoration* spell ends the contagion immediately. At the end of each Long Rest, an infected creature makes a **DC 15 CONSTITUTION SAVING THROW**. A creature that has consumed a moderate amount of citric fruits, such as oranges or lemons, has **Advantage** on this save. After the creature succeeds on three of these saves, the contagion ends on it.

Spreading the Contagion. Any Humanoid that takes Piercing or Slashing damage from an attack from creature that carries the contagion must succeed on a **DC 15 CONSTITUTION SAVING THROW** or become infected with Anbaric Bloodscourge. On a successful save, the Humanoid can't catch the contagion from that particular infected creature for the next **24 hours**.



Heliana's Field Notes - Loot Tavern



WANTED



DEAD OR ALIVE

DOMAIN



THREAT



Seeing the ocean painted blood red is most certainly not a good omen... please look into the source of it!

HELIANA

VAMPIACRUS

"She bit WHAT!?"

- Humperdink, after receiving his vampiric mother's latest care package of "taster phials"

Nigh-Invincible Nightstalker

As Humperdink stalked the halls of the Loot Tavern, the schematics of his vampiric mother's latest reckless creation clenched in a white-knuckled hand, he reviewed his options. "Not a speck of sunlight down there... Too far from tritons or sea-elves for their holy symbols... Immobilised in running water? HA!... And there isn't a wooden stake big enough for that thing on the Material Plane!" He later threw a head of garlic across the kitchen, cursing himself for even considering the idea, and went back to darning his socks.

A lurid crimson glow in the distant abyss heralds the approach of the vampiacrus. It moves with the implacable force of a riptide, tearing whales apart in cataclysmic bursts of viscera and sucking the blood-saturated seawater into its iridescent flesh. It is a surreal, pelagic nightmare of blazing, electrified teeth and surging speed—a terror no terrestrial vampire could hope to match.

Beyond the Seabottom. The vampiacrus controls an ever-expanding territory marked by shredded whales, desecrated colossal squid, and exsanguinated dragon turtles. The few times the monster has been spotted, it was by sailors fortunate enough to survive the raging hurricane under which the creature appeared to be bathing. Surrounded by bioluminescent thralls of aqueous morphology, it was repeatedly struck by lightning, its blood-red glow growing brighter with each

bolt. Scarlet arcs of electricity occasionally pulsed between its enormous form and that of its thrall attendants, who seemed to thrive on the scraps of its electrical discharge.

Enthralling Carnivore. The few creatures whose fragile forms survive the vampiacrus' initial blows find themselves spellbound by its shimmering flesh, then drained of life by its electrified teeth. Not long after, electricity surges through the corpse as it rises again as a twisted, twitching vampire spawn. The vampiacrus uses a school of these thralls (often unbreathing cetaceans, decayed sharks, and glowing plesiosaurs) to guard the entrance of its pelagic cave-lairs. There, their master grants them infrequent meals of blood and lightning, keeping their predator senses razor sharp—too sharp. They lash out, desperate and unthinking, at the slightest glimpse of a distant silhouette, and can spend hours gnawing on rusted shipwrecks, rock outcroppings, and even each other's necrotic flesh.

Little Red Lights. Through the inept and unthinking process of evolution, parasitic fish still attempt to parasitise the vampiacrus. With the pulses of electricity that ripple across its dermis, these parasites are instantly fried and reanimated, becoming thralls of the enormous sea creature—children the vampiacrus entirely neglects. When these prized, glowing minnows are inevitably caught as bycatch, they enter a life of mutualism: miners use these fish as flameless light sources, keeping them in helmet-mounted fishbowls and reinvigorating them with bursts of electricity or drops of blood. The more superstitious underground labourers reject this bio-technological marvel, claiming the fishes' master can see through their eyes, and that if enough are brought together, a vampiacrus may appear!



ENTRY

X-18

CR

9

DOMAIN

Urban

THANATOPHOBIA JINN

Genia amorta

Medium Aberration (Jinn)

Neutral Evil



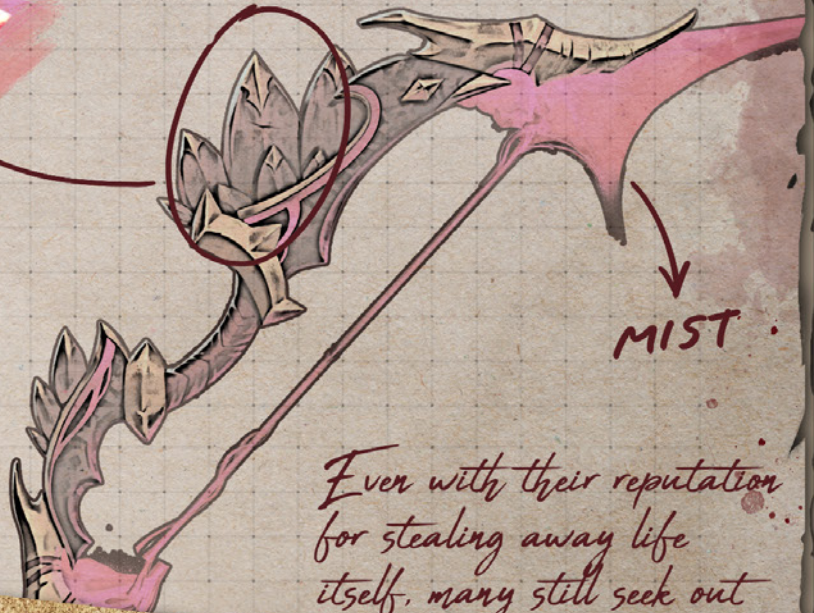
Resilient Scales

Blood Mist becomes creatures!

ARTIST: GABRIEL VISSICHELLI



Chestpiece repurposed for defense



MIST

Even with their reputation for stealing away life itself, many still seek out

MISSING

•• MULTI-CLASSIFIEDS ••

Issue #43

Daily at Dawn

11 June

SPICE UP YOUR COOKING

Don't let the friendly appearance of this bell-pepper-shaped bottle deceive you! Distilled from over a dozen carefully selected varieties of hot pepper and mixed with the eyes of a Fiend, this powerful potion is one of the spiciest in Yummm!



VOLUNTEERS WANTED

Need brave souls to participate in biomanyc experiments. If interested, travel to the Maphrok Jungle's outskirts and a representative will greet you. Participants must be acid-resistant and have no fear of insects (and a tolerance for heat much greater than normal).

FEELING
DRAINED
LATELY?



Connection to missing persons?

CHANGE YOUR LIFE!
MANSION ON THE HILL ON THE LEFT

HAVE YOU SEEN THIS CREATURE



KANJU FIGHTERS

Recruiting experienced adventurers for an expedition to the Tofuoka Hills

THANATOPHOBIA JINN

Medium Aberration (Jinn), Neutral Evil

AC 15

Initiative +0 (10)

HP 90 (12d8 + 36)

Perception +3 (13)

Speed 30 ft., Fly 30 ft. (hover)

	STR	DEX	CON	INT	WIS	CHA
Score	8	10	16	14	17	19
Mod (Save)	-1	+0	+3 (+7)	+2	+3	+4 (+8)

Skills Persuasion +8, Insight +7

Damage Immunities Necrotic

Condition Immunities Charmed, Frightened

Senses Darkvision 120 ft.

Languages Common, Jinn, telepathy 120 ft.

CR 9 (XP 5,000)

PB +4

TRAITS

Dark Exchange. When the jinn damages a creature with its Leeching Claw attack for the first time on a turn, roll a **d4**. The target gains the corresponding boon, which lasts until the end of the target's next turn. A creature that already has a boon from a thanatophobia jinn's Dark Exchange trait can't gain another.

1. The target has **Advantage** on its next attack roll, ability check, or saving throw.
2. The target gains **2d6** Temporary Hit Points, which disappear at the end of its next turn.
3. The target's Speed increases by **5 feet**.
4. The target gains a **+1 bonus** to its damage rolls.

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

Metaphysical Manifestation. The jinn uses its Charisma in place of its Strength or Dexterity for attack rolls.

ACTIONS

Multiattack. The jinn makes two Leeching Claw attacks.

Leeching Claw. *Melee Weapon Attack:* **+8**, reach 5 ft. *Hit:* **6 (1d4 + 4)** Slashing damage plus **9 (2d8)** Necrotic damage. The jinn regains Hit Points equal to the Necrotic damage taken.

Essence Dispersal (1/Day). The jinn separates a portion of its own essence into a cloud of bat-like energy. The jinn takes **4 (1d4 + 2)** Force damage and creates a **Swarm of Vitality Bats** for each point of damage taken. Each swarm appears in a space within **10 feet** of the jinn, shares the jinn's Initiative count, and takes its turn immediately after the jinn's. Each swarm can move and use its Reactions on its own, but the only action it takes on its turn is the Dodge action, unless the jinn takes a Bonus Action on its turn to command it (see below).

BONUS ACTIONS

Command Swarm. The jinn commands all **Swarms of Vitality Bats** summoned by its Essence Dispersal action to take an action. The action can be in the swarm's statistics or some other action, Bonus Action, or object interaction.

REACTIONS

Smoke Cloak. *Trigger:* The jinn takes damage from a melee weapon attack. *Response:* The jinn disappears into a cloud of ruby smoke, gaining **Resistance** to the triggering damage and teleporting up to **30 feet** to an unoccupied space it can see.

Popping the Bottle: a Short Primer on Jinn

1. Lust for Immortality

Like many others of their kind, thanatophobia jinn mortal desire: the wish to live forever. They're willing to sacrifice anyone or anything in pursuit of that goal. For these jinn, the fear of death is more merited than most, as thanatophobia jinn little natural life.

SWARM OF VITALITY BATS

Small Swarm of Tiny Aberrations (Jinn), Neutral

AC 13 Initiative +3 (13)
 HP 2 (1d4) Perception +1 (11)
 Speed 0 ft., Fly 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	5	16	10	2	12	10
Mod (Save)	-3	+3	+0	-4	+1	+0

Damage Resistances Bludgeoning, Piercing, Slashing
Damage Immunities Necrotic
Condition Immunities Charmed, Frightened, Grappled, Paralyzed, Petrified, Prone, Restrained, Stunned
Senses Blindsight 60 ft.
Languages None
 CR 1/4 (XP 50) PB +2

TRAITS

Life Force. When the swarm is created, it gains 10 Temporary Hit Points.
Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny bat.
Will of the Master. The swarm is connected to a master that controls it. If the swarm's master is reduced to 0 Hit Points, the swarm immediately dies in a puff of smoke.

ACTIONS

Latch On. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Piercing damage, and the swarm attaches to the target. While attached, the swarm moves with the target and can't be removed unless it chooses to detach itself by spending 5 feet of movement. The swarm has **Advantage** on attack rolls made against a creature it's attached to.
Leech. *Melee Weapon Attack:* +5, reach 5 ft., one creature that the swarm is attached to. *Hit:* 9 (2d8) Necrotic damage. If the target is a CR 1 or higher creature, the swarm's master gains Temporary Hit Points equal to the Necrotic damage taken.

Blood-thirsty



BLOODMIST BOW

Weapon (Any Bow), Rare (Requires Attunement)
Component: Aberration (Thanatophobia) Phial of Blood

Leeching the life force away from your enemies? That's kind of hot. Being an emotional leech? That's worse than a bite to the neck! Come to my dark and spooky mansion alone if you want to improve your relationships!

—Advertisement next to several unrelated missing person posters

This bow doesn't require ammunition; an arrow of red smoke forms whenever it's drawn. It has **3 charges** and regains **all** expended charges daily at dawn.

Bat Bolt. As an action, you can expend **1 charge** to fire a special arrow at a point you can see within the bow's normal range. Where the arrow lands, it swirls into ruby smoke, creating a **Swarm of Vitality Bats** under your control.

*Blood Mist!
Exactly as it sounds.*

The swarm shares your Initiative count, but it takes its turn immediately after yours. It can move and use its Reactions on its own, but the only action it takes on its turn is the Dodge action, unless you take a Bonus Action on your turn to command it to take a different action. The action can be one in the swarm's stat block or some other action or Bonus Action. When you use a Bonus Action to command the swarm, you can command all swarms you've made with this weapon using the same Bonus Action. The swarm lasts for **1 minute**, until it dies, or until you dismiss it (no action required).

Uncommon variant: Reduce the charges to **2**.

Very rare variant: Increase the charges to **4**. The bow has the Smoky Escape property:

Smoky Escape. As a Reaction when you are hit by an attack, you can disappear in a swirl of red smoke, teleporting to an unoccupied space you can see within **30 feet** of you. Once this property has been used, it can't be used again until the next dawn unless **1 charge** is expended as part of the Reaction to use it again.

ARTIST: GABRIEL VISSICHELLI



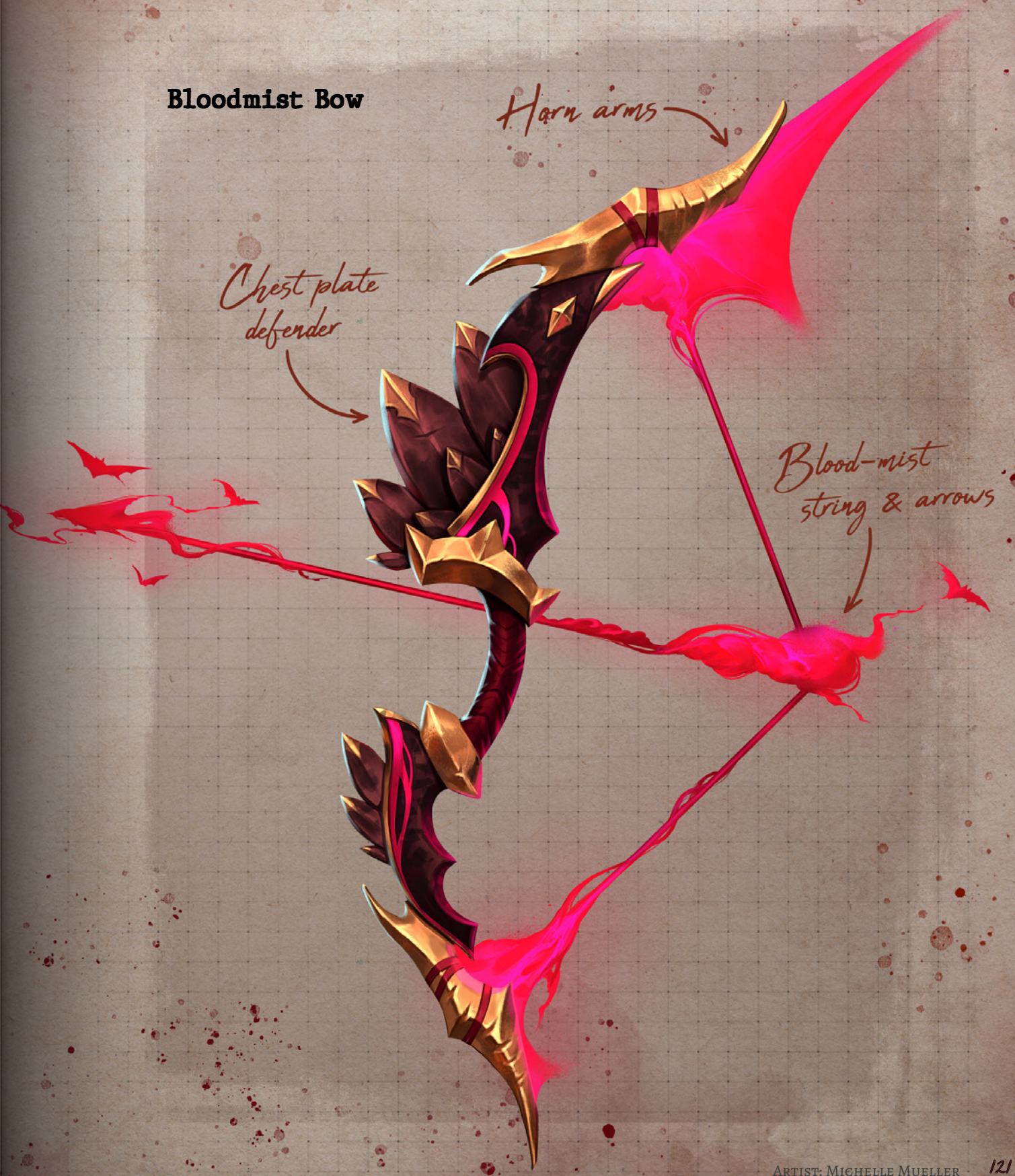
Heliana's Field Notes - Lost Tavern

Bloodmist Bow

Horn arms →

*Chest plate
defender* →

*Blood-mist
string & arrows* →



WANTED



DEAD OR ALIVE

DOMAIN



THREAT



The new noble in town seems... eccentric. Please, tell him hello for me, and report any funny business!

HELIANA

THANATOPHOBIA JINN

"Was it worth shaving three years off my life for a cape made of smoke? Probably not, but I'm gonna look fantastic at the gala."

— Edward Goose, winner of both "Best Dressed" and "Most Likely to Die Young"

Lust for Immortality. Like many others of their kind, thanatophobia jinn represent a mortal desire: the wish to live forever. They're willing to sacrifice anyone or anything in pursuit of that goal. For these jinn, the fear of death is more merited than most, as thanatophobia jinn have very little natural life force of their own, and they slowly fade without absorbing the vitality of others.

Trading in Time. Even with their reputation for stealing away life itself, many still seek out thanatophobia jinn for the deals they offer. The young, ambitious, and impatient readily sacrifice the sunset years of their lives for minor boons or collected oddities. Thanatophobia jinn thrive in college towns and tourist destinations, and cities with multiple thanatophobia jinn have demonstrably lower average lifespans.

Bloodmist Form. While thanatophobia jinn appear humanoid most of the time—usually favoring a draconic form, presumably due to dragons' longevity, but no one but the jinn themselves know for sure—their true nature isn't even corporeal. Thanatophobia jinn are made up of pure life force held together by emotional drive, and they can split off parts of themselves freely. These tiny scattered fragments, mimicking the wings of dragons or bats, can leech victims of their vitality, directing it back to the jinn.



Date



MIMEFLAYER

ENTRY

X-19

CR

9

DOMAIN

The Low

Psiphago llithidae

Large Aberration

Neutral

Mask fragments

Real head or mask?

Fear-inducing magic

ARTIST: GABRIEL VISSICHELLI



Psiophage

Heliana's Field Notes - Loot Tavern

Once thought to be some kind of madness-inducing illness or mental condition afflicting psionic creatures, psiophages are incorporeal, parasitic predators that hunt telepathic creatures as their prey. A psiophage unravels

Att. brain location?



STEIN
LABORATORIES

Date: July 15

Subject: Elf, aged 350-450, unidentified

Examination Log

Symptoms during incident (self-described):

- Loss of bodily function
- Headache
- Heightened heart rate
- Sweating
- Hyperventilation

Symptoms post-incident (self-described):

- Occasional loss of consciousness
- Hyperventilation

Symptoms during examination:

- No physical injury found
- Hyperventilation (unrelated)
- Screaming (unrelated)
- Occasional telekinetic phenomenon

Interesting...

Could this help
my adventures?

Note: Autopsy attempt failed. Subject escaped during attempt and remains missing.

Conclusion

Subject encountered a psiophage of the mimeflayer variety and was briefly subsumed by its psyche. Incident permanently altered subject, granting powers.

MIMEFLAYER

Large Aberration, Neutral

AC 16

HP 85 (10d10 + 30)

Speed 30 ft.

Initiative +0 (10)

Perception +8 (18)

STR DEX CON INT WIS CHA

Score 8 10 17 21 18 14

Mod (Save) -1 +0 +3 +5 (+9) +4 (+8) +2

Skills Insight +8, Perception +8, Stealth +4

Condition Immunities Charmed, Frightened

Senses Neurosense 1 mile (see trait)

Languages Telepathy (images and emotions only) 1 mile

CR 9 (5,000 XP)

PB +4

TRAITS

Neurosense. The mimeflayer knows the exact distance and direction to any creature with telepathy or using magical communication within **1 mile** of it.

Thought Entity. Without a host, the mimeflayer can move through objects as if they were Difficult Terrain, and the only action it can take is Subsume Will.

SPELLCASTING

Ability: Intelligence

DC: 17

Modifier: +9

Spells cast by the mimeflayer don't require Verbal or Material components, and any effects are invisible except to the mimeflayer, a creature with Truesight, or a creature under the effect of the *Detect Thoughts* spell.

At Will: *Detect Thoughts*, *Firther's Shadow*^{*C}, *Non-detection*, *Spiritual Weapon* (no Concentration required)

3/Day: *Arcane Hand*^C, *Forcecage*^C, *Wall of Force*^C

*See next page, bold indicates combat spells, ^C indicates Concentration.

ACTIONS

Multiattack. The mimeflayer makes two attacks, using Psionic Slam or Terrorazor in any combination

Psionic Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft. *Hit:* 9 (1d8 + 5) Bludgeoning damage and 9 (2d8) Psychic damage.

Terrorazor. *Ranged Spell Attack:* +9 to hit, range 60 ft. *Hit:* 23 (4d8 + 5) Psychic damage. *Saving Throw:* **DC 17 WISDOM**, a creature hit by this attack. *Failure:* The target is **Frightened** until the end of its next turn.

Subsume Will. The mimeflayer attempts to enter the mind of a creature with psychic abilities, such as telepathy, telekinesis, or others based on GM discretion. *Saving Throw:* **DC 17 WISDOM**, a creature with psychic abilities within **30 feet**. *First Failure:* The target takes 17 (5d6) Psychic damage and is inhabited by the mimeflayer, the mimeflayer's previous host body is **Incapacitated** and **Unconscious**, the mimeflayer disappears, the target is **Incapacitated** and loses control of its body, and it repeats the save at the end of each of its turns. The mimeflayer now controls the body, but the target retains awareness. The mimeflayer can't be targeted by any attack, spell, or other effect. If the target takes Psychic damage from any source other than Subsume Will, the mimeflayer takes an equal amount of Psychic damage. The mimeflayer's game statistics are the same, except it uses the possessed target's Speed, as well as the target's Strength, Dexterity, and Constitution modifiers.

If a creature is reduced to 0 Hit Points while inhabited, it falls catatonic, becoming the new host body of the mimeflayer and a creature under the GM's control.

Subsequent Failures: The inhabited creature takes 10 (3d6) Psychic damage. *Success:* The mimeflayer is ejected from the target's mind and returns to its original host body, and the target is **Immune** to this mimeflayer's Subsume Will for **24 hours**.



FEAT

PSYCHOSOMATIC REALITY

General Feat (Prerequisite: Level 4+)

A brush with the unknowable entities from beyond the physical planes has imbued you with a vivid, psionic imagination.

You develop the power to manifest your thoughts in the physical world. You gain the following benefits.

Manifest Thoughts. You can take a Bonus Action and one or more free hands to mime a Small or Tiny imaginary object, such as a Dagger or Rope. So long as you are miming, the object interacts with the world as if it were real, and it disappears as soon as you are no longer using a free hand to mime it. Objects mimed in this way are only visible to creatures with Truesight or creatures under the effect of the *Detect Thoughts* spell.

Mental Block. You can cast the *Wall of Force* spell using only a Somatic component. When you do, you can only create 1 panel instead of 10, but the panel can be up to **30 feet** long and **10 feet** tall. Once you have used this benefit, you can't use it again until you finish a Short or Long Rest.



ARTIST: GABRIEL VISSICHELLI

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



Some guy wearing a mask took it off and revealed it was just a brain inside! That's almost as creepy as Dr. Stein..

HELIANA

PSIOPHAGE

"Wandering Thoughts has been freaking out all day! It keeps projecting horrible images of greyscale clowns. I don't think I want to meet whatever spooked it."

— Heliana, Emotional Support Orc

Once thought to be some kind of madness-inducing illness or mental condition afflicting psionic creatures, psiophages are incorporeal, parasitic predators whose prey comprise the telepathic and empathic. A psiophage unravels every shred of personality and intelligence and replaces its victim's psyche with its own.

Thought Parasite. While gifted arcanists and hiveminds are their favourite prey, a psiophage can sink its vicious teeth into any creature with telepathic abilities (note: they don't actually have teeth). It can sniff out potential victims by following the trail of their telepathic waves; the stronger the psychic ability is, the more delicious the scent (note: they can't actually smell). After latching onto its host, a psiophage devours its mind, replacing all thoughts, personality, and emotions with its own, eventually twisting the physical form to its own warped interpretation of a person (note: this one isn't metaphorical, it actually does this).



Heliana's Field Notes - Loot Tavern

MIMEFLAYERS

Parasitic Imitator

Habitat: The Low; **Treasure:** None

Many denizens of The Low, with their natural prowess in the telepathic arts, make prime prey for a psiophage. The parasite's grasp of anatomy is already poor, and the additional tentacles of a mind flayer are no easier for it to comprehend. The psiophage twists the tentacled visage into an approximation of something more human or elvish, occasionally causing the head to detach and form a grotesque, mask-like creature that uses tentacles for locomotion. The parasitic mind is given a taste of its own medicine, and the body, now the victim of two transformative invasions, becomes even less recognizable.

Puppet Master. An uncontained psiophage can go from living rent-free in an intellect devourer's head to becoming the landlord of an entire colony. Able to jump from host to host and leave a trail of catatonic victims in its wake, a single psiophage can, if it reaches an elder brain, turn the entire colony into its own personal puppet show. Only one case of this has been documented, but the reports describe an entirely invisible fortress of winding, nonsensical halls wandered by pasty, expressionless tentacle marionettes. The heroes who destroyed it spent the entire sum of their reward money on therapy afterwards.

Imitation of Life. Mimeflayers demonstrate a bizarre curiosity for creatures and objects on the physical planes and spend most of their time mimicking things they've seen. They manifest their imitations as invisible, psychic echos, and observers have noted boxes, ropes, doors, and even weapons formed from pure thought. Though possession is no threat to a creature void of psychic talents, a mimeflayer's curiosity can extend to the macabre and grotesque. It is not unusual for a seemingly innocuous and friendly individual to suddenly want to see what happens when an elf is crushed inside a shrinking invisible box.

PAINTED LADY

ENTRY
CR
DOMAIN

X-20
15
The Hells

Medium Fiend (Devil)

Lawful Evil

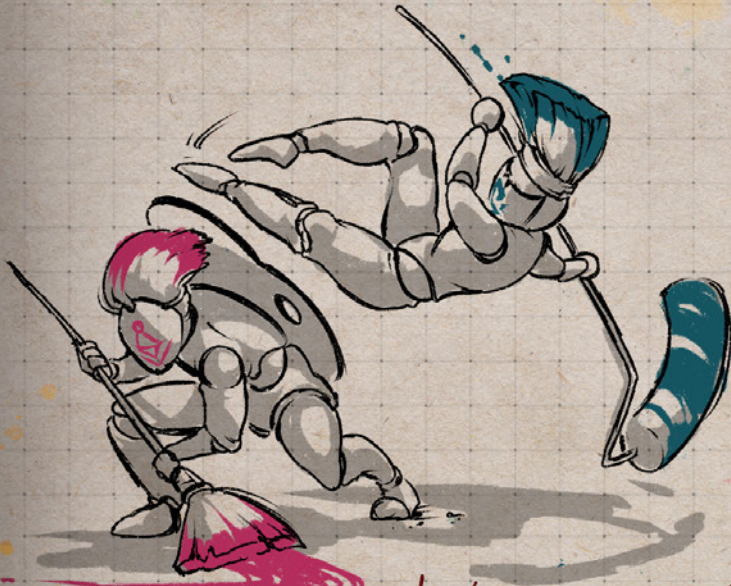


Paint wings

Acid paint

ARTIST: AITOR "INKEYJAY" SEBASTIÁN

The Painted Lady would be a fiendish Warlock patron of a different sort...



Herchmen or assistants?



Helly I heard you're making a trip to the Academia Inferna of Fine Arts. Do you know how much a genuine Painted Lady is worth? Nobles will kill to hang one in their foyer! I'll owe you big time if you can get me one. Let me help you out -

L'ARSENE'S FOOLPROOF PLAN
~~for treasures and trip~~

- Step 1. Get attached
- Step 2. Block with canvas
- Step 3. ???



Step 4. **PROFIT**



this is u
you stonk

P.S. can you also pick up some devil horns for Bombulu

PAINTED LADY

Medium Fiend (Devil), Lawful Evil

AC 18

HP 150 (20d8 + 60)

Speed 30 ft., Fly 40 ft.

Initiative +5 (15)

Perception +4 (14)

STR DEX CON INT WIS CHA

Score

8

20

16

15

18

23

Mod (Save)

-1

+5

+3

+2 (+7)

+4 (+9)

+6 (+11)

Skills Deception +11, Insight +9, Performance +11, Persuasion +11

Damage Immunities Acid, Poison

Condition Immunities Charmed, Frightened, Poisoned

Gear paintbrush staff (Quarterstaff)

Senses Blindsight 120 ft.

Languages Common, Infernal

CR 15 (XP 13,000)

PB +5

TRAITS

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

Mask of Passions. The painted lady wears masks enchanted with painted runes, which amplify its powers. At the start of each of its turns, the painted lady changes its mask, choosing from the following options.

Bitterness. Creatures have **Disadvantage** on saving throws against the next spell the painted lady casts.

Determination. The painted lady has **Advantage** on saving throws against spells and other magical effects.

Spite. A creature that hits the painted lady with a melee attack takes 2 (1d4) Acid damage.

Vigor. The painted lady's Speed increases by 10 feet.

SPELLCASTING

Ability: Charisma

DC: 19

Modifier: +11

The painted lady uses its paintbrush staff as a Spellcasting Focus. Its spells fling powerful enchanted paint at their targets.

At Will: **Acid Splash** (level 11 caster), **Corrupting Ichor**^{*}, **Minor Illusion**

4/Day: **Acid Arrow**, **Color Spray**, **Hypnotic Pattern**^C

3/Day: **Acid Rain**^{*C}, **Major Image**^C

1/Day Each: **Phantasmal Killer**^C, **Prismatic Spray**

^{*}See spell pages; **bold** indicates combat spells, ^C indicates Concentration, ^P indicates cast before combat.

ACTIONS

Multiattack. The painted lady makes two Paint attacks.

Paint. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 7 (1d4 + 5) Bludgeoning damage plus 7 (3d4) Acid damage.

Minions of the Muse (Recharge 6). The painted lady summons 1d4 + 1 Miniquin in unoccupied spaces it can see within 30 feet of it. Miniquin summoned in this way have their colours randomly determined and have a +11 attack bonus instead of the normal value. The miniquin take their turns immediately after the painted lady on the same Initiative count, and they obey the painted lady. The miniquin disappear when they or the painted lady die.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the painted lady can expend a use to take one of the following actions. The painted lady regains all expended uses at the start of each of its turns.

Painterly Stride. The painted lady moves up to its Speed, and it makes one Paint attack.

Puppetry. Up to two mannequins summoned by the painted lady move up to their Speed and then make an attack.

Cast a Spell (Costs 2 Uses). The painted lady uses Spellcasting.



CHROMA CAVERN

Lair of a Painted Lady

Initiative 20 (loses ties)

Additional XP 1,100

REGIONAL TRAITS

Disorienting Colours. Painted doors and rooms rendered in perfect perspective make it hard to discern what's real. Perception checks and Survival checks made to navigate within the lair have **Disadvantage**.

Toxic Fumes. Heavy fumes from oils and pigments fill the lair. A creature that spends **10 minutes** breathing the air within the lair is subject to the following effect. *Saving Throw:* **DC 19 CONSTITUTION**. *Failure:* **Poisoned** for **1 hour** and automatically fails ability checks to discern illusions until it finishes a Long Rest outside of the lair.

LAIR ACTIONS

On its turn, the Chroma Cavern takes an action to cause the following effect.

Swirling Canvas. The living paint within the lair changes the entire area into a beautiful landscape painting of the lady's choice from the following options. Objects, textures, and depth within the artwork are physical, and the effects last until the landscape disappears or changes. The lair can't use the same option two rounds in a row.

Frozen Sea. The ground in the lair freezes over in slick ice and becomes Difficult Terrain. *Saving Throw:* **DC 19 DEXTERITY**, each creature on the ground. *Failure:* The target falls **Prone**.

Snowy Woodland. Blowing snow fills the lair. Ranged attacks have **Disadvantage**.

Starry Night. The lair falls into complete Darkness. Each light source within the lair sheds a maximum of **10 feet** of Dim Light.

Water Lilies. The ground in the lair becomes a **10-foot** deep pool of water dotted with lily pads.

Windblown Field. A strong wind blows through rows of golden grain. Flying creatures of the lady's choice fall **Prone**, and no creature can move towards the lady using a Fly Speed.

MINIQUIN

When an artist sponsored by a painted lady creates a new masterpiece, a miniquin stirs into being somewhere on the Lower Planes, born as a living echo of the work itself. These impish creatures drift to the Material Plane in search of burgeoning talent, instinctively drawn to promising—and ambitious—individuals.

MINIQUIN

Small Fiend (Devil), Lawful Evil

AC 13

Initiative +3 (13)

HP 35 (10d6)

Perception +1 (11)

Speed 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	6	16	11	10	12	17
Mod (Save)	-2	+3	+0	+0	+1	+3

Skills Insight +3

Damage Resistances Poison, see Colour Coded trait

Condition Immunities Charmed, Frightened, Poisoned

Senses Darkvision 60 ft.

Languages Infernal

CR 1 (XP 200)

PB +2

TRAITS

Colour Coded. When the miniquin is summoned, it's given one of four colours, each of which is associated with one damage type: blue (Cold), green (Acid), red (Fire), or yellow (Lightning). The miniquin has **Resistance** to the damage type associated with its given colour.

ACTIONS

Brush. *Melee Weapon Attack:* **+5**, reach 5 ft. *Hit:* 10 (**2d6 + 3**) damage of the type associated with the miniquin's colour per its Colour Coded trait, and the target is covered in paint of that colour for **1 minute**. Whenever a creature covered in paint takes damage of the type associated with the paint's colour, it takes an extra 2 (**1d4**) damage of the same type.

WARLOCK

PAINTED LADY PATRON

"That portrait is absolutely hideous! You'll never impress Her Ladyship with something so atrocious. Go stash it in an attic somewhere before it ruins your good looks!"

*—Doreen Wilde,
Art-canist and Tutor Extraordinaire*

Those who gain the eye and favour of a painted lady are burdened with the role of a hero. A bitter oil painter who seeks to paint their rival's hometown as it burns, a student of watercolour trying desperately to recapture the figure of their lost lover, a sketch artist trying to produce the face of their mother's killer—all of these are prime candidates for the fiendish muse. Nothing pleases a painted lady more than myths of tragic heroes with artistic flair.

A Warlock who wins the aid of one of these devils always has something to prove and the potential to become a magnificent work of art. Most come pre-traumatized with at least one agonizing memory. If they don't, the lady is always happy to provide one along with its power. Tragedy is key to creativity, after all.

Armed with imagination, magic, and trauma, Warlocks of the Painted Lady are expected to show excellence and nothing less. Each battle inspires a new artwork, and each artwork is a step towards greater arcane power. The infernal cycle of art is accelerated by conflict, and many Warlocks share their patron's competitive spirit. Contests of artistry, tactics, and magic are common among the followers of the painted ladies, occasionally escalating into full-scale tournaments. Winners are adorned with accolades, while losers are subject to more... character development.

2014

PAINTED LADY

If you are using the 2014 version of the 5e rules, you can play the Painted Lady Warlock using the following changes.

Modification: Subclass Level

You gain this subclass at level 1 instead of level 3.

Modification: Painted Lady Spells

You learn the spells in this feature instead of always having them prepared. You also learn the *Chameleon Skin* and *Color Spray* spells at level 1 instead of level 3.

Modification: Spell Palette and Fume Acclimation

You gain these subclass features at level 1 instead of level 3.

PAINTED LADY SPELLS

Level 3 Painted Lady Feature

The magic of your patron ensures you always have certain spells ready; when you reach a Warlock level specified in the Painted Lady Spells table, you thereafter always have the listed spells prepared.

PAINTED LADY SPELLS

Warlock Level	Spells
3	<i>Chameleon Skin</i> *, <i>Color Spray</i> , <i>Hallucinogenic Cloud</i> *, <i>Inequality</i> *
5	<i>Bestow Curse</i> , <i>Glyph of Warding</i>
7	<i>Fabricate</i> , <i>Phantasmal Killer</i>
9	<i>Purple Rain</i> *, <i>Seeming</i>

*See Appendix B - Spells

SPELL PALETTE

Level 3 Painted Lady Feature

Spells, like paint, should come in a wide variety of hues and values. Whenever you cast a Warlock cantrip that deals damage, you can change the colour and damage type to green (Acid), blue (Cold), red (Fire), or yellow (Lighting).

When you reach higher levels in this class, you have access to additional colours: black (Necrotic) and white (Radiant) at level 6, and violet (Psychic) at level 10.

FUME ACCLIMATION

Level 3 Painted Lady Feature

Long exposure to paint fumes has left you resilient to the substances used to make them. You have **Resistance** to Acid and Poison damage.

COMPETITIVE SKILL SET

Level 6 Painted Lady Feature

Your patron grants you an edge over the competition in a skill of your choice. When you finish a Short or Long Rest, choose a skill. You have Expertise in that skill until you finish a Short or Long Rest. If you fail an ability check that uses that skill proficiency, you take Psychic damage equal to three times your Proficiency Bonus as punishment for your failure.

When you reach level 14 in this class, you can choose two skills to gain the effects of this feature each time you finish a Short or Long Rest.

COLOURFUL STRIKES

Level 10 Painted Lady Feature

Specialized paints crafted with the aid of your patron can imbue weapons with new capabilities. As a Magic action, you can touch a weapon and paint it with one of the following colours, which

determines its effect. The paint job lasts for **1 hour** or until you paint another weapon.

Cyan. The first time a creature is hit by this weapon on a turn, its wielder can teleport to an unoccupied space it can see within **10 feet** of it.

Magenta. Attacks made using this weapon ignore Resistances, Temporary Hit Points, and spells that raise the target's AC.

Yellow. When a creature is hit by this weapon, its wielder chooses another creature within **10 feet** of it. That creature takes Lightning damage equal to your Charisma modifier (minimum 1).

Black. The first time a creature is hit by this weapon on a turn, that creature subtracts **1d4** from the next D20 Test it makes before the end of its next turn.

CHARACTER DEVELOPMENT

Level 14 Painted Lady Feature

Overcoming your darkest moments grants you the power of a legendary hero, transforming you into a masterpiece version of yourself. When you are reduced to 0 Hit Points, you can choose to drop to 1 Hit Point instead (no action required). Your body transforms into a work of art; you regain **1** Hit Point, and you gain the following benefits for **1 minute**:

- ◆ You gain Temporary Hit Points equal to twice your Warlock level + twice your Charisma modifier.
- ◆ Your AC can't be lower than 20.
- ◆ You gain a **+2 bonus** to spell attack rolls and to the saving throw DCs of your Warlock spells.
- ◆ You have **Immunity** to the Charmed, Exhaustion, Frightened, and Paralysed conditions.

Once you use this feature, you can't use it again until you finish a Long Rest.

WANTED



DEAD OR ALIVE

DOMAIN



THREAT



Please, spare me... I just turned 33!

ARTIST: RASTISLAV LE

HELIANA

PAINTED LADY

Muse of Dark Deeds

Habitat: Planar (Lower Planes);

Treasure: Arcana

"I pleaded for her not to destroy my home, but she said it was for 'character development.' Then she started painting with my tears."

— Vincent Trage, Painter and Orphan

Painted ladies believe that art is born through tragedy, and they're willing to be proactive in creating both. Curators of the Lower Planes, their artistic natures grant them a higher reputation among mortals than their more devious fiendish colleagues, but make no mistake, they craft their works with blood.

Symbiotic Muse. The best art is collaborative, and a painted lady seeks out mortals of prowess and potential to serve as underlings. It relishes stories of dark deeds and desperate heroics, and it bestows both power and strife to its fragile followers to facilitate these tales. The sprawling legacy of a painted lady and its pawns is found decorating every surface of its domain, rendered by its supernatural skill.

Legend Seeker. Despite their devilish natures, painted ladies are frequently sought out as muses by desperate artists looking to gain renown. Their hopes are spurred on by stories of success, as many of the greatest artists in history were sponsored by a painted lady. Cloud Mounae, Renblundt, and Jay Inke all attribute their success to painted ladies, and all met gruesome ends, often at the hands of competing artists. Unfortunately, these tales of conflict and death don't deter art students from burning paintings and reciting infernal sonnets to the devils in their dormitories after hours.

Competitive Inspiration. Painted ladies view conflict as the purest means of progression. They adore competition, bashing their favorite mortal playthings against each other like dolls until one of them breaks. The Academia Inferna of Fine Arts, sponsored by the Lady Cruenta, lasted only a single semester before it was shut down. It turns out that a pencil sketching competition to the death is bad for student retention.



MAGNÉTANQUE

ENTRY

X-21

CR

6

DOMAIN

Hill & Mountain

Magnes leviroturn

Elemental

Chaotic Neut

*Hardened exterior
Sly interior*

Magnetically-charged limbs

ARTIST: MICHELLE MUELLER

Heliana's Field Notes - Loot Tavern

Neodymium alloy retains magnetic properties

Still slightly magical

L'Arseve would love this

OR...
I could prank Humpy with it...



ARTIST: CHAOUKI TITOUHI & MICHELLE MUELLER

Naturally shy creatures, their first instinct is to run when confronted by others, but when cornered or startled, they let loose with their natural electromagnetism.

MAGNÉTANQUE

Medium Elemental, Chaotic Neutral

AC 17

HP 76 (9d8 + 36)

Speed 30 ft.

Initiative +0 (10)

Perception +2 (12)

STR DEX CON INT WIS CHA

Score 18 10 18 8 14 8

Mod (Save) +4 (+7) +0 +4 (+7) -1 +2 -1

Skills Athletics +7

Damage Immunities Lightning

Condition Immunities Exhaustion, Paralyzed, Poisoned

Senses Blindsight 15 ft., Ferrosense 120 ft. (see trait)

Languages Primordial

CR 6 (XP 2,300)

PB +3

TRAITS

Arcanomagnetic Field. Ranged attack rolls made with ferrous ammunition and ranged spell attacks against the magnétanque have **Disadvantage**.

Ferrosense. The magnétanque can sense any ferrous objects within **120 feet** of it, including through Total Cover.

Stretching Current. At the start of its turn, the magnétanque can extend its arms, increasing the reach of its Maglock Arm attacks to **15 feet** until the end of its turn.

ACTIONS

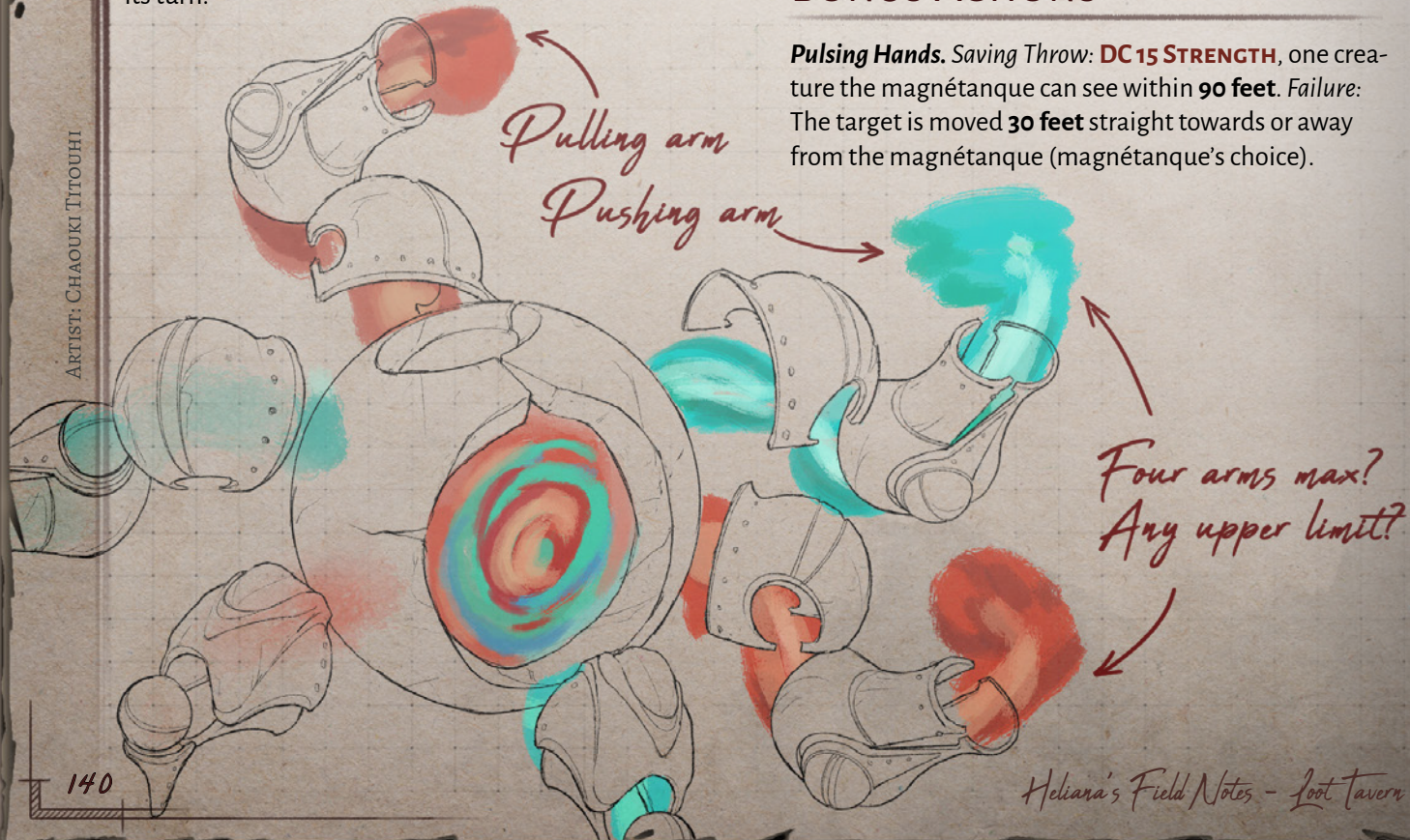
Multiattack. The magnétanque makes two Maglock Arm attacks.

Maglock Arm. *Melee Weapon Attack: +7*, reach 5 ft. *Hit:* 9 (1d10 + 4) Bludgeoning damage, and the target is **Grappled (ESCAPE DC 15)**. The magnétanque has **Advantage** on the attack roll if the target is wearing ferrous armour. The magnétanque can grapple up to two creatures in this way.

Arcanomagnetic Pulse. *Saving Throw: DC 15 DEXTERITY*, each creature within **60 feet**; creatures Grappled by the magnétanque have **Disadvantage**. *Failure:* 10 (3d6) Lightning damage, or 21 (6d6) Lightning damage to creatures within **20 feet**. *Success:* Half damage.

BONUS ACTIONS

Pulsing Hands. *Saving Throw: DC 15 STRENGTH*, one creature the magnétanque can see within **90 feet**. *Failure:* The target is moved **30 feet** straight towards or away from the magnétanque (magnétanque's choice).



ARTIST: CHAOUKI TYTOUHI

ARCANOMAGNETIC PULSE

Level 3 Evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a coil of copper wire)

Duration: Instantaneous

Class: Sorcerer, Wizard

You create a powerful arcanomagnetic charge at a point you can see within range, pulling in nearby creatures before discharging violently. Each creature within a **30-foot-radius Sphere** centred on that point must make a **STRENGTH SAVING THROW**. On a failed save, a creature takes **5d8** Lightning damage and is pulled straight towards the point. On a successful save, a creature within **20 feet** of the point takes half as much damage only, and a creature further away suffers no effect.

Using a Higher-Level Spell Slot. The damage increases by **1d8** for each spell slot level above 3.

MAGNETISE

Transmutation Cantrip

Casting Time: Action

Range: 15 feet

Components: S, M (a chunk of hematite)

Duration: Instantaneous

Class: Bender (Earth), Sorcerer, Tamer, Wizard

You magnetically shift a ferrous object that weighs no more than 100 pounds and is within range, moving it **5 feet** straight towards or away from you (your choice). If a creature is wearing or carrying the object, that creature must make a **STRENGTH SAVING THROW**. On a failure, if a creature is wearing the object, the creature is moved **5 feet** straight towards or away from you (your choice). If it's carrying the object, the object is moved **5 feet** straight towards or away from you (your choice), disarming the creature.

Cantrip Upgrade. The spell pushes objects farther when you reach levels 5 (up to **10 feet**), 11 (up to **15 feet**), and 17 (up to **20 feet**).



Dearest Heliana,

You won't believe what happened recently. It appears overnight I have lost every single paper clip I own. A trip to L'Arsene ended in an iron-golem related disaster that – to my utmost surprise – proved he was not the culprit. Perhaps you have come across some magnetism-related spells on your travels? My Vampiactus report is due next Tuesday.

I do!

Yours Truly,
Humperdunk



ENTRY

X-22

CR

7

DOMAIN

Hill & Mountain



BICEPHAL WYRMHOLE

Hypergravitas bicephalis

Large Aberration

Chaotic Evil

*Created by
sentient sword*



*Generates
gravity well*

*Disorientating
tail stinger*

ARTIST: ALEKSA DRAGELJEVIC

← — XXII — Recovered hitt
can socket into any weapon!



I hope Stein doesn't mind me borrowing this...

SPECIMEN: HYPERGRAVITAS BICEPHALIS: 1. LEFT-SIDE SKULLS — 2. RIGHT-SIDE SKULL — 3. SKELETON — 4. PANORAMIC EYE — 5. SOURCE ABERRANT BLADE — 6. REAR & FRONT ACRODONT TEETH — 7. THUMB CLAWS — 8. PERCHING STANCE

BICEPHAL WYRMHOLE

Large Aberration, Chaotic Evil

AC 13 (18 with Distortion Armour) **Initiative** +3 (13)
HP 76 (9d10 + 27) **Perception** +4 (14)
Speed 0 ft., Fly 30 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	11	17	17	13	19	11
Mod (Save)	+0	+3	+3 (+6)	+1	+4 (+7)	+0

Skills Stealth +6

Damage Resistances Force, Psychic

Damage Immunities Radiant

Condition Immunities Charmed, Frightened, Prone

Senses Blindsight 60 ft.

Languages Deep Speech; telepathy 60 ft.

CR 7 (XP 2,900)

PB +3

TRAITS

Consume Chroma. Whenever the bicephal wyrmhole is subjected to Radiant damage, it regains Hit Points equal to the Radiant damage dealt.

Distortion Armour. The bicephal wyrmhole bends light around it in strange ways, making it difficult to track visually. While in Bright Light, the bicephal wyrmhole has Three-Quarters Cover. A Blinded creature, or one that closes its eyes or does not rely on sight, ignores this cover.

Gravity Well. The area within **10 feet** of the bicephal wyrmhole is Difficult Terrain for creatures other than bicephal wyrmholes.

ACTIONS

Multiattack. The bicephal wyrmhole makes one Stinger attack and one Warping Blade attack.

Stinger. *Melee Weapon Attack:* +6, reach 10 ft. *Hit:* 5 (1d4 + 3) Piercing damage plus 18 (4d8) Psychic damage. *Saving Throw:* **DC 15 WISDOM**, a creature hit by this attack. *Failure:* The target is disoriented and immediately uses its Reaction to move a distance equal to its Speed in a random direction.

Warping Blade. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Force damage. Each creature within **5 feet** of the target takes 4 (1d8) Force damage.

BONUS ACTIONS

Gravity Suspension (Recharge 5-6). The bicephal wyrmhole disables gravity around it. Creatures and objects within **60 feet** of it come under the effects of the *Levitate* spell and rise **15 feet** into the air if not tethered to the ground. At the start of the bicephal wyrmhole's next turn, gravity rapidly intensifies, and creatures without a Fly Speed or that otherwise aren't held aloft fall to the ground. Double the fall distance when calculating damage from falling in this way.



ARTIST: ALEKSA DRAGELJEVIC

144

Blinding aura

Gravity manipulation

Heliana's Field Notes - Loot Tavern

GRAVITURGIC WARP-HILT

Wondrous Item, Uncommon (Socketable,
Requires Attunement)

Component: Pouch of Aberration (bicephal wormhole)
Claws

Running around from foe to foe, hunting them like prey, is such a waste of energy. Being a truly formidable opponent, one with gravitas, means bringing your enemies to you. Let them waste their strength running towards their own slaughter.

This distorted, unnatural sword hilt can be socketed onto any magical melee weapon, adapting its bizarre geometry to the hilt or handle of its host.

Gravity Well. Once on each of your turns when you make an attack roll using the socketed weapon, you can attack a creature **5 feet** farther than your normal reach with the weapon. On a hit, the creature is pulled **5 feet** directly towards you.

Consuming Force. As a Bonus Action, you can flourish the socketed weapon and create a miniscule black hole at a point you can see within **20 feet** of you. Each creature within **15 feet** of the point must succeed on a **DC 13 STRENGTH SAVING THROW** or be pulled to the unoccupied space nearest the point. When this property is used, roll **1d4**. On a **1**, the black hole consumes the magic of the socketed weapon; the hilt and weapon lose their magical properties until the next dawn.

Rare variant: Increase the **DC** to **15**. Creatures that fail their saving throw against the Consuming Force property are knocked **Prone**.

Very rare variant: Increase the **DC** to **16** and the reach and range of the Gravity Well property to **10 feet** each. Creatures that fail their saving throw against the Consuming Force property are knocked **Prone**.

**BLACK HOLE
RETRIEVAL SERVICE**

Lose something in an
all-consuming void?

WE'LL FIND IT

Increase the power!



SOMNOBLIN

ENTRY

X-23

CR

1

DOMAIN

Any

Anima obsessio

Small Humanoid

Chaotic Neutral

Looks can be deceiving...



ARTIST: GABRIEL VISSICHELLI

When a creature of great ambition expires in the presence of powerful magic, its will and determination can cause its psyche to persist, latching onto the mind of a nearby creature.

Possessed by:
1. destruction
2. honor or duty?
3. pyromania

I know they can be deadly
but they are just

SO CUTE!!



I just want to hug this one...



ARTIST: CHAOUKI TITOUHI

Maybe this somnoblin craze
is actually an effect of their
collective psyche...

Dearest Heliana,

Please remember the office will not accept applications without all information. I have taken the liberty of completing Forms A9-107 (Application) through Forms 3XB-C (the initial

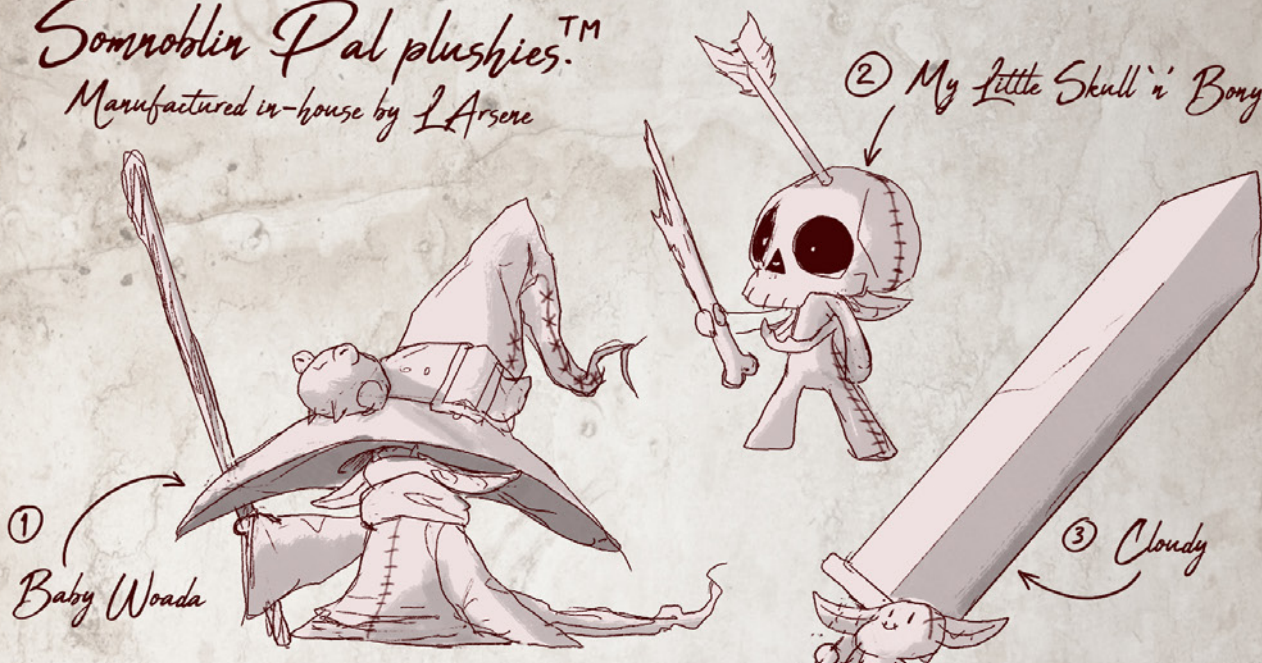
APPLICATION

for the officiation registration of a trademark
within the Town of Bodrum

APPLICANT INFORMATION		FOR OFFICE USE ONLY	
APPLICANT Name	Heliana	REVIEWER Initials	EB
APPLICANT Address	Loot Tavern, 1st Floor	DATE of review	23/7
Representative(s) of the APPLICANT	Humperdink von Shneeblut	APPLICATION Status	APPROVED
Representative(s) Address	Loot Tavern, 4th Floor		

IMAGE and DESCRIPTION of the applied TRADEMARK

Somnoblin Pal plushies.™
Manufactured in-house by L Arsene



SOMNOBLIN

Small Humanoid, Chaotic Neutral

AC 15

HP 21 (6d6)

Speed 30 ft.

Initiative +2 (12)

Perception -2 (8)

	STR	DEX	CON	INT	WIS	CHA
--	-----	-----	-----	-----	-----	-----

Score	10	14	10	13	7	17
-------	----	----	----	----	---	----

Mod (Save)	+0	+2	+0	+1 (+3)	-2	+3 (+5)
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Skills Persuasion +5

Senses Darkvision 60 ft.

Languages Common plus two other languages

CR 1 (200 XP)

PB +2

TRAITS

Head Empty. If the somnoblin takes 5 or more Psychic damage in a single instance, its Speed is reduced to 0 until the end of its next turn.

Obsessive Drive. Each somnoblin has a core drive. Roll a d6 to determine the somnoblin's drive and its effects.

- 1 - Destruction.** The somnoblin only finds joy in violence. It deals double damage to objects and structures.
- 2 - Escape.** The somnoblin is fearful, only cares about survival, and spreads panic. It doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.
- 3 - Fame.** Nothing pleases the somnoblin more than adoring fans. It has **Advantage** on an attack roll against a creature if at least one of the somnoblin's allies is within 5 feet of the creature and the ally isn't Incapacitated.
- 4 - Knowledge.** The somnoblin is obsessed with collecting magical knowledge and is accustomed to spells. It has **Advantage** on saving throws against spells and other magical effects.
- 5 - Protection.** The somnoblin uses its defenses to protect others from attacks. It has a **+2 bonus** to AC.
- 6 - Subterfuge.** The somnoblin has a knack for backstabbing. Once per turn, when the somnoblin hits a target with a weapon attack and has **Advantage** on the attack roll, the somnoblin deals an extra 7 (2d6) damage.

ACTIONS

Bonk. Melee Weapon Attack: **+4**, reach 5 ft. Hit: 5 (1d6 + 2) Bludgeoning damage.

Adoration (Fame Only). Saving Throw: **DC 13 WISDOM**, each creature within 30 feet. Failure: The target is **Charmed** by the somnoblin until the end of the target's next turn.

Bombs Away (Destruction Only). Ranged Weapon Attack: **+4**, range 20/60 ft. Hit: 10 (3d6) Fire damage.

Guardian (Protection Only). Saving Throw: **DC 13 WISDOM**, each enemy within 30 feet. Failure: The target has **Disadvantage** on attack rolls against creatures other than the somnoblin until the end of the target's next turn.

Panic (Escape Only). Saving Throw: **DC 13 WISDOM**, each creature within 30 feet. Failure: The target is **Frightened** of the somnoblin until the end of the target's next turn.

BONUS ACTIONS

Sneaky (Subterfuge Only). The somnoblin becomes **Invisible** until the start of its next turn or until immediately after it makes an attack.

REACTIONS

Spell Snatcher (Knowledge Only). Trigger: A creature within 30 feet of the somnoblin casts a spell of level 3 or lower. Response: The somnoblin makes an **INTELLIGENCE (ARCANA)** check with a DC equal to 10 plus the spell's level. On a success, the spell has no effect, and the somnoblin gains Temporary Hit Points equal to the spell's level.

INTERTWINED

It's a well-known truth that death separates body and soul, leaving one to decay while the other flies off to its final rest, but what becomes of the mind? In most cases, it's assumed to leave with the soul, but in the presence of powerful magic, such as a planar gateway, the psyche might linger long enough to form an intertwined.

INTERTWINED TRAITS

Age: Same as host species
Anatomy: Same as host species
Creature Type: Same as host species
Size: Same as host species
Speed: 30 feet

As an Intertwined, you have these special traits.

Driving Goals. The ambitions of your bound psyche empower your adventures. The origin of this drive has an impact on your abilities, which manifests in one of several ways. Choose one of the following origins:

Creative. Your ambitions lie in perfecting your craft and creating something worthwhile. You have **Advantage** on ability checks using Artisan's Tools with which you're proficient.

Noble. Someone or something still needs you, and your cause drives you to seek the good of those around you. When a willing creature within **30 feet** of you makes an ability check using a skill in which you're proficient, you can take a Reaction to project your emotion and memories, allowing the creature to add half your Proficiency Bonus to the ability check. You can use this trait a number of times equal to your Proficiency Bonus, regaining all expended uses when you finish a Long Rest.

Vengeful. A part of you has unfinished business. Your rage drives you and can empower you in combat. When a creature hits you with an at-

tack, you can declare vengeance on it, gaining **Advantage** on all attack rolls against it, and **Disadvantage** on attack rolls against all other creatures, until the end of your next turn. Once you have used this trait, you can't use it again until you finish a Short or Long Rest.

Muscle Memory. You can draw on the combined memories within your mind to remember skills from your pasts. When you choose this species, pick one weapon, one tool, and one skill. When you finish a Long Rest, choose one. You have proficiency with it until you finish your next Long Rest.

Psychic Amplifier. Your strongest emotions can become contagious, especially when magic is involved. When you unwillingly become **Charmed** or **Frightened**, each other creature within **15 feet** of you makes a **WISDOM SAVING THROW**, becoming **Charmed** or **Frightened** by you (same as the triggering condition) on a failure. The DC for this saving throw equals 8 plus your Proficiency Bonus and your Wisdom modifier.

What Came Before. You gain one special trait from your host species. This trait cannot increase your ability scores or grant a feat. It also can't be a trait that grants you access to other species' traits, such as the mycelian's Symbiotic Assimilation.

+2014

INTERTWINED TRAITS

In addition to the traits already mentioned, Intertwined have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Wisdom score increases by 2, and your Intelligence score increases by 1.

Languages. You can speak, read, and write Common and two other languages of your choice—one for your host and one for your soul fragment.

HIGH PRIEST OF THE ASTRINGENTUM

ENTRY

X-24

CR

10

PK

Any

Entominid clypeum

Medium Humanoid (Entomorph)

Lawful Evil

*Acid pool →
watch your
metal weapons!*

use as wok?

*New entomorph
The Formigan*

ARTIST: OGNJEN SPORIN



AUTOPSY REPORT

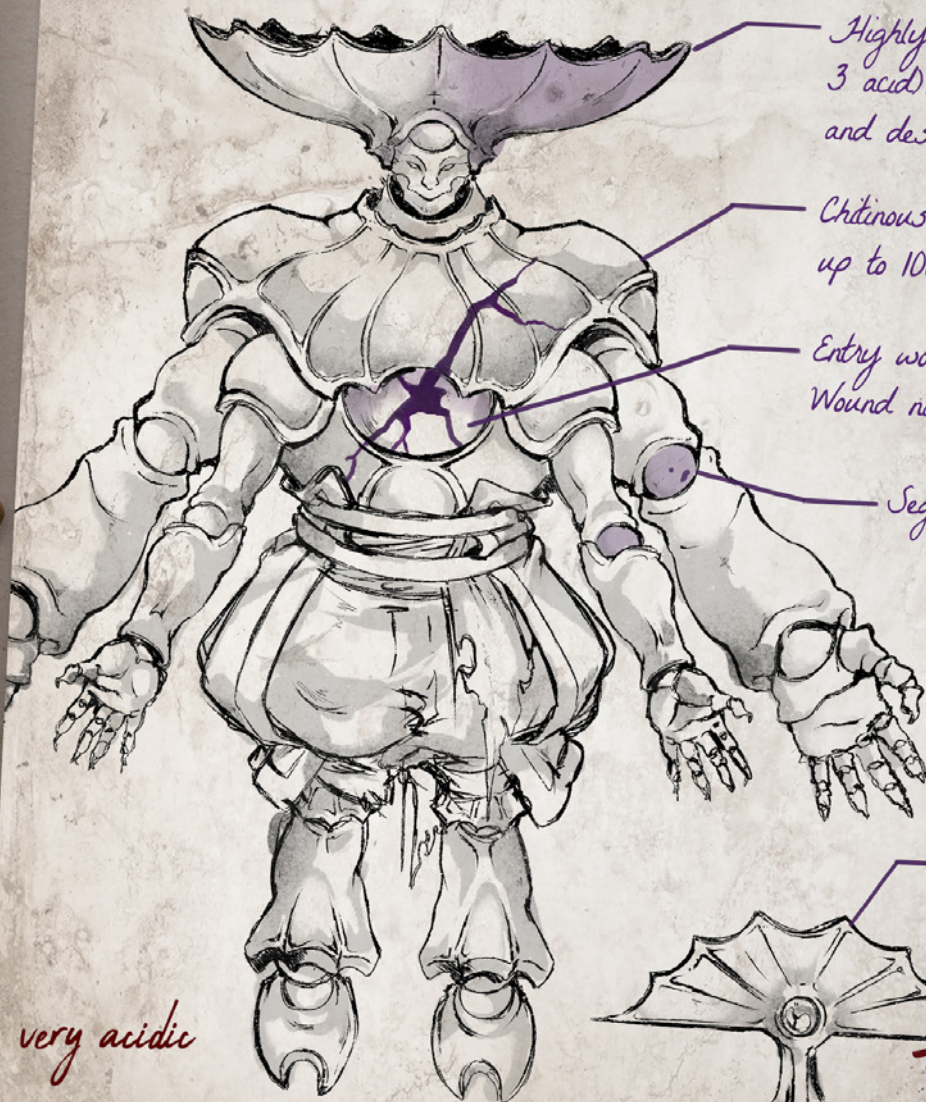


CASE NO.	X-24
SUBJECT:	High Priest (Astringentum)

HUMPERDINK'S LABORATORY
 Loot Tavern
 Floor 5-6
 LT Demiplane

Age: NA Species: Entomorph Height: 6'-7" Weight: 237 lbs
 Blood Type: Buggy Components: NA Hazards: Acid Pool

No I will not taste it ←



Highly acidic liquid in head dish (tier 3 acid). Compounds have both protective and destructive potential.

Chitinous armour withstands impacts up to 100+ lbs.

Entry wound through central armour plate. Wound narrow; exits from back

Segmented limbs - minor fractures

Cause of Death
 Fatal trauma to heart by long sharp object, likely a pdearn.
 Fracture around wound consistent with width of subject's weapon*

* medical opinion only



very acidic

Thanks Humpy

Date: 7 July Examiner Signature: Humperdink Von Shreeblut

HIGH PRIEST OF THE ASTRINGENTUM

Medium Humanoid (Entomorph), Lawful Evil

AC 15
HP 90 (12d8 + 36)
Speed 30 ft. (25 ft. when Caustic Pool filled)

Initiative +0 (10)
Perception +4 (14)

	STR	DEX	CON	INT	WIS	CHA
Score	14	10	17	12	19	15
Mod (Save)	+2	+0	+3 (+7)	+1	+4 (+8)	+2

Skills Insight +8, Nature +5, Persuasion +6, Religion +5

Damage Immunities Acid

Gear Staff

Languages Common

CR 10 (XP 5,900)

PB +4

TRAITS

Caustic Pool. As long as the high priest's acid pool is filled, it gains the following effects:

- Its Speed is reduced by **5 feet**.
- It has **Advantage** on saving throws against spells and other magical effects.
- It regains 2 (**1d4**) Hit Points at the start of each of its turns.
- A creature that hits it with a melee attack takes 2 (**1d4**) Acid damage.

Toppled Dish. When the high priest is knocked Prone, the acid in its dish spills, emptying it, and each creature within **5 feet** of the high priest takes 9 (**2d8**) Acid damage.

SPELLCASTING

Ability: Wisdom **DC:** 16 **Modifier:** +8

The high priest uses its Staff as a spellcasting focus.

At Will: **Acid Splash** (level 5 caster)

4/Day: **Acid Arrow**, **Acid Rain**^{*C}, **Heat Metal**^C

1/Day: **Nomi's Adamantine Carapace**^{*P}

*See following page; **bold** indicates combat spells, ^C indicates concentration, ^P indicates cast before combat.

ACTIONS

Multiattack. The high priest makes two Staff attacks.

Staff. *Melee Weapon Attack:* **+6**, reach 5 ft. *Hit:* 6 (**1d8 + 2**) Bludgeoning damage plus 9 (**2d8**) Acid damage.

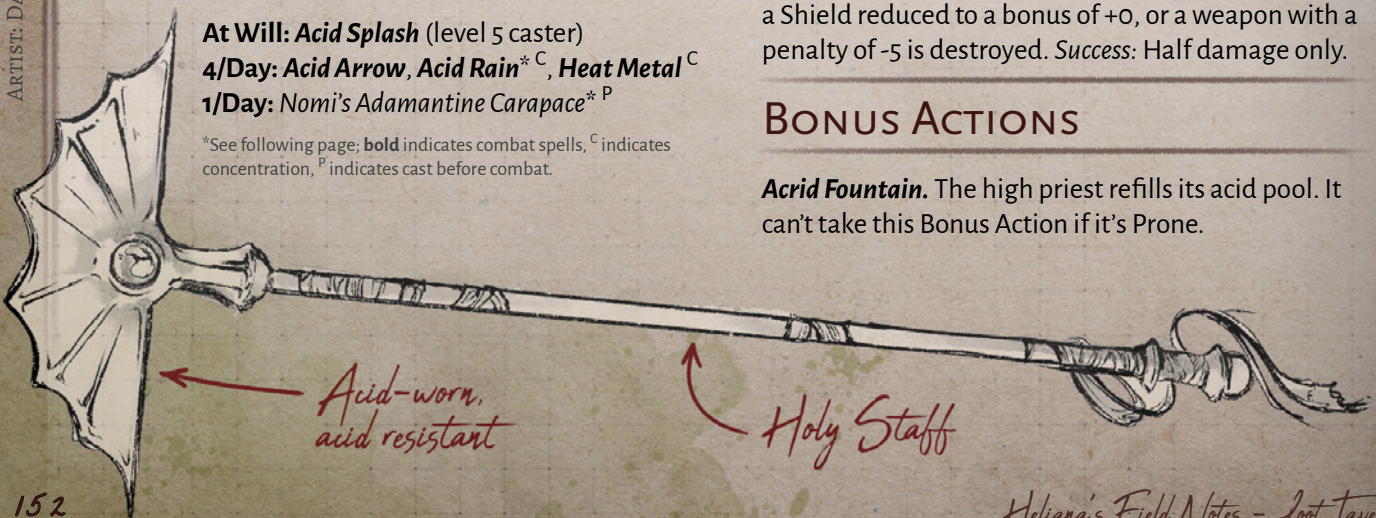
Outpouring of Blessings. The high priest empties its acid pool, pouring it out onto a willing creature within **5 feet** of it. Until the end of the high priest's next turn, the creature is blessed: it has **Resistance** to Bludgeoning, Piercing, and Slashing damage and has **Advantage** on attack rolls. In addition, any creature without Resistance or Immunity to Acid damage that moves to a space within **30 feet** of the blessed creature for the first time on a turn or starts its turn there makes a **DC 16 WISDOM SAVING THROW**. On a failure, the target is unable to willingly move closer to the blessed creature.

Outpouring of Pain. The high priest empties its acid pool, pouring it out onto an enemy. *Saving Throw:* **DC 16 DEXTERITY**, one creature within **5 feet**. *Failure:* 36 (**8d8**) Acid damage, and any nonmagical metal objects the target is wearing or carrying begin to rust. Metal armour and Shields take a permanent and cumulative **-1** penalty to the AC they provide, and metal weapons take a permanent and cumulative **-1** penalty to attack and damage rolls. An armour reduced to an AC of 10, a Shield reduced to a bonus of +0, or a weapon with a penalty of -5 is destroyed. *Success:* Half damage only.

BONUS ACTIONS

Acid Fountain. The high priest refills its acid pool. It can't take this Bonus Action if it's Prone.

ARTIST: DAISY TEA DUNLOP



ENTOMORPH SPECIES

Six limbs, mandibles, and an exoskeleton that shimmers beneath the desert sun—from a distance, entomorphs are easily mistaken for oversized ants. Balking at the comparison, these insectoid dune-dwellers rush to explain that there is more to them than meets the compound eye.

FORMIGAN ENTOMORPH

Entomorph lineage

Easily identifiable thanks to the large, dish-like crowns atop their heads, formigans are an insectoid species renowned for their alchemical ingenuity and remote desert societies. Members of this species are commonly found in the astringentum, a theocracy of metal-haters, The Wandering Oasis (a nomadic group that feeds and waters any they come across), and Bards of the College of Mixology.

The Outpouring. Making their homes within the narrow slot canyons and winding tunnels that cut through desert sandstone, formigans have a special relationship with water. One desert storm can flood an entire colony, killing thousands, but a lack of water will have an equally high toll. Thus, during a deluge, formigans perform the Outpouring, where chosen members of the colony use their headplates to direct the water in a cascade down to the rain wells. To be the one at the entrance, The First of the Storm, is considered among the greatest honours in the colony.

Alchemical Evolution. Beyond their use in the Outpouring, formigan headplates are integral to everyday life. They can block tunnels from invaders, shade against the heat, and with practice, eventually produce useful chemicals and compounds. The discovery of these chemicals and their abilities sparked a wave of interest in alchemy. To this day, it's not uncommon to come across a formigan alchemist purveying unique, homegrown compounds and concoctions.

ENTOMORPH TRAITS

Age: 70 years (maturity at 16 years)

Anatomy: Four arms (see Four-Armed trait) and two legs

Creature Type: Humanoid

Size: Medium (about 3–6 feet tall)

As an Entomorph, you have these special traits.

Four-Armed. You have four arms, two of which are smaller. Each of your smaller arms can only be used to manipulate objects or wield weapons with the Light property.

Entomorph Lineage. Entomorphs exist in many different varieties. The Formigan is presented here.

FORMIGAN TRAITS

Inborn Alchemy. Your plate produces a small amount of acid, enough to burn attackers. You have **Resistance** to Acid damage. When a creature within **5 feet** of you hits you with a melee attack, you can take a Reaction to deal **1d4** Acid damage to it. You can use this Reaction a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Protective Plate. Your head plate protects you from attacks while you're low to the ground. While Prone, you provide Half Cover to yourself and creatures directly behind you.

2014

FORMIGAN TRAITS

In addition to the traits already mentioned, Formigan Entomorphs have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Strength score increases by 2 and your Intelligence score increases by 1.

Languages. You can speak, read, and write Common and one other language of your choice.

STONEMAW

ENTRY
CR
DOMAIN

X-25
8
Deserts & Hills

Lapis pelec

Huge Monstrosity

Unaligned



ARTIST: COREY RIVERA

STONEMAW

The Teeth Beneath the Sands

Length: 20 ft. - 26 ft.

Height: 10 ft. - 13 ft.

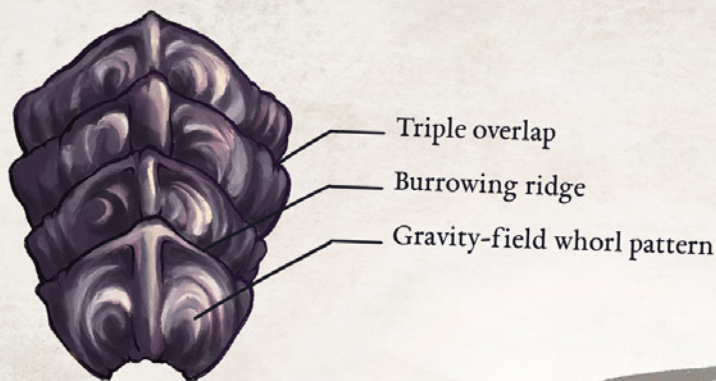
Weight: 4.4 tons - 7.8 tons

Diet: Smaller prey and sediment (35 lb. - 65 lb. daily)

Location: Desert, Hill, Mountain

The stonemaw is a simple creature that, if it could talk, would swear by its own perfected technique: open your mouth in the place where the food is walking and wait for your dinner.

Though zoologists would definitively classify the stonemaw as a carnivorous beast, it relies on more than meat to survive. Each time it feeds, it ingests large amounts of sediment, which its body refines to reinforce its teeth, scales, and other protrusions that cover its body. Some arcanists posit that this makes it a demi-elemental, and the Council of Original Zoological Ideas and Etymological Stipulations has wallowed in indecision for years.

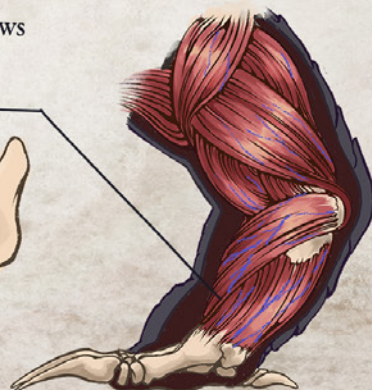


Unhinging jaw
Elongated burrowing claws

Secondary teeth row

Shoveling front tooth

Fibrogravitin-laced muscles, activated upon contraction



STONEMAW

Huge Monstrosity, Unaligned

AC 19

HP 135 (10d12 + 70)

Speed 40 ft., Burrow 40 ft.

Initiative +8 (18)

Perception +5 (15)

	STR	DEX	CON	INT	WIS	CHA
Score	21	14	24	3	15	8
Mod (Save)	+5 (+8)	+2	+7 (+10)	-4	+2	-1

Skills Perception +5, Stealth +5

Senses Tremorsense 120 ft.

Languages None

CR 8 (XP 3,900)

PB +3

TRAITS

Emergent Pulse. When the stonemaw emerges from underground for the first time on a turn, nearby creatures are flung backwards. *Saving Throw:* **DC 16 DEXTERITY**, each creature within **5 feet** of the stonemaw when it surfaces. *Failure:* 7 (**2d6**) Bludgeoning damage, and the target is pushed **10 feet** straight away from the stonemaw and knocked **Prone**. *Success:* Pushed away only.

False Appearance. If the stonemaw is motionless underground at the start of combat, it has **Advantage** on its Initiative roll. Moreover, if a creature hasn't observed the stonemaw move or act, that creature must succeed on a **DC 18 INTELLIGENCE (INVESTIGATION)** check to discern that the stonemaw's teeth aren't ordinary stones.

Gravity Tunnels. The stonemaw can burrow through non-magical, unworked earth and stone. While doing so, the stonemaw doesn't disturb the material it moves through.

Thunder Weakness. The stonemaw has **Disadvantage** on saving throws made against spells and other effects that deal Thunder damage.

ACTIONS

Multiattack. The stonemaw makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* **+8**, reach 5 ft. *Hit:* 16 (**2d10 + 5**) Piercing damage. If the target is a Medium or smaller creature, and the stonemaw has no more than three Medium or Small creatures swallowed, then the target is subjected to the following effect. *Saving Throw:* **DC 16 STRENGTH**. *Failure:* The target is swallowed.

A swallowed target is **Blinded** and **Restrained**, it has Total Cover against attacks and other effects outside the stonemaw, and it takes 15 (**6d4**) Acid damage at the start of each of the stonemaw's turns. If the stonemaw takes **20** damage or more on a single turn from sources inside it, it must succeed on a **DC 16 CONSTITUTION SAVING THROW** at the end of that turn or regurgitate all swallowed creatures, each of which falls **Prone** in a space within **10 feet** of the stonemaw. If the stonemaw dies, any swallowed creature is no longer Restrained by it and can escape from the corpse using 15 feet of movement, exiting **Prone**.

Claw. *Melee Weapon Attack:* **+8**, reach 10 ft. *Hit:* 12 (**2d6 + 5**) Slashing damage.

Graviturgic Rock. *Ranged Weapon Attack:* **+10**, range 60/180 ft. *Hit:* 20 (**2d12 + 7**) Bludgeoning damage. *Saving Throw:* **DC 18 STRENGTH**, a creature hit by this attack. *Failure:* The target is knocked **Prone**.

BONUS ACTIONS

Gaping Jaw. The stonemaw uses gravity to draw creatures in towards its waiting mouth. *Saving Throw:* **DC 16 STRENGTH**, each creature in a **20-foot Cone**. *Failure:* The target is pulled to the nearest unoccupied space within **5 feet** of the stonemaw.



Graviturgic-powered burrowing

Heliana's Field Notes - Loot Tavern

SANDRIPPLE SPIKES

Weapon (Claw*), Very Rare (Requires Attunement)
Component: Pouch of Monstrosity (Stonemaw) Teeth

Sand and water aren't all that different, both flowing, shifting, and curving into rolling waves. Desert dunes are an ocean, and a dash of magic is all you need to start swimming. The only question left is whether or not that desert counts as a soup.

Sandswim. As a Bonus Action while wearing this weapon, you can grant yourself a Burrow Speed of **20 feet** that allows you to burrow through sand and loose earth only. Burrowing in this way leaves no trace or tunnel.

Ambush From Below. When you emerge from burrowing within **5 feet** of a creature for the first time on a turn, you have **Advantage** on the first attack roll you make against that creature using these claws and, on a hit, the creature is knocked **Prone**.

Variant Ideas

Uncommon variant: Reduce the Burrow Speed to **15 feet**, and the Ambush From Below property doesn't knock creatures Prone.

Rare variant: The Ambush From Below property doesn't knock creatures Prone.

*See Appendix A - Equipment



OBAKITSU

COUNTRY
CR
DOMAIN

X-26
19
Extraplanar

Canis zoros

Huge (10 ft. tall)

Lawful Neutral

Spirit Sensei

*tail transforms
into weapons*



*Master
swordsman*



ARTIST: GABRIEL VISSICHELLI



Heliana's Field Notes - Loot Tavern

Heliana!

It's so good to hear from you again. I'm really sorry about your Mushy plush! I promise! There was no way to know whether or not koi dragons would be vulnerable to adorable critters unless we tried, right? At least you got to suplex it?

Anyway, I actually know that obakitsu you're looking for! My grandmother used to catch psionic newts with him in the Pondermoss Weald, wayyy back when he only had two tails. I could send a message for you if you'd like?

- Rycko

P.S. Next time I'll take you kabuto-wrestling instead.



Koi for teaching a fighting style involving wielding a weapon with your teeth.



How strong do my teeth have to be for this?

OBAKITSU GRANDMASTER

Huge Undead (Yokai), Lawful Neutral

AC 19

HP 152 (16d12 + 48)

Speed 35 ft.

Initiative +5 (15)

Perception +10 (20)

STR DEX CON INT WIS CHA

Score 21 21 16 13 18 17

Mod (Save) +5 (+11) +5 (+11) +3 +1 +4 (+10) +3

Skills Acrobatics +11, Athletics +11, History +7, Insight +10, Perception +10

Damage Resistances Bludgeoning, Piercing, Slashing

Damage Immunities Lightning, Necrotic, Poison

Condition Immunities Exhaustion, Grappled, Poisoned, Restrained

Senses Darkvision 120 ft.

Languages Common, Kitsune

CR 19 (XP 22,000)

PB +6

TRAITS

Incorporeal Movement. The obakitsu can move through other creatures and objects as if they were Difficult Terrain. It takes 5 (1d10) Force damage if it ends its turn inside an object.

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

Yokai Dawn. If the obakitsu dies, it reappears in 1d8+1 dawns in the nearest place of honourable combat, and regains all its Hit Points. This trait doesn't function if the obakitsu is killed by Radiant damage.

ACTIONS

Multiattack. The obakitsu makes five Tail Armoury attacks, each using a different weapon.

Tail Armoury. The obakitsu transforms one of its tails into a golden weapon for a single attack. *Melee or Ranged Weapon Attack:* +11, see weapon option for reach/range. *Hit:* 9 (2d8) Lightning damage. The obakitsu also creates one of the following effects depending on the weapon used:

Bō. Reach 5 ft.; 9 (1d8 + 5) Bludgeoning damage, and the target has **Disadvantage** on D20 Tests using Dexterity and Intelligence until the end of its next turn.

Kanabo. Reach 5 ft.; 10 (1d10 + 5) Bludgeoning damage. *Saving Throw:* **DC 19 STRENGTH**, each creature in a **10-foot Emanation** originating from the obakitsu. *Failure:* The target is pushed **10 feet** straight away from the obakitsu.

Katana. Reach 5 ft.; 10 (1d10 + 5) Slashing damage, and the target glows golden. The next attack roll against it before the end of the obakitsu's next turn has **Advantage**.

Kodachi. Reach 5 ft.; 8 (1d6 + 5) Slashing damage. Until the end of the target's next turn, its Speed is halved and its AC is reduced by its Dexterity modifier (minimum 0).

Kusarigama. Reach 10 ft.; 8 (1d6 + 5) Slashing damage. *Saving Throw:* **DC 19 DEXTERITY**, one creature of the obakitsu's choice within **10 feet**. *Failure:* The target is knocked **Prone**.

Longbow. Range 150/600 ft.; 10 (1d10 + 5) Piercing damage, and the area within a **10-foot-radius Sphere** centred on the target is Heavily Obscured by golden mist until the start of the obakitsu's next turn.

Naginata. Reach 10 ft.; 9 (1d8 + 5) Piercing damage, and the target is run through by the weapon and **Grappled (ESCAPE DC 19)** until the obakitsu moves or uses its naginata again. When this grapple ends, the target takes 13 (3d8) Piercing damage.

Tonfa. Reach 5 ft.; 8 (1d6 + 5) Bludgeoning damage, and the target drops any items of the obakitsu's choice it is holding, with the objects landing on a space of the obakitsu's choice within **15 feet** of the target.

Twinblade. Reach 5 ft.; 10 (2d4 + 5) Slashing damage. *Saving Throw:* **DC 19 DEXTERITY**, one creature of the obakitsu's choice within **10 feet**. *Failure:* 10 (3d6) Slashing damage.

OBAKITSU

Continued from previous page

REACTIONS

Parry. *Trigger:* The obakitsu is hit by a melee attack roll. *Response:* The obakitsu adds **6** to its AC against the attack, possibly causing it to miss.

Swirling Tails. *Trigger:* The obakitsu is hit by a ranged weapon attack. *Response:* The obakitsu reduces the damage it takes from the attack by 15 (**6d4**), and if that damage is reduced to 0, the obakitsu flings the ammunition at a target of its choice. *Ranged Weapon Attack:* **+11**, range 60/120. *Hit:* 9 (**1d8 + 5**) damage of the triggering attack's type.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the obakitsu can expend a use to take one of the following actions. The obakitsu regains all expended uses at the start of each of its turns.

Tail Armoury. The obakitsu makes one Tail Armoury attack.

Always Prepared. The obakitsu regains its expended Reaction.

FEAT

IMPOSSIBLE WIELDER

General Feat (Prerequisite: Level 4+, Strength or Dexterity 13+)

Training in advanced, unorthodox techniques has accelerated your mastery in the martial arts, granting you the following benefits:

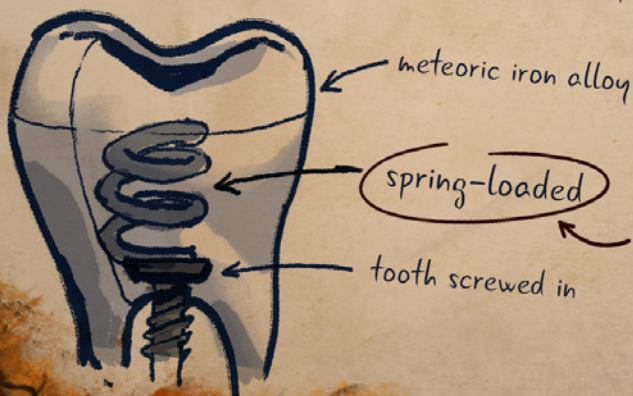
Weapon Training. You gain proficiency with a Martial weapon of your choice.

Mastery. You learn one Advanced Technique of your choice from any technique tree*. You must meet the prerequisites for the technique to learn it.

Armoury of One. While you are wielding no weapons with the Light property, you can wield a Light weapon using your mouth or tail (if applicable) for **1 minute**. When you take the Attack action while wielding a weapon in this way, you can make one additional attack using this weapon. You don't add your ability modifier to the damage of this extra attack unless that modifier is negative. Once you have wielded a weapon in this way, you can't do so again until you finish a Short or Long Rest.

*See *Ryoko's Guide to the Yokai Realms*

Hey Heli
I overheard you asking about stronger teeth!
Luckily Bombuku has sent over some prototypes...



WHY?

PURRMAFROST

ENTRY

X-27

CR

2

DOMAIN

Arctic

Dolusailurus gelidus

Small Monstrosity

Neutral



cuddly! ♡ ♡

Icy aural

sharp!

Large, disarming eyes...

ARTIST: GABRIEL VISSICHELLI

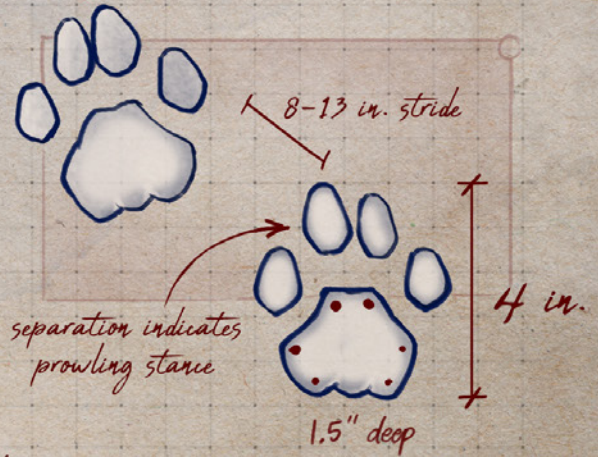
Heliana's Field Notes - Loot Tavern

Day 3

Finally tracked down the critter's prints! Gorgeous toe beans. I told Humpy it was worth the trip. He didn't believe me and now look at him, shivering with no coat because he thought it would be a short expedition. Ha!

Day 5

The Humper Party was real eager to document prints. I get needing to 'Know Thy Enemy' but did we have to spend two days drawing feet?



Day 6

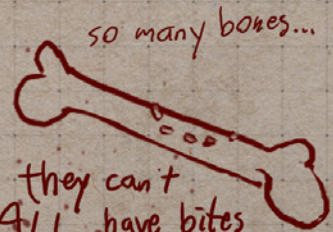
Tracked the cutie to its den just before nightfall. It's SO CUTE I could DIE! Humpy says he'll devise a plan to tame it tomorrow. I bet it has a litter of snuggle-ready littens in the den. I better get L'Arsene to build a tree and bed for them!

Day 8

No sign of the critter in its den. For some reason it's full of bones, so maybe it just made its den in an old dragon's lair or something.

Day 9

Um... I'm starting to think it's not cute anymore...



...right??

YES



ARTIST: GABRIEL VISSICHELLI

LAST DAY

DON'T TOUCH
WE HA

PURRMAFROST

Small Monstrosity, Neutral

AC 15

HP 27 (6d6 + 6)

Speed 30 ft.

Initiative +5 (15)

Perception +5 (15)

STR DEX CON INT WIS CHA

Score 14 17 12 5 16 10

Mod (Save) +2 +3 (+5) +1 -3 +3 (+5) +0

Skills Perception +5, Stealth +5

Damage Resistances Cold

Senses Darkvision 60 ft.

Languages None

CR 2 (XP 450)

PB +2

TRAITS

Fog Veil. While the purrmafrost isn't Incapacitated, the area within a **10-foot Emanation** originating from the purrmafrost is filled with a gentle fog and is Lightly Obscured for non-purrmafrost creatures. A strong wind (such as the one created by *Gust of Wind*) disperses it until the start of the purrmafrost's next turn.

Snowy Stealth. The purrmafrost can move across and climb icy surfaces without needing to make an ability check. Additionally, Difficult Terrain composed of ice or snow doesn't cost it extra movement. When it walks through snow, it leaves no discernable tracks.

ACTIONS

Multiattack. The purrmafrost makes one Bite attack and one Claw attack.

Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Piercing damage plus 10 (3d6) Cold damage. *Saving Throw:* **DC 14 CONSTITUTION**, a Wet creature hit by this attack. *Failure:* The target is **Restrained** until the end of its next turn. The condition ends early if it takes Fire damage.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Slashing damage.

Frost Breath. *Saving Throw:* **DC 13 CONSTITUTION**, each creature in a **20-foot Cone**. Wet creatures have **Disadvantage** on the saving throw. *Failure:* 7 (2d6) Cold damage, and if the target is Wet, it is **Restrained** until the end of its next turn. The condition ends early if it takes Fire damage. *Success:* Half damage only.

BONUS ACTIONS

Hidden Crouch. While in areas of fog or mist, the purrmafrost takes the Hide action.

Illusion Fog (Recharge 6). The purrmafrost creates damp fog in a **15-foot-radius Sphere** centered on itself. The area is Heavily Obscured for non-purrmafrost creatures. The purrmafrost then teleports to an unoccupied space it can see within **15 feet**. This fog lasts for **1 minute** or until a strong wind (such as the one created by *Gust of Wind*) disperses it. A creature that ends its turn in the fog becomes **Wet**.

The fog swirls into strange shapes, projecting enticing images into the minds of those who see it. *Saving Throw:* **DC 13 WISDOM**, each creature that starts its turn within **30 feet** of the fog and can see it. *Failure:* The target is enticed by the images in the fog and can't willingly move away from it until the start of the target's next turn.



FREEZING FOG

Level 2 Conjuration

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Ranger, Sorcerer, Tamer, Wizard

You create a **15-foot-radius Sphere** of icy fog centred on a point within range. The Sphere is **Heavily Obscured**. It lasts for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it. Whenever a creature enters the Sphere or starts its turn there, it becomes **Wet**. A Wet creature that takes Cold damage while in the area is **Restrained** until the end of its next turn or until it takes Fire damage.

Using a Higher-Level Spell Slot. The fog's radius increases by **5 feet** for each spell slot level above 2.

WET

Wet is a new condition. A Wet creature is one that has recently been swimming or soaked in water, or who has been affected by an effect such as the *Freezing Fog* spell.

While you have the Wet condition, you experience the following effects.

Cold and Lightning Susceptibility. You have **Disadvantage** on saving throws against spells and other effects that deal Cold or Lightning damage, and **Disadvantage** on saving throws against extreme cold.

Fire Protection. You have **Advantage** on saving throws against spells and other effects that deal Fire damage.

Ending the Wet Condition. When you take **5** or more Fire damage in a single turn or spend **1 hour** around a source of heat, this condition ends.

LINGERING IMAGE

Level 3 Illusion

Casting Time: Action

Range: 30 feet

Components: S, M (shard of glass)

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Sorcerer, Warlock, Wizard

You teleport to an unoccupied space you can see within range, and you either leave an illusory copy of yourself in the space you left, or you create an illusory copy of yourself in an unoccupied space you can see within range (your choice). The illusory copy lasts for the duration, or until it is hit by an attack. As a Bonus Action, you can move the illusion up to **30 feet** to an unoccupied space you can see that is within range.

A creature that takes a Study action to examine the image can determine that it is an illusion with a successful **INTELLIGENCE (INVESTIGATION) CHECK** against your **SPELL SAVE DC**. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

The illusion has an AC equal to 10 plus your spellcasting ability modifier. If a creature hits the illusion with an attack, the illusion dissipates and the creature takes **14 (4d6)** Psychic damage.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 3.

Humpy seems to be in a good mood despite cutting the trip short.

I'll copy down his new spells here





BLADEBORNE MANTIROAR

ENTRY
REMAINS

X-28
10
Battlefields

Mantaurus mantoroar

Large Monster

Lawful Evil



Created for war

Long, deadly tail

Summons radiant weaponry

ARTIST: PHAN TUAN DAT



Hyper-active marrow
replenishes spikes at
astounding rates

Tail can be crafted
into prosthesis

Spikes evolved to mirror
common sword forms



An old folk song...
Glory to the Mantiroar

Oer the war-torn fields they ride
Sail-ing forth from dark-est blood and tide
Re-joice, re - joice, a gol-den age is born
None for - get the man-ti-roar Glo-ry to the man-ti-roar

perhaps a
clue to find one

BLADEBORNE MANTIROAR

Large Monstrosity, Lawful Evil

AC 18

HP 133 (14d10 + 56)

Speed 40 ft., Fly 40 ft.

Initiative +0 (10)

Perception +0 (10)

STR DEX CON INT WIS CHA

Score 21 11 19 14 10 16

Mod (Save) +5 (+9) +0 +4 (+8) +2 +0 +3 (+7)

Skills Athletics +9

Gear Greatsword

Senses Darkvision 60 ft.

Languages Celestial, Common

CR 10 (XP 5,900)

PB +4

TRAITS

Trampler. If the mantiroar moves **20+ feet** straight toward a creature immediately before making a melee attack against it, the mantiroar has **Advantage** on the attack roll.

ACTIONS

Multiattack. The mantiroar makes one Claw attack or uses Sweeping Strike, and it makes either one Skewering Tail attack or two Spikeshot attacks.

Claw. *Melee Weapon Attack:* +9, reach 5 ft. *Hit:* 18 (2d12 + 5) Bludgeoning damage. If the target is a Huge or smaller creature, it is **Grappled (ESCAPE DC 17)**. Until the grapple ends, the creature is **Restrained**, and the mantiroar can't make Claw attacks against a target other than the one it's grappling.

Skewering Tail. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 14 (2d8 + 5) Piercing damage. A Medium or smaller target is impaled on the blade of the tail and is **Grappled (ESCAPE DC 17)**. The grapple ends if the mantiroar uses Skewering Tail again. When the grapple ends, the target takes 13 (3d8) Slashing damage as the blade leaves its body.

Spikeshot. *Ranged Weapon Attack:* +9, range 30/90 ft. *Hit:* 14 (2d8 + 5) Piercing damage.

Sweeping Strike. The mantiroar sweeps its blade in a wide arc. *Saving Throw:* **DC 17 DEXTERITY**, each creature in a **10-foot Emanation** originating from the mantiroar. *Failure:* 18 (4d8) Slashing damage. *Success:* Half damage.

Heroic Charge. The mantiroar wreaths itself in golden light and charges **40 feet** in a straight line, passing through the spaces of creatures smaller than it. *Saving Throw:* **DC 17 DEXTERITY**, each creature in the mantiroar's path. *Failure:* 19 (3d12) Bludgeoning damage, and the target is knocked **Prone**. *Success:* Half damage only.

The charge leaves a glowing light in the affected area. At the end of the next enemy's turn, the light flashes brightly, dealing 9 (2d8) Radiant damage to each creature in the area.

BONUS ACTIONS

Roar of Glory (Recharge 5-6). The mantiroar lets out a roar of challenge, unravelling magical obstructions that would taint honourable combat. Spells of level 3 or lower within **60 feet** of the mantiroar end.

WARTORN ASHES

Lair of Bladeborne Mantiroar

Initiative 20 (loses ties)

Additional XP 1,100

REGIONAL TRAITS

Ashen Blood. The air within the lair causes wounds to persist. *Saving Throw:* **DC 17 CONSTITUTION**, each creature that first enters the lair. *Failure:* Whenever a spell or other effect would restore Hit Points to the target with a die roll, each die is treated as rolling a 1. This effect lasts until the creature finishes a Long Rest outside of the lair.

Field of Decay. Ash in the air degrades weapons with constant wear and battle damage. A weapon degrades at each dawn while within 1 mile of the lair. When it degrades, a nonmagical weapon takes a **-1 penalty** to attack and damage rolls, up to **-3**, which lasts until the weapon is repaired. When a non-Artifact magic weapon degrades, roll **1d8**. On a **1**, the weapon becomes inert, losing all magical properties but remaining magical. These effects last until the magic weapon spends **24 hours** more than **5 miles** away from the lair.

Reign of Night. The sky within **1 mile** of the lair is perpetually dark regardless of time of day.

LAIR ACTIONS

Pierce the Earth. A golden spectral sword pierces the ground in an unoccupied space of the mantiroar's choice within the lair. The sword occupies a 5-foot space and lasts up to **1 minute**. A creature that moves to a space within **10 feet** of the sword for the first time on a turn is subjected to the following effect. *Saving Throw:* **DC 17 DEXTERITY**. *Failure:* The target takes **10** Radiant damage. *Success:* Half damage. The sword vanishes when it has dealt a total of **30** damage.



ARTIST: TIEN THANG

TAILS OF GLORY

Prosthesis, Uncommon (Requires Attunement)
Component: Monstrosity (Mantiroar) Stinger

Originally called “Sit on Your Grass,” this prosthesis was designed with tensioned blades to easily mow stretches of lawn. Poor initial sales and multiple complaints of the blades’ rapid, spontaneous deconstruction led to a recall, redesign, and rebranding, targeting the adventurer demographic instead.

This prosthesis has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Prosthesis Properties. This prosthesis can replace or enhance a tail. It has the Melee (**1d6** Piercing, Finesse) property and the Hail of Ammunition Superior Strike*, which requires no ammunition to perform with this prosthesis.

*See *Ryoko's Guide to the Yokai Realms*

Blur of Blades. When you take the Attack action on your turn, you can expend **1 charge** and take a Bonus Action to fling two blades from the tail, each at a different target. Each blade is a ranged weapon attack with a range of 20/60 ft. and a damage die of **1d8**. The blades vanish at the end of your turn, reappearing attached to the tail.

Hero's Presence. As a Bonus Action, you can expend **1 charge** to fling an enchanted blade to an unoccupied space within **30 feet** of you. When an enemy enters a space within **10 feet** of the blade for the first time on a turn or starts its turn there, it makes a **DC 13 DEXTERITY SAVING THROW**, taking **10** Radiant damage on a failed save or half as much damage on a successful one. The blade vanishes after **1 minute** or when it has dealt a total of **30** damage.

Variants

Rare variant: Increase the **DC** to **15**, the charges to **8**, and the recharge to **1d6 + 2**. The area within **10 feet** of an enchanted blade is Difficult Terrain.

Very Rare variant: Increase the **DC** to **16**, the charges to **8**, the recharge to **1d6 + 2**, the number of blades flung by Blur of Blades to **three**, and the total damage of Hero's Presence to **40**. The area within **10 feet** of an enchanted blade is Difficult Terrain.

ARTIST: TIEN THANG



Ms. Heliana,

I must say your idea was quite the interesting challenge. A magical tail-blade that regrows smaller tail blades? Genius! Several iterations later and I've got a working prototype I think you'll find very useful. Be careful, though. I think that blade has a mind of its own.

— Bombuku

P.S. Ryoko found that sheet music scrap quite fascinating and wouldn't stop singing it.

* Note to self:
Don't give this to Arsene



REEF AVATAR

ENTRY

X-29

CR

17

DOMAIN

Coastal, Underwater

Coralia alvus

Huge Plant

Lawful Good



*Coral
hivemind*

*Miniature
sea creatures*

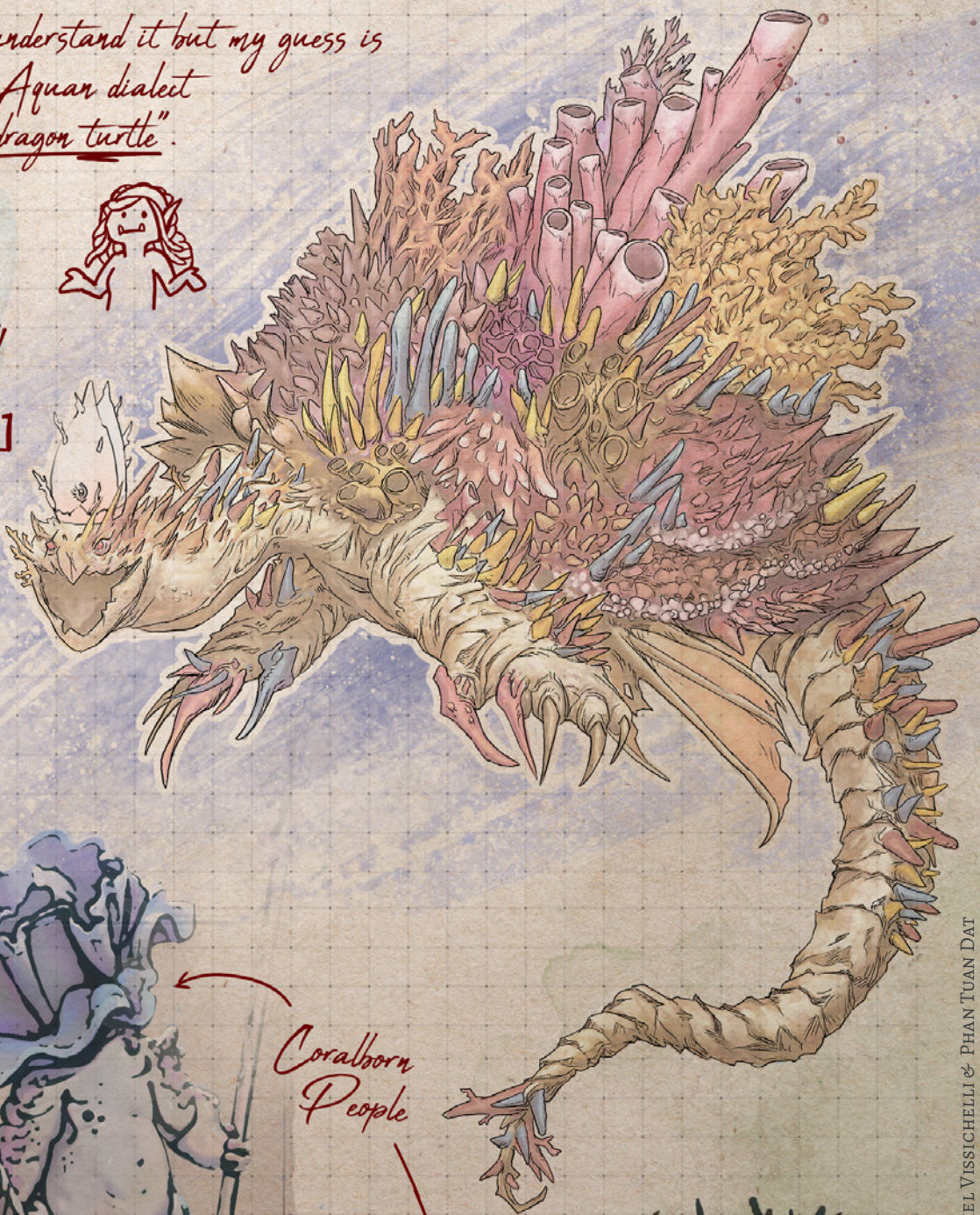
ARTIST: RYAN MCGOWAN

Not sure I understand it but my guess is "dog" in their Aquan dialect translates to "dragon turtle".



Behold!

[Dog]



Coralborn People

DIVER' ALMANAC VOL. XIV

SYMBIOTIC DEFENDERS

Content to travel in their new temporary home, the sea life that lives within the avatar stands ready to defend it should its home come under threat. Swarms of sharks and squads of cetaceans emerge to drive off would-be

"Borrowed" this for you
- Doolots



REEF AVATAR

Huge Plant, Lawful Good

AC 16

HP 189 (18d12 + 72)

Speed 30 ft., Swim 15 ft.

Initiative -1 (9)

Perception +2 (12)

	STR	DEX	CON	INT	WIS	CHA
Score	17	8	18	10	15	11
Mod (Save)	+3 (+9)	-1	+4 (+10)	+0	+2 (+8)	+0

Skills Nature +6

Damage Resistances Poison

Condition Immunities Paralyzed, Petrified, Poisoned

Gear Staff

Senses Ripplesense 300 ft. (see trait; blind beyond this radius)

Languages Aquan

CR 17 (XP 18,000)

PB +6

TRAITS

Bleaching. Whenever the reef avatar takes **15** Acid damage or more in a single instance, it loses one use of its Legendary Action until the start of its next turn.

Heart of the Sea. While within **30 feet** of the reef avatar, creatures with a natural Swim Speed (not provided by a spell or other magical effect) have **Advantage** on saving throws against spells and other magical effects.

Ripplesense. The reef avatar can sense the size, distance, and direction to any creature or object that is submerged in at least **1 foot** of water within **300 feet** of it, including through Total Cover. It can also sense the emotional state of any aquatic creature within the area.

Water Breathing. The reef avatar can breathe only underwater.

SPELLCASTING

Ability: Wisdom

DC: 16

Modifier: +8

The reef avatar uses its Staff as a Spellcasting Focus and requires no Verbal components to cast the following spells.

At Will: *Calm Waters*^{*C}, *Druidcraft*, *Enlarge/Reduce* (no Concentration required), *Riptide*^{*C}

4/Day: *Beacon of Hope*^C, *Purify Food and Drink*, *Sanctuary*^B, *The Bends*^{*}, *Water Breathing*

3/Day: *Control Water*^C, *Mass Cure Wounds*, *Plant Growth*

^{*}See spells page; **bold** indicates combat spells, ^B indicates Bonus Action, ^C indicates concentration

ACTIONS

Multiattack. The reef avatar makes one Shell Staff attack and two Darting Spine attacks.

Shell Staff. *Melee Weapon Attack:* **+9**, reach 10 ft. *Hit:* 19 (**3d10 + 3**) Bludgeoning damage.

Darting Spine. *Ranged Weapon Attack:* **+10** to hit, range 30/90 ft. *Hit:* 11 (**3d4 + 4**) Piercing damage plus 10 (**3d6**) Poison damage, and the target is subjected to the following effect. *Saving Throw:* **DC 18 CONSTITUTION**. *Failure:* The target is **Paralyzed** until the start of its next turn.

BONUS ACTIONS

Defend the Colony. The reef avatar summons a Swarm of Defenders in an unoccupied space within **10 feet** of it. The swarm is made up of Tiny krakens, sharks, and whales, uses the **Swarm of Piranhas**^{*} stat block, and takes its turn immediately after the reef avatar. The swarm lasts for **1 minute**, after which it magically returns to the safety of the reef avatar's body.

^{*}If using the 2014 version of the 5e rules, use **Swarm of Quippers**

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the reef avatar can expend a use to take one of the following actions. The reef avatar regains all expended uses at the start of each of its turns.

Cast a Spell. The reef avatar uses Spellcasting.

Cleansing Current. A creature with a Swim Speed within **30 feet** of the reef avatar regains 6 (**1d8 + 2**) Hit Points.

Darting Spine. The reef avatar makes a Darting Spine attack.

Lair next page! →

Heliana's Field Notes - Loot Tavern

SHELF IN REGROWTH

Lair of Reef Avatar

Initiative 20 (loses ties)

Additional XP 700

REGIONAL TRAITS

Polyp Clouds. Restorative clouds of coral prevent disease and decay within the lair. Diseases are suppressed while within the lair, and any spell that specifies that it withers nonmagical plants and vegetation, such as Blight, automatically fails.

Clear Water. Though still saline, the water in the lair is extremely clean. A creature that can breathe water regains 1 extra Hit Point whenever it rolls a Hit Die to regain Hit Points while in the water.

Bones to Build. The ground within the lair is covered in the bone-like spikes of old coral growth in the early stages of regrowth. *Saving Throw:* **DC 17 CONSTITUTION**, a creature that moves **5 feet** on the ground in the lair for the first time on a turn. *Failure:* 2 (1d4) Piercing damage, and the target is **Paralysed** until the start of its next turn.

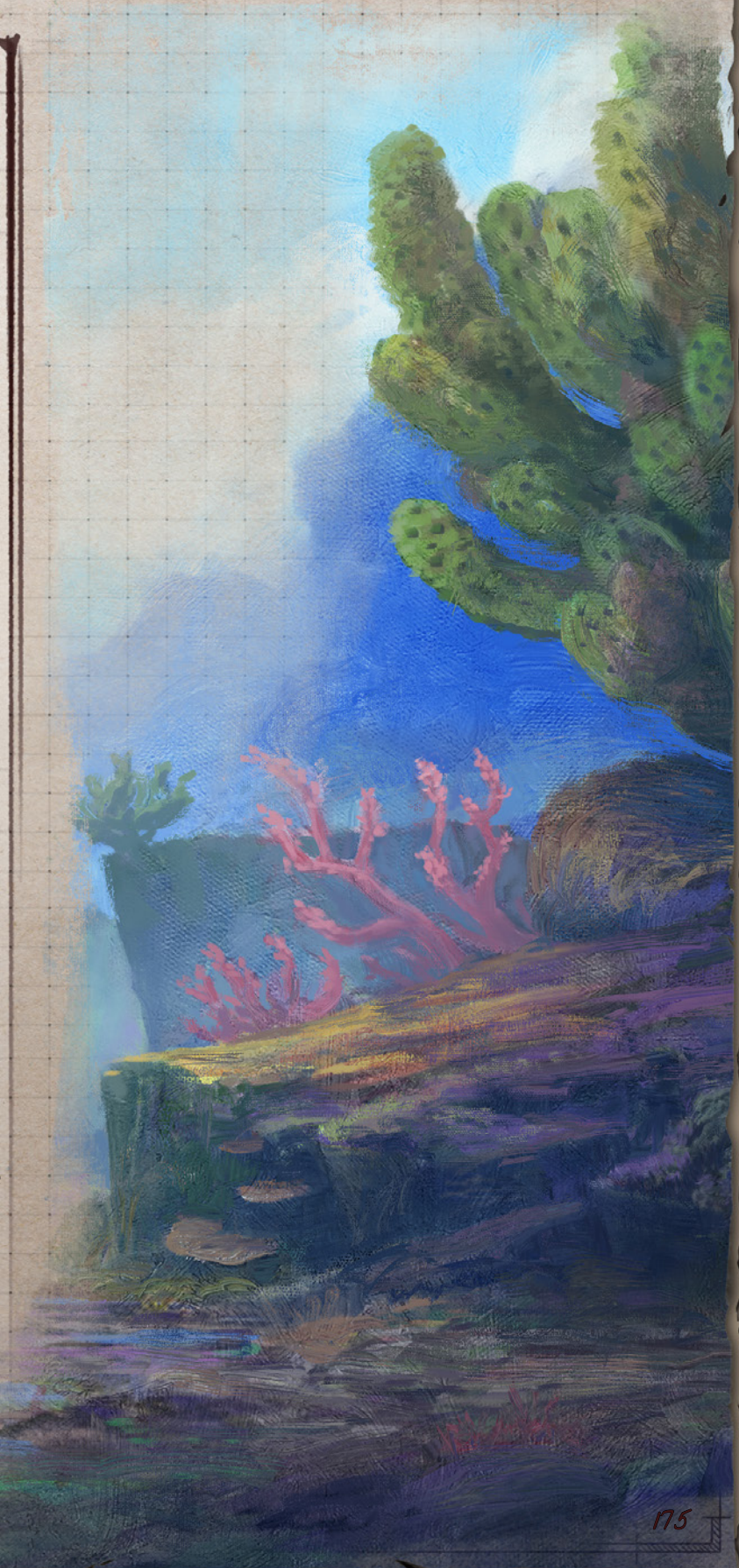
LAIR ACTIONS

The Shelf in Regrowth can't take the same action two turns in a row.

Changing Currents. Water in the lair swirls with small but powerful currents, becoming Difficult Terrain for creatures of the reef avatar's choice.

Purification. Each creature of the reef avatar's choice within the lair gains 13 (3d8) Temporary Hit Points.

Rapid Reconstruction. A wall of venomous coral springs up from a solid surface within the lair. The wall is **5 feet wide**, **10 feet tall**, and **20 feet long**. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall and is subjected to the following effect. *Saving Throw:* **DC 17 DEXTERITY**. *Failure:* 5 (2d4) Piercing damage, and the target **Paralysed** until the start of its next turn.



BARRIER CORALBORN

"Ohoho, no. You don't get it. They don't live in the reef. They are the reef! So tread lightly, and be polite. Those 'pretty little rocks' heard every word you just said."

— Jack Kusto, Oceanographer

When mutated predators descend upon the enduring, beautiful reefs of the VoidSea's shallows, the coralborn are waiting to receive them. In an instant, hunting grounds transform into an ambush as the ambulatory corals stretch their jewel-toned limbs and rise from the seabed. From calcite latticework of their skin fire a multitude of tiny stingers, each launched from one of the thousands of polyps that comprise their bodies. Once the stuff of legend, coralborn are a walking reminder that the ocean once held beauty—and one day will again.

CORALBORN TRAITS

Age: 200 years (maturity at creation)

Anatomy: Two arms and two legs

Creature Type: Humanoid

Size: Medium

Speed: 30 feet

As a Coralborn, you have these special traits.

Aquatic Aquifer. You always have the *Create Food and Water* spell prepared. You can cast the spell once without expending a spell slot, and you regain the ability to do so again when you finish a Long Rest. You can also cast it using any level 3+ spell slots you have. Constitution is your spellcasting ability when you cast it with this trait.

Darkvision. You have Darkvision with a range of 60 feet.

Distributed Body. You have **Resistance** to Poison damage. You also have **Advantage** on saving throws you make to avoid or end being Poisoned.

Obligate Amphibian. You can breathe both air and water. When you take a Long Rest, you must spend it at least halfway immersed in water to gain its benefits.

Stony Stingskin. You can take a Bonus Action while you are **Grappled** or are grappling a creature to fire thousands of tiny needles into one creature that is touching you. That creature makes a

ARTIST: PHAN TUAN DAT



CONSTITUTION SAVING THROW (DC 8 plus your Constitution modifier and Proficiency Bonus). On a failed save, the target takes **1d6** Poison damage and is **Poisoned** for **1 minute**. At the end of each of its turns, the Poisoned target repeats the save, ending the condition on itself on a success. You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest.

Coralborn Lineage. Coralborn are as diverse as the biomes in which they grow, with bodies well-adapted to their environments. The Barrier lineage is presented here, but more options, like Deadwhite and Deepbloom will be available in *VoidSea!*

BARRIER CORALBORN TRAITS

Barrier coralborn were the first walking reefs, born to shield and shepherd their descendants in times of crisis. When outside enemies threaten their soft-fleshed cnidaran cousins, these kaleidoscopic warriors hurtle across the seabed to take the blow themselves. With frenzied polyps hard at work beneath their calcite shells, barrier coralborn regenerate from superficial wounds in seconds and can even temporarily spread their calciferous armour to others in case of emergencies.

Recalcification. You gain a number of Temporary Hit Points equal to half your Proficiency Bonus at the start of each of your turns.

ReefBarrier. You can cast the *Coralskin** spell once without expending a spell slot and without requiring spell components or Concentration. Instead of targeting yourself, you must target a willing creature that you touch. Constitution is your spell-casting ability for it. You regain the ability to cast the spell in this way when you finish a Long Rest.

Sustenance from the Sun. You do not need to eat. Instead, spending **8 hours** in sunlight relieves you of the hazard of Malnutrition for that day.

*See Spells page



ARTIST: GABRIEL VISSICHELLI

2014 ADDITIONAL BARRIER CORALBORN TRAITS

In addition to the traits already mentioned, Coralborn have the following traits when using the 2014 version of 5th edition.

Ability Score Increase. Your Constitution score increases by 2.

Languages. You can speak, read, and write Aquan and Common.

Barrier. Your Strength score increases by 1.

ENTRY

X-30

CR

23

DOMAIN

Arg

VOIDSPAWN CLOAK

Animus fibrastra

Gargantuan Aberration

Chaotic Evil

Spacetime Darkness Aura

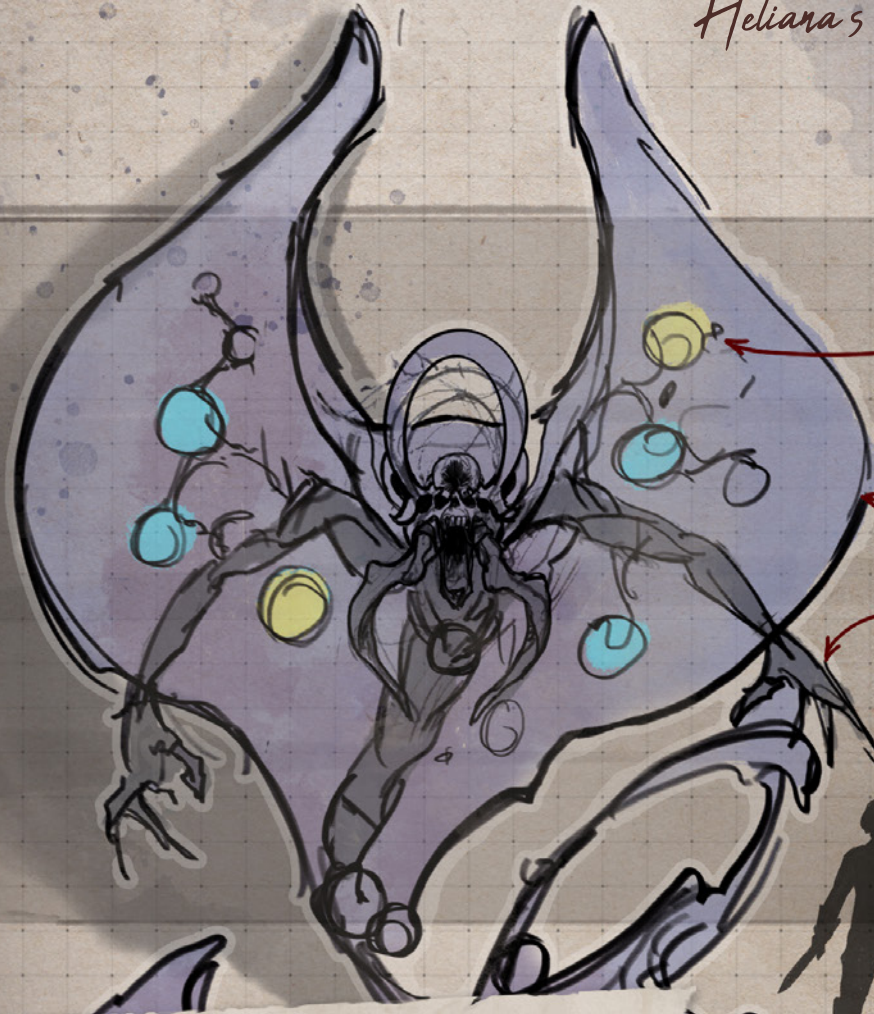


Enchanted

ARTIST: AITOR "INKEYJAY" SEBASTIÁN

Heliana's Field Notes - Loot Tavern

ARTIST: AITOR "INKEYIAY" SEBASTIÁN



Miniature Stars

Rearimated cloth

Fibers remain sentient even after torn apart



turn fabric into a magic item?



OR...
A KITE??



whoeee!!

ARTIST: TIEN THANG

ARTIST: DAISY TEA DUNLOP

EMBROIDERED VOIDSPAWN CLOAK

Gargantuan Aberration, Chaotic Evil

AC 20

HP 297 (17d20 + 119)

Speed 5 ft., Fly 30 ft. (hover)

Initiative +0 (10)

Perception +11 (21)

STR DEX CON INT WIS CHA

Score 18 10 25 6 18 21

Mod (Save) +4 +0 +7 (+14) -2 (+5) +4 +5 (+12)

Skills Perception +11

Damage Resistances Psychic

Condition Immunities Charmed, Frightened, Grappled, Paralysed, Petrified, Prone, Restrained

Senses Darkvision 120 ft.

Languages None

CR 23 (XP 50,000)

PB +7

TRAITS

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

Spacetime Aura. Reality warps in a **60-foot Emanation** originating from the voidspawn cloak. Natural sunlight can't penetrate the area, which is Dim Light filled with nebulas and pinprick stars. Other creatures and objects can't teleport into the area or while within it, and any spell or other effect that would cause a creature to do so automatically fails. When another creature starts its turn within the area, its movement is warped; roll a **d6** to determine the effect, which lasts until the end of that turn:

- 1:** The creature's Speed is reduced to **0**.
- 2-3:** The creature's Speed is halved.
- 4-5:** The creature's Speed is normal.
- 6:** The creature's Speed is doubled.

Sunlight Sensitivity. While in sunlight from a spell or similar effect, the voidspawn cloak can't use its Starstep Bonus Action or Nova Burst Legendary Action.

ACTIONS

Multiattack. The voidspawn cloak makes two Claw attacks and one Stinger attack.

Claw. *Melee Weapon Attack:* **+11**, reach 10 ft. *Hit:* 26 (**4d10 + 4**) Piercing damage. The target is Grappled (**ESCAPE DC19**), and it is **Restrained** until the grapple ends. The voidspawn cloak can have up to two creatures Grappled in this way.

Stinger. *Melee Weapon Attack:* **+11**, reach 15 ft. *Hit:* 30 (**4d12 + 4**) Piercing damage plus 18 (**4d8**) Psychic damage. *Saving Throw:* **DC 20 WISDOM**, a creature hit by this attack. *Failure:* The target's mind is filled with visions of dying stars, and it ages **2d4 years**. Until the end of its next turn, it is **Blinded** and its Speed is **0**.

Enshroud (Recharge 5-6). The voidspawn cloak sends pieces of its body out as cloaklings to envelop its foes in madness. *Saving Throw:* **DC 20 DEXTERITY**, each creature of the voidspawn cloak's choice within its Spacetime Aura. *Failure:* A cloakling attaches to the target. While a cloakling is attached, the target is **Blinded**, can only speak gibberish, and uses its movement to move in a random direction at the start of each of its turns (roll **1d8** to determine the direction). Each cloakling has **AC10** and **15 Hit Points**. In addition, the cloakling halves the damage it takes (round down), and the target takes the same amount of damage.

BONUS ACTIONS

Starstep. The voidspawn cloak teleports up to **60 feet** to an unoccupied space it can see and gains **Advantage** on its next attack roll this turn.

LEGENDARY ACTIONS

Legendary Action Uses: 3. Immediately after another creature's turn, the voidspawn cloak can expend a use to take one of the following actions. The voidspawn cloak regains all expended uses at the start of each of its turns.

Nova Burst. The voidspawn cloak causes a miniscule star to go supernova at a point it can see within **60 feet** of it. *Saving Throw:* **DC 20 DEXTERITY**, each creature in a **15-foot-radius Sphere** centred on the point. *Failure:* 18 (**4d8**) Force damage.

Perceive. The voidspawn cloak takes the Search action. It has Blindsight with a range of **60 feet** for the check.

Stinger. The voidspawn cloak makes one Stinger attack.

COMFORT OF THE VOID

Wondrous Item, Uncommon (Requires Attunement)
Component: Phial of Aberration (Voidspawn Cloak) Blood

No one ever said fashion was painless. So what if your magical cloak takes a little nibble now and then? It's a vintage look that comes with magical powers; it's worth a bit of blood, just don't let it work up too much of an appetite.

This cloak has **4 charges** and regains **1d4** expended charges daily at dawn.

Spacial Bending. As a Bonus Action, you can expend **1 charge** to create an aura of starlight that bends space in a **10-foot Emanation** around you for **1 minute**. A creature that enters the area for the first time on a turn or starts its turn there must succeed on a **DC13 WISDOM SAVING THROW** or have its Speed halved until the start of its next turn. When a creature fails this saving throw, you can let the cloak bite you; you take **1d4** Force damage, which can't be reduced or prevented in any way. If you do, the creature's Speed is reduced to **0** instead.

Eldritch Resilience. When you make a saving throw, you can take a Reaction to expend **1 charge** and let the cloak bite you; you take **1d4** Force damage, which can't be reduced or prevented in any way. You then add the damage you took to the result of the triggering saving throw.

Curse. This cloak 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 cloak, keeping it within reach at all times. When the cloak has fed on its owner sufficiently (GM's discretion), it transforms into an **Embroidered Voidspawn Cloak**, which is Hostile to the party.



Variants!

Rare variant: Increase the charges to **5**, the recharge to **1d4 + 1**, and the **DC** to **15**. While wearing this cloak, you gain a **+1 bonus** to AC.

Very Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, and the **DC** to **16**. While wearing this cloak, you gain a **+1 bonus** to AC. As a Bonus Action, you can expend **1 charge** to let the cloak bite you; you take **3d4** Force damage, which can't be reduced or prevented in any way, and cast the *Misty Step* spell.

APPENDIX A - EQUIPMENT

WEAPON PROPERTIES

ATTACHED

Weapon Property

You can't be disarmed of this weapon, but donning or doffing the weapon takes an action. You can use a hand equipped with this weapon to hold items, but can't attack with the weapon while doing so. Additionally, you have **Disadvantage** on attack rolls using other weapons held in a hand equipped with this weapon and on Sleight of Hand checks using the hand that is equipped with this weapon.

UNWIELDY

Weapon Property

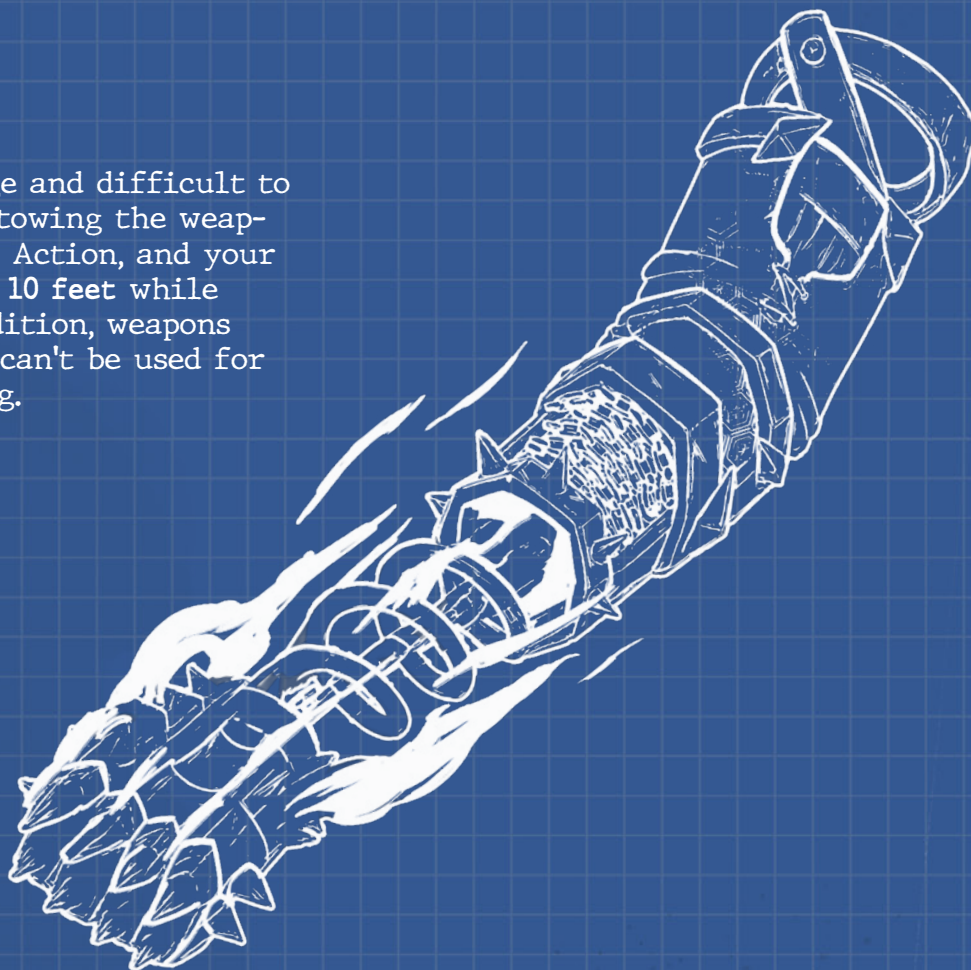
This weapon is large and difficult to wield. Drawing or stowing the weapon requires a Bonus Action, and your Speed is reduced by 10 feet while you wield it. In addition, weapons with this property can't be used for two-weapon fighting.

PROSTHESIS PROPERTIES

MELEE

Prosthesis Property

The prosthesis is a Martial Melee weapon. If you're proficient with a Martial Melee weapon, you're considered proficient with this weapon. The information in parentheses notes the weapon's damage dice, damage type, and any additional weapon properties it may have, respectively.



WEAPONS

CLAW

Simple Melee weapon; value 5 GP; weight 2 lbs.

Manufacturing: Smith's Tools; 2 GP materials; 3 hours

Claws are Simple, bladed Melee weapons worn as gloves that deal 1d6 Slashing damage on a hit and have the Attached and Light properties. They also have the Skewer superior strike*.

* See Ryoko's Guide to the Yokai Realms

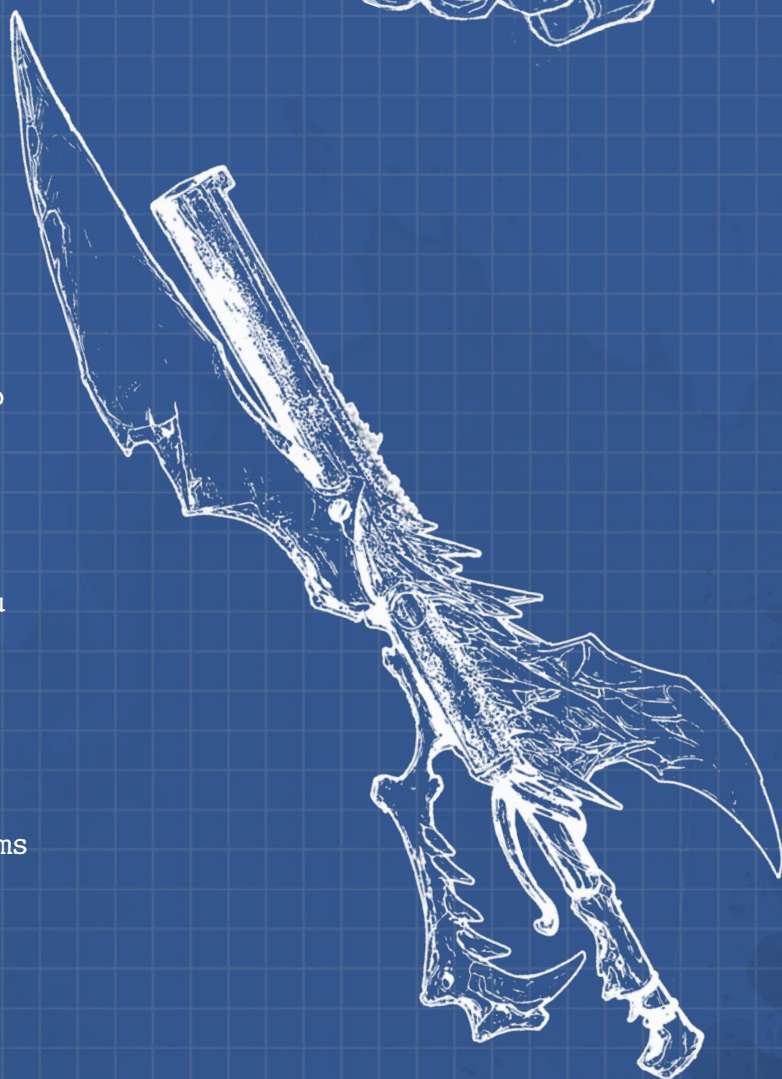
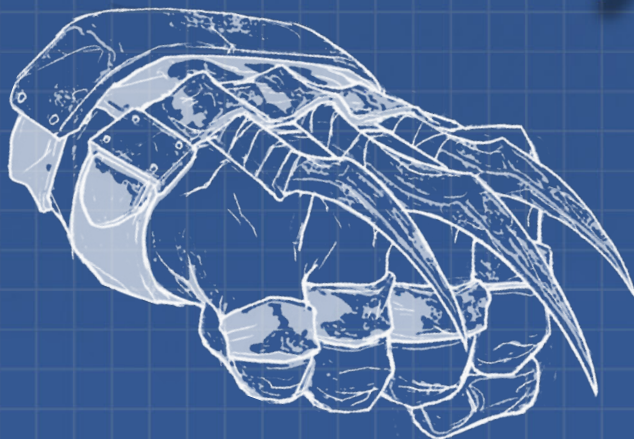
GUNLANCE

Martial Melee weapon; value 150 GP; weight 8 lbs.

Gunlances take the form of one-handed polearms with built-in short-range firearms. They have the Heavy, Reach, Unwieldy, and Versatile (1d10) properties, deal 1d8 Slashing damage on a hit, and have the Cleave Weapon Mastery. They also have the Special: Point Blank property and the Piercing Shot Superior Strike*, with a range of 30 feet.

Special: Point Blank. As a Bonus Action while wielding this weapon, you can prime it for shooting. The next time you hit with a melee attack using this weapon before the end of your turn, the attack deals an extra 1d4 Thunder damage.

* See Ryoko's Guide to the Yokai Realms



APPENDIX B - SPELLS

ACID RAIN

Level 3 Conjuraton

Casting Time: Action

Range: 90 feet

Components: V, S, M (a drop of acid)

Duration: Concentration, up to 1 minute

Class: Bender (Earth, Water), Druid, Sorcerer, Warlock, Wizard

With a gentle patter, corrosive raindrops build to an acidic deluge in a **20-foot-radius, 60-foot-tall Cylinder**, centred on a point within range. When the Cylinder appears, each creature in it makes a **DEXTERITY SAVING THROW**, taking **4d6** Acid damage on failure, or half as much damage on a success.

A creature also makes this save when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

Using a Higher-Level Spell Slot. The Acid damage increases by **1d6** for each spell slot level above 3.

ARCANOMAGNETIC PULSE

Level 3 Evocation

Casting Time: Action

Range: 60 feet

Components: V, S, M (a coil of copper wire)

Duration: Instantaneous

Class: Sorcerer, Wizard

You create a powerful arcanomagnetic charge at a point you can see within range, pulling in nearby creatures before discharging violently. Each creature within a **30-foot-radius Sphere** centred on that point must make a **STRENGTH SAVING THROW**. On a failed save, a creature takes **5d8** Lightning damage and is pulled straight towards the point. On a successful save, a creature within **20 feet** of the point takes half as much damage only, and a creature further away suffers no effect.

Using a Higher-Level Spell Slot. The damage increases by **1d8** for each spell slot level above 3.

BLOOD FRENZY

Level 2 Biomancy* (*can be replaced with Enchantment)

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of blood, less than 24 hours old)

Duration: Concentration, up to 10 minutes

Class: Druid, Ranger, Sorcerer, Tamer, Warlock

You touch a willing creature, sharpening its focus with the instincts of a killer. Until the spell ends, the target has **Advantage** on attack rolls it makes against Bloodied creatures. In addition, if there is at least one Bloodied creature within **30 feet** of the target, and the target considers that creature Hostile, the target has **Disadvantage** on attack rolls it makes against creatures above half their Hit Point maximum.

Using a Higher-Level Spell Slot. You can affect one additional creature for each spell slot level above 2.

CALM WATERS

Level 2 Transmutation

Casting Time: Bonus Action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Ranger, Wizard

With a peaceful gesture and murmuring word, you calm the water in a **60-foot Cube** centred on a point within range for the duration. In the area, a tumultuous stream becomes swimmable, a stormy ocean gains a moment of reprieve, and the effects of water-based spells of level 2 or lower, such as the *Riptide* spell, are prevented and suppressed.

Using a Higher-Level Spell Slot. You suppress the effects of a water-based spell if its level is equal to or less than the level of the spell slot you use.

CHAMELEON SKIN

Level 1 Biomancy* (*can be replaced with Transmutation)

Casting Time: Action

Range: Touch

Components: V, S, M (red, yellow, and blue pigment)

Duration: Concentration, up to 10 minutes

Class: Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a Bonus Action on each of its turns, even when only Lightly Obscured.

If the target did not move during its last turn, creatures have **Disadvantage** on any Wisdom (Perception) checks made to see the target. Creatures who do not rely on sight, such as those with Tremorsense, are **Immune** to this effect.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 1.

CORALSKIN

Level 2 Biomancy* (*can be replaced with Transmutation)

Casting Time: Action

Range: Touch

Components: V, S, M (a lump of living coral)

Duration: Concentration, up to 1 hour

Class: Druid, Ranger, Sorcerer, Wizard

You touch a willing creature, turning their skin into a rapidly growing landscape of varicoloured coral for the spell's duration.

When you cast the spell, and at the start of each of the target's turns for the spell's duration, the creature gains Temporary Hit Points equal to **2d4** plus your spellcasting ability modifier. These Temporary Hit Points vanish if any remain when the spell ends.

In addition, when the target uses its Unarmed Strike to deal damage, it deals an extra **1d4** Slashing damage.

CORRUPTING ICHOR

Level 1 Necromancy

Casting Time: Action

Range: 60 feet

Components: S, M (some phlegm)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You spit a globule of phlegm at one creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **2d8** Necrotic damage. In addition, until it takes an action to wipe off the phlegm, it takes **1d4** Necrotic damage at the start of each of its turns and any Hit Points regained are reduced by half.

Using a Higher-Level Spell Slot. The damage at the start of the target's next turn increases by **1d4** for each spell slot level above 1.



ENRAGE

Level 3 Enchantment

Casting Time: 1 action

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

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

Duration: Concentration, up to 1 minute

Class: Bard, Sorcerer, Warlock

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

While enraged, a target becomes Hostile towards all creatures. An enraged creature that is concentrating on a spell must succeed on a **DC 10 CONSTITUTION SAVING THROW** at the start of each of its turns or lose Concentration on the spell.

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

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

Using a Higher-Level Spell Slot. When you take a Magic action to force an enraged creature to make a melee attack with a weapon or an Unarmed Strike, you can force one additional enraged creature to make a melee attack with a weapon or an Unarmed Strike for each spell slot level above 3.



FIRTHEER'S SHADOW

Level 3 Enchantment

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Sorcerer, Warlock, Wizard

You warp and distort the memories of a creature you can see within range, bringing forth hideous and disturbing mental images. The creature must make an **INTELLIGENCE SAVING THROW**. On a failed save, the creature takes **4d10** Psychic damage and you learn something about the creature (roll a **d6** and consult the following table):

1d6 Thing Learnt

1	The creature's name
2	Something the creature fears
3	Something the creature desires
4	The creature's condition Immunities
5	The creature's damage Vulnerabilities, Resistances, and Immunities
6	The creature's skill and saving throw proficiencies

On a successful save, the creature takes half as much damage and you don't learn anything. A creature with an **INTELLIGENCE SCORE** of **4** or lower automatically succeeds on the saving throw.

If a creature fails the initial saving throw then, on each of your turns for the duration, you can take a Magic action to force the creature to make an **INTELLIGENCE SAVING THROW**. On a failure, the creature takes **4d6** Psychic damage and you learn something about the creature (roll a **d6** and consult the table above). On a success, the creature takes half as much damage, you don't learn anything, and the spell ends. The spell also ends if the target is ever outside the spell's range.

Using a Higher-Level Spell Slot. The initial and ongoing damage increases by **1d10** and **1d6**, respectively, for each spell slot level above 3.

FREEZING FOG

Level 2 Conjuraton

Casting Time: Bonus Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Ranger, Sorcerer, Tamer, Wizard

You create a **15-foot-radius Sphere** of icy fog centred on a point within range. The Sphere is Heavily Obscured. It lasts for the duration or until a strong wind (such as the one created by *Gust of Wind*) disperses it. Whenever a creature enters the Sphere or starts its turn there, it becomes **Wet**. A Wet creature that takes Cold damage while in the area is **Restrained** until the end of its next turn or until it takes Fire damage.

Using a Higher-Level Spell Slot. The fog's radius increases by **5 feet** for each spell slot level above 2.

HALLUCINOGENIC CLOUD

Level 2 Conjuraton

Casting Time: Action

Range: 60 feet

Components: V, S, M (a cactus flower)

Duration: Concentration, up to 1 minute

Class: Druid, Ranger

You create a burst of brightly coloured, hallucinogenic pollen in a **20-foot-radius Sphere** centred on a point within range. Each creature in the area must make a **WISDOM SAVING THROW**. On a failed save, the creature sees hallucinations of horrifying monsters all around it, and is **Frightened** of those visions for the duration. A creature that ends its turn Frightened in this way takes **2d6** Psychic damage and must immediately use its Reaction to uselessly attack one of the hallucinations, after which it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 2.

INEQUALITY

Level 2 Enchantment

Casting Time: Action

Range: 30 feet

Components: V, S, M (a drop of blood and water, mixed)

Duration: Concentration, up to 1 minute

Class: Bard, Cleric, Paladin, Tamer

You twist the fates of two creatures you can see, both of whom must be within range. Choose one target to favour and one to disfavour. The disfavoured target must succeed on a **CHARISMA SAVING THROW** or the following effects occur:

- Whenever the favoured target makes an attack roll or saving throw before the spell ends, the favoured target can roll a **d4** and add the number rolled to the attack or saving throw.
- Whenever the disfavoured target makes an attack roll or saving throw before the spell ends, the disfavoured target must roll a **d4** and subtract the number rolled from the attack or saving throw.
- The disfavoured target's Speed is halved, whilst the favoured target's Speed increases by half.

These effects end for the pair if either of the target pair is knocked Unconscious, killed, or the spell ends. While under the influence of this spell, a favoured target can't benefit from the *Bless* spell, and a disfavoured target can't be afflicted by the *Bane* spell.

Using a Higher-Level Spell Slot. You can link two other creatures, favouring one, and disfavouring the other, for every two spell slot levels above 2.

LINGERING IMAGE

Level 3 Illusion

Casting Time: Action

Range: 30 feet

Components: S, M (shard of glass)

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Sorcerer, Warlock, Wizard

You teleport to an unoccupied space you can see within range, and you either leave an illusory copy of yourself in the space you left, or you create an illusory copy of yourself in an unoccupied space you can see within range (your choice). The illusory copy lasts for the duration, or until it is hit by an attack. As a Bonus Action, you can move the illusion up to **30 feet** to an unoccupied space you can see that is within range.

A creature that takes a Study action to examine the image can determine that it is an illusion with a successful **INTELLIGENCE (INVESTIGATION)** check against your **SPELL SAVE DC**. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

The illusion has an AC equal to 10 plus your spellcasting ability modifier. If a creature hits the illusion with an attack, the illusion dissipates and the creature takes 14 (**4d6**) Psychic damage.

Using a Higher-Level Spell Slot. The damage increases by **1d6** for each spell slot level above 3.

MAGNETISE

Transmutation Cantrip

Casting Time: Action

Range: 15 feet

Components: S, M (a chunk of hematite)

Duration: Instantaneous

Class: Bender (Earth), Sorcerer, Tamer, Wizard

You magnetically shift a ferrous object that weighs no more than 100 pounds and is within range, moving it **5 feet** straight towards or away from you (your choice). If a creature is wearing or carrying the object, that creature must make a **STRENGTH SAVING THROW**. On a failure, if a creature is wearing the object, the creature is moved **5 feet** straight towards or away from you (your choice). If it's carrying the object, the object is moved **5 feet** straight towards or away from you (your choice), disarming the creature.

Cantrip Upgrade. The spell pushes objects farther when you reach levels 5 (up to **10 feet**), 11 (up to **15 feet**), and 17 (up to **20 feet**).

NOMI'S ADAMANTINE CARAPACE

Level 5 Biomancy (*can be replaced with Transmutation)*

Casting Time: Action

Range: Touch

Components: V, S, M (a hunk of adamantine worth at least 300 GP)

Duration: Concentration, up to 1 hour

Class: Bard, Bender (Earth), Cleric, Druid, Paladin, Ranger, Tamer

You touch a willing creature, causing blue-green veins of adamantine to thread through its skin, making it tougher than steel and as flexible as silk. For the duration, the target has **Resistance** to Acid, Bludgeoning, Piercing, and Slashing damage, and its base AC is 20 (a Shield's benefits apply as normal).

Using a Higher-Level Spell Slot. The base AC increases by 1 for each spell slot level above 5.



PURPLE RAIN

Level 5 Conjuratation

Casting Time: Action

Range: 60 feet

Components: V, S, M (one drop of blue curaao)

Duration: Concentration, up to 1 minute

Class: Bard

An alcoholic rainstorm rapidly builds in a **20-foot-radius, 60-foot-tall Cylinder** centred on a point within range, releasing intoxicating vapours. When the Cylinder appears, each creature in it makes a **CONSTITUTION SAVING THROW**, gaining **2 Drunkenness levels** on a failed save.

A creature also makes this save when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

A creature with levels of Drunkenness inflicted by this spell takes **1d10 Poison** damage per level of Drunkenness it has at the start of each of its turns. When the spell ends, affected creatures immediately lose all levels of Drunkenness inflicted by this spell.

DRUNKENNESS

Drunkenness is measured in six levels. If an already drunk creature suffers another effect that causes drunkenness, its current level of drunkenness increases by a number indicated by the effect.

A creature suffers the effect of its current level of Drunkenness as well as all lower levels. For example, a creature suffering level 3 Drunkenness has **Disadvantage** on Dexterity, Charisma, and Wisdom checks and saving throws.

DRUNKENNESS & EFFECTS

Level Effect

Level	Effect
1	The creature has Advantage on Charisma checks.
2	The creature has Disadvantage on Dexterity checks and saving throws.
3	The creature loses the effects of level 1 Drunkenness, and has Disadvantage on Charisma and Wisdom checks and saving throws.
4	The creature's Speed is halved.
5	The creature is Poisoned and retains no memory of events that occur between this point and when they are no longer drunk.
6	The creature falls Unconscious for 1d4 + 8 hours . When it wakes, it is no longer drunk, but doesn't gain the benefits of a Long Rest, and gains 1 Exhaustion level.



RIPTIDE

Level 2 Transmutation

Casting Time: Action

Range: 300 feet

Components: V, S

Duration: Concentration, up to 1 minute

Class: Bender (Water), Druid, Sorcerer, Warlock, Wizard

Choose one creature you can see within range that is in at least **2 feet** of water and choose a direction. Turbulent currents wrap around the creature. For the duration, the target must make a **STRENGTH SAVING THROW** at the start of each of its turns. On a failure, it is dragged **30 feet** in the direction you chose, and its Swim Speed is reduced to **0** until the start of its next turn. On a success, the creature can move normally until the start of its next turn.

As a Bonus Action on your turn, you can change the direction of the underwater currents. The spell ends if the creature is ever out of the spell's range or is no longer in water at least 2 feet deep.

THE BENDS

Level 3 Biomancy* (*can be replaced with Transmutation)

Casting Time: Action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Bender (Water), Druid, Sorcerer, Warlock, Wizard

You assault the internal chemistry of a creature you can see within range, causing bubbles of nitrogen to precipitate in its blood, forcing it to make a **CONSTITUTION SAVING THROW**. On a failed save, the target takes **5d8** Poison damage and is **Poisoned** for **1 minute**. On a successful save, the target takes half as much damage and isn't Poisoned. If the target is completely submerged in water, increase the damage dice from d8s to **d10s**.

At the end of each of its turns, the Poisoned target repeats the save, ending the condition on itself on a success.

Using a Higher-Level Spell Slot. The damage increases by **1d8** for each spell slot level above 3.



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GLOSSARY OF TERMS

BLOODIED

A creature is considered Bloodied while it has half its Hit Points or fewer remaining.

D20 TEST

A D20 Test refers to any ability check, attack roll, or saving throw.

EMANATIONS

An Emanation is an area of effect that extends in straight lines from a source in all directions. The area moves with the source unless it is instantaneous or stationary, and its source isn't included in the area of effect unless its creator decides otherwise.

SEARCH ACTIONS

The Search action refers to any Wisdom check made to discern something that isn't obvious, typically using the Insight, Medicine, Perception, or Survival skills.


STUDY ACTIONS

The Study action refers to any Intelligence check made to study your memory, a book, a clue, or source of knowledge, typically using the Arcana, History, Investigation, Nature, or Religion skills.





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