



# **DRAGON'S HOARD 6**

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**A BIG HOMEBREW COMPILATION**

# PLAYER OPTIONS

## PLAYER RACE - PIXIE

*Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise.*

Curious as cats and shy as deer, pixies go where they please. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a pixie's fear of being captured or attacked stays its hand. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh. Pixies array themselves like princes and princesses of the fey, wearing flowing gowns and doublets of silk that sparkle like moonlight on a pond. Some dress in acorns, leaves, bark, and the pelts of tiny woodland beasts. They take great pride in their regalia and beam with joy when they are complimented on their ensembles.

**Magical Faerie Folk.** With their innate power of invisibility, pixies rarely appear unless they wish to be seen. In the Feywild and on the Material Plane, pixies etch patterns of frost on winter ponds and rouse the buds in springtime. They cause flowers to sparkle with summer dew, and color the leaves with the blazing hues of autumn.

**Pixie Dust.** When pixies fly visibly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. A mere sprinkle of pixie dust is said to be able to grant the power of flight, confuse a creature hopelessly, or send foes into a magical slumber.

Only pixies can use their dust to its full potential, but these fey are constantly sought out by mages and monsters seeking to study or master their power.

**Tiny Tricksters.** While the arrival of visitors piques their curiosity, pixies are too shy to reveal themselves at first. They study the visitors from afar to gauge their temperament or play harmless tricks on them to measure their reactions. For example, pixies might tie a dwarf's boots together, create illusions of strange creatures or treasures, or use dancing lights to lead interlopers astray. If the visitors respond with hostility, the pixies give them a wide berth. If the visitors are good natured, the pixies are likely to be emboldened and more friendly. The fey might even emerge and offer to guide their "guests" along a safe route or invite them to a tiny yet satisfying feast prepared in their honor.

**Opposed to Violence.** Unlike their fey cousins, the sprites, pixies abhor weapons and would sooner flee than get into a physical altercation with any enemy.

### PIXIE TRAITS

**Ability Score Increase.** Your Dexterity score increases by 2.

**Age.** Pixies are fey creatures and as such benefit from extraordinary long lives. Pixies reach maturity around 25 and live up to 1000 years old.

**Speed.** Your base walking speed is 10 feet.

**Fey.** Your creature type is fey, rather than humanoid.

**Fey Ancestry.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

**Flight.** You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.



#### OPTIONAL RULE:

Flight at low level can be very annoying to play around. If you do not wish to give your pixie player race flight, you can give them a walking speed of 20 feet instead, and add the following ability instead of Flight:

**Fragile Wings.** As a bonus action, if you didn't move on your turn, you get a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 15 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall). You need to land before using this ability again.

**Magical Dust.** You can harvest some of your dust as an action, as part of harvesting the dust you can use it. You can cast the *sleep* spell. Later, when you reach 3rd level, you can use your dust to cast the *invisibility* or *suggestion* spell. When you reach 5th level you can use your dust to cast the *fly* spell. Each spell is cast at its lowest level. Your spellcasting ability for these spells is Constitution.

The harvested dust can be stored until you take a long rest. Once the dust has been used to cast a spell, it is consumed, and you can't harvest more dust until you take a long rest.

You can give your dust to another creature, that can use it as an action, using your spellcasting modifier. If the dust is stolen from you or harvested against your will, it has no effect when used and instead turns the skin a vibrant shade of green. A *remove curse* spell can end this effect.

**Size.** Pixies are about 1 foot tall or smaller. They have thin, lightweight bodies that weigh between 7 and 18 pounds. Your size is Tiny.

**Subraces.** Pixies are found everywhere in the Fey realms, be it in the courts or lost in the deep forests. Their personality and outlook on life reflects their abilities. This is often influenced by their age. You can choose from the following 3 subraces: Dusk, Day and Dawn.

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## DAWN

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Full of energy and hope these are often pixies that are younger, full of enthusiasm and optimism. By choosing this subrace you gain the following benefits:

**Ability Score Increase.** Your Charisma score increases by 1.

**Glow.** As a bonus action you can shed bright light in a 5-foot-radius centered on you, and dim light for an additional 5 feet. You can extinguish that light without requiring an action.

**Panic Maneuver.** Once per long rest, when you are damaged by an enemy within 5 feet of you, you can use your reaction to become invisible until the start of your next turn and move up to 10 feet away from the opponent.

## DAY

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In their glory days, these pixies are confident, armed with might, they are ready to take on the world. Very curious and explorative, these are the pixies most often found outside of the Fey realms. They are usually in their adult phase of life. You gain the following benefits:

**Ability Score Increase.** Your Constitution score increases by 1.

**Bright Glow.** As a bonus action you can shed bright light in a 10-foot-radius centered on you, and dim light for an additional 10 feet. You can extinguish that light without requiring an action.

**Shining Protection.** Your focused control over the light you control protects you in dire moments. Once per long rest, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to create a shield of light. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus, including against the triggering attack

## DUSK

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These pixies skin color is less vibrant as they have, reflecting their dimmer outlook on life. Oftentimes these are older pixies that have seen many of the horrors of the world in their long life and become disgruntled. By choosing this subrace you gain the following benefits:

**Ability Score Increase.** Your Wisdom score increases by 1.

**Alert Senses.** Your careful nature prepares you. You gain a bonus to your Passive Perception equal to your proficiency bonus.

**Dim Glow.** As a bonus action you can shed dim light in a 5-foot-radius centered on you. You can extinguish that light without requiring an action.

**Wisdom of the Ages.** You have a vast knowledge of the natural world and the catastrophes it holds. You are proficient in the Nature skill.



## TITLES FOR HEROES

These benefits are cumulative and optional. You can award them to your players for their achievements

### SANCTIFIED CHAMPION:

*Requirements: Having Killed 1 Plague*

Hope shines again. Humanity was on the brink of despair, fighting a losing battle that would spell doom for all. Things changed when you came. At first it was whispered, “someone managed to defeat a plague”, but surely it was only luck, with 9 more Plagues scarring the earth, there is nothing to be done for salvation. But a second and third plague fell. Where all others have failed you have succeed. Liberated towns sing your praises, what once was a whisper is now a loud celebration. One thing is known for sure, you are the last hope that the Realm has. If you fall, the rest of them will too. Do not falter champion. You gain the following benefits :

- You have advantage on all Charisma (Persuasion) checks made with commoners. Any reasonable request that you ask for is immediately executed upon.
- The hopes of all of humanity rests on your shoulders. They materialise as immaculate wings on your back. You can summon and un-summon the wings at will (no actions required). While summoned you have a flying speed equal to your walking speed.

### ANointed HERO:

*Requirements: Having Killed 4 Plagues*

The story of the Plague-slayer, a person so mighty not even hell on earth could break them. Bards across the realms are relaying that story. Children are hopeful again. They play games terrorising each other by incarnating the Plagues until the heroic Slayer comes to the rescue. Most do not dare come out of their town, but life is starting again, albeit slowly. Such fragile balance could break at any time, and the fragment of humanity you managed to pull out of the darkness could sink into despair again.

You gain the following benefits:

- You have advantage on saving throws against fear.
- Choose one of the saving throws you are proficient in. You can add a bonus equal to half your proficiency bonus (rounded up) for any saving throw you make that uses that ability.

If you want to make your players feel like badasses I suggest taking a city break and showing them how people react to their presence.

### BUDDING LEGEND:

*Requirements: Having Killed 7 Plagues*

Humanity is finally back in the battle. After years of losing both lives and hope, your actions have started to turn the tides of battles in your favour. The Plagues are retreating further away in their lair, while humanity reclaim the land that they've lost. The battle is far from over. Lives are still at stake, and too many have lost their lives, and many more will. It's up to you to put the final stake in the heart of this corruption.

You gain the following benefits:

- If you fail a saving throw, you can choose to succeed instead. You can use this ability once per long rest.
- Upon death, your will and the importance of the mission bring you back from the brink of extinction, too many lives are at stake. 24 hours after your death, you reappear anew inside of a consecrated temple of your choosing. As if you received the spell *true resurrection*. Once this ability has been used, you cannot use it again.

### LIVING MYTH:

*Requirements: Defeating all 10 Plagues*

People worship the earth you walk on. Your legend will forever be written in the books of history. You inspire awe to all that see you. Cults form around your name. You are considered a breathing deity. It is not uncommon for commoners to falter and faint at your sight.

You gain the following benefits:

- Your charisma score increases by 2 to a maximum of 22.
- Choose an ability score of your choice, it increases by 2 to a maximum of 24.
- Your status of living myth grants you power, the first time in a day that you should fall to 0 hit points or lower, you embody the myth. You regain all your hit points instead, and for the next round your attacks deal an additional 2d6 force damage. If you cast spells, instead, for that next round all targeted creatures have disadvantage on their saves.

*Art Bob greyvenstein*

# SUBCLASSES

## FIGHTER - FEY KNIGHT

*These fighters draw their powers from the fey realms, using it to render themselves unpredictable in battle. They undergo extensive training in order to master control over the powers held in their body, before being able to manifest them. These remarkable soldiers often guard the realms from creatures that lost their ways.*

### FEY PATHS

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Starting at 3rd level, you gain some control over the ever-changing magic of the fey. It imbues you and gives you an edge in battle. Choose one of the following powers:

- **Stealthy.** After using your action on a turn, you can use your bonus action to become invisible, this effect lasts until the start of your next turn.
- **Ephemeral.** You can use your bonus action to teleport up to 30 feet closer to an enemy creature.
- **Beguiling.** As an action, you target one humanoid or beast that you can see within 30 feet of you. If the target can see you it must succeed on a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), or be magically charmed. It does so with advantage if it is hostile to you, or you or your companions are fighting it. The charmed creature regards you as a trusted friend to be heeded and protected. Although the target isn't under your control, it takes your requests or actions in the most favourable way it can. Each time you or your allies do anything harmful to the target, or ask to perform an action that would be harmful to it, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 10 minute or until you end the effect as a bonus action. If a target's saving throw is successful, the target is immune to this ability for the next 24 hours.

You can use the powers granted by this ability a number of times equal to your Charisma modifier per long rest. You can change which power you can use as part of a short or long rest.

### HEART THROB

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Also at 3rd level, you can touch a creature and magically know the creature's current emotional state. If the target fails a Charisma saving throw (DC = 8 + your proficiency bonus + your Charisma modifier), you also learn the creature's alignment.

### SHIFTING FORM

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Starting at 7th level, you cast the spell *disguise self* at will, without expending a spell slot. Charisma is your spellcasting ability for this spell.

In addition while under the effect of the spell, you can add a 1d6 bonus to your Charisma checks.

### EMPOWERED

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Starting at 10th level, the powers granted by your Fey Paths ability improve.

- **Stealthy.** Your first attack after using this ability deals an additional 1d12 force damage.
- **Ephemeral.** You can touch another willing creature to bring it with you when you teleport, and aren't restricted to teleporting towards an enemy.
- **Beguiling.** The duration increases to 1 hour, and hostile creatures no longer have advantage on the save but creatures you are fighting still do.

In addition you can now decide at the start of each of your turn which power you want to use, instead of after a rest.

### RESTLESS POWER

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Starting at 15th level, when you roll initiative and have no use of Fey Paths remaining, you regain 1 use of it.

### FEY BLOOD

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The fey has forever changed you, the very core of your being is infused with their magic. Starting at 18th level, you become proficient in Wisdom saving throws (if you already are you become proficient in Charisma saving throws instead), you are immune to being charmed and magic can't put you to sleep. In addition you can now telepathically communicate with any creature within 60 feet of you.

## SORCERER - KING'S BLOOD

*Power flows inside of you. One of your ancestor was part of the royalty, or was destined for greatness. You have inherited that inner strength, and it fuels great magical powers.*

*King's blood sorcerers usually have an imposing voice or demeanor that commands respect. That respect might be earned through loyalty or fear, as similar to kings, the worst and the best can come out of these sorcerers.*

### ROYAL MAGIC

Starting at 1st level, Your link to royalty allows you to learn spells that influence people. When your Spellcasting feature lets you learn a sorcerer cantrip or a sorcerer spell of 1st level or higher, you can choose the new spell from the wizard or cleric spell list, it must be from the school of enchantment. You must otherwise obey all the restrictions for selecting the spell, and it becomes a sorcerer spell for you.

In addition you learn the command spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known, and you cannot replace it.

### MONARCH'S ORDER

At 1st level, once per turn, when you deal damage to a creature with a spell of 1st level or higher, if an allied creature is within 5 feet of them, that ally can use their reaction immediately after the spell to make one weapon attack against that creature. If multiple allies are in range, you choose which one makes the attack.

### SOVEREIGN PRESENCE

Starting at 6th level, you gain proficiency in the Persuasion skill. If you are already proficient in it, you gain proficiency in one of the following skills of your choice: Insight, Intimidation, or Perception.

Your proficiency bonus is doubled for any ability check you make that uses Persuasion. You receive this benefit regardless of the skill proficiency you gain from this feature. In addition when you make a Persuasion check, you can expend 2 sorcery points to gain advantage on the roll.

### FIGURE OF AUTHORITY

Beginning at 14th level, creatures question whether to lay a hand on the king. You learn the sanctuary spell, it is a sorcerer spell for you, but it doesn't count against your number of sorcerer spells known. As a bonus action you can expend 2 sorcery points to cast it. If you cast it this way, the spell duration becomes 8 hour.

## KING'S AURA

At 18th level, as an action you can unleash your kingly power. All creatures of your choice in a 120 radius around you must succeed on a Wisdom saving throw against your spell save DC or bow to you. On a failed save, the creature falls prone, is incapacitated and has a movement speed of 0 for 1 minute, or until it takes damage. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature of CR4 or lower automatically fails this saving throw.

Once you use this ability, you cannot use it again until you take a long rest, or until you expend 8 sorcery points to use it again.

*Art by Bob Greyvenstein*



# PALADIN: OATH OF THE RIGHTEOUS HUNT

Paladins who pledge allegiance to the Oath of the Righteous Hunt are devoted to protecting their land and their people from perilous threats that no other can face. Armed with martial prowess and unwavering faith they never falter. Perhaps they are hunting one of the unleashed Plagues, or perhaps a mage drunk on power on the loose. Thus these paladins have developed technique to track down and hunt all who stray.

Some paladins take their oath too far, and lead the charge for zealous witch hunts without any evidence to back their claims; simply for the thrill of the hunt. These soldiers who stray from the path are punished with righteous might. The hunter becomes the hunted.

Beware the beast within.

## TENETS OF THE RIGHTEOUS HUNT

A paladin who assumes the Oath of the Righteous Hunt swears to defend mortals from heretical monsters.

**Chase:** The threats you hunt are powerful and cunning, never loose your prey.

**Efficiency:** The longer a hunt is, the more time your prey has to come out on top. Be swift, be silent, be deadly.

**Protection:** The reason you hunt is so others don't have to. Keep your comrades safe, always.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

Oath of the Righteous Hunt Spells

Paladin Level	Spells
3rd	hunter's mark, faerie fire
5th	pass without a trace, enhance ability
9th	clairvoyance, magic circle
13th	arcane eye, locate creature
17th	hallow, scrying

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Track the Prey.** You can use your channel divinity to track down your foes. As an action, you present your holy symbol. You then envision a creature you've damaged before, or present a body part of it, lock of hair, bit of nail, or the like. For the next hour you sense the direction to the creature's location, as long as that creature is on the same plane of existence as you. If the creature is moving, you know the direction of its movement. A creature hidden behind 1 inch of lead or more is undetectable.



- **Detect Weakness.** You can use your channel divinity to read your foes weakness. As a bonus action you present your holy symbol, and point to a creature within 60 feet of you. You learn the following attributes about the target: Damage Vulnerabilities, Damage Resistances, Damage Immunities, and Condition Immunities. In addition, for 1 minute, whenever that creature attacks a creature other than you, you can use your reaction to make one melee attack against it.

## AURA OF THE HUNT

At 7th level, you constantly emanate a staggering aura while you're not incapacitated. The aura extends 10 feet from you in every direction, but not through total cover.

Enemies that enter your aura for the first time on a turn or start their turn there must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine power. It cannot move further away than 10 feet from you or use teleportation spells or effects. While affected by this aura, an enemy that tries to attack a creature other than you takes radiant damage equal to half your paladin level.

At 18th level, the range of this aura increases to 30 feet.

## HUNTER'S EYES

At 15th level, your tracking capabilities are flawless. You gain truesight out to 60 feet and blindsight out to 10 feet.

## APEX PREDATOR

Starting at level 20, your talent is honed to perfection. As an action, you can magically become an avatar of the hunt, gaining the following benefits for 1 minute:

- You can use a bonus action to teleport behind any creature that you can see within 120 feet of you and make one melee weapon attack against them.
- Your melee weapon attacks score a critical hit on a roll of 19 or 20 on the d20.
- Damage you deal to creatures ignores resistances, and treats immunity as resistance.

Once you use this feature, you can't use it again until you finish a long rest.

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# ITEMS

## LACHRYMA

Weapon (longsword), legendary (requires attunement)

*When the Plagues first roamed the lands, few gods stayed behind to fight them. They all perished. This weapon was forged from the tears they shed on their death bed.*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this weapon, you gain the following benefits:

- **Desperate protection.** While attuned to this weapon, daily at dawn, the weapon casts the sanctuary spell (DC 17) on you, it lasts for 24 hours. The spell doesn't end early if you attack the Plagues with this weapon or cast spells aimed at them. In addition while the spell is active you are immune to the frightened condition and have advantage on saves against charm effects.
- **Teardrop.** As an action, you can force a creature within 60 feet of you to make a DC 17 Wisdom saving throw. On a failed save the creature remembers all its sins and starts weeping. It is incapacitated for 1 minute. An incapacitated creature can repeat the save at the end of each of its turns, ending the effect on a success. Once you used this ability you can't use it again until the next dawn.
- **Last Hope.** If you deal damage to Azrael using this weapon, Azrael's Chosen of the Gods trait becomes non functioning for 24 hours.



## BANISHING HAMMER

Weapon (warhammer), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon has 5 charges and regains 1d4+1 charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to activate one of the following effects (spell save DC 15):

- **Banish.** When you deal damage to a creature with the warhammer, you can expend 2 charges to cast the *banishment* spell on it.
- **Rebuke.** When you deal damage to a creature with the warhammer, you can expend 1 charge to deal an additional 1d10 force damage and push it 15 feet away from you.
- **Shred.** When you deal damage to a creature with the warhammer, you can expend 4 charges to cast the *disintegrate* spell on it.

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# SPELLS

## CRYSTALOMANCY

### HEALING CRYSTALS

*illusion cantrip*

(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (useless crystals)

**Duration:** Instantaneous

Does absolutely nothing. You do feel good about yourself though, especially when talking to others about the benefits of healing crystals.

### CRYSTAL ARMOR

*1st level abjuration*

(Cleric, Paladin, Ranger)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (A small crystal with a bit of holy text written on it)

**Duration:** Concentration, Up to 1 minute

You create an armor of glistening crystals on your body. This armor increases your AC by 1 for the duration. If a creature hits you with a melee attack while you have this armor, the creature takes 1d8 piercing damage, a creature can take this damage a maximum of once per turn.

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

### UNYIELDING SHARD

*2nd level evocation*

(Druid, Ranger, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 60-foot-line

**Components:** V, S, M (A small diamond worth at least 5gp)

**Duration:** Instantaneous

You extend your finger, shooting forth an unbreakable crystal from your fingertip. Each creature in a 5-foot-wide and 60-foot-long line in front of you must succeed on a Dexterity saving throw or take 4d4 piercing damage or half as much on a success. Each time a creature fails the save, the following creature in the line takes an additional 1d4 piercing damage, as the crystal strengthens from the wound it inflicted.

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

#### GM Note

A lot of spells can easily be reflavored to include crystals. For example the staple that is *fireball*. Replace the damage from fire to piercing and you got an explosion of crystals. Be warned that magical piercing damage is almost never resisted or immune-d, so you can remove 1 or 2 die of damage.

### CRYSTALLINE ROSE

*3rd level evocation*

(Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet (20-foot-radius)

**Components:** S, M (A dried rose)

**Duration:** Concentration, Up to 1 minute

You summon a crystal rose, in an unoccupied space that you can see within range. As part of casting this spell, and on subsequent turns as a bonus action, you can cause the rose to drain the life of surrounding creatures. Each creature in a 20-foot-radius centered on the rose must succeed on a Constitution saving throw or take 2d6 necrotic damage.

When you stop concentrating on the spell, the rose explodes. Each creature in the radius must succeed on a Dexterity Saving throw or take an amount of piercing damage equal to the total number of necrotic damage the rose dealt (to a maximum of 10d6), or half as much damage on a success.

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

### TRANSLUCENT TREE

*4th level conjuration*

(Druid, Ranger, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (A seed covered in crystals)

**Duration:** Concentration, Up to 1 minute

You summon forth a gigantic crystal tree whose branches impale your foes. Select a point on the ground within range, each creature in a 10-foot-radius centered on that point must succeed on a Dexterity Saving Throw. On a failure a creature takes 5d8 piercing damage and is restrained by the crystal. On a success a creature takes half as much damage and isn't restrained. A restrained creature takes 2d6 necrotic damage at the start of each of their turn as the crystal drains their life. The creature, or an ally of it within 5 feet, can make a Strength (Athletics) check as an action, breaking free on a success.

# PESTILENCE - THE 5TH PLAGUE

## PESTILENCE

*Huge aberration, chaotic evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 230 (20d12 + 100)  
**Speed** 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +8, Con +11, Wis +7, Cha +9  
**Skills** Intimidation +15  
**Damage Immunities** acid, poison  
**Condition Immunities** exhaustion, poisoned  
**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 11  
**Languages** understands auran  
**Challenge** 20 (25,000 XP)

**Amphibious.** Pestilence can breathe air and water.

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

**Retaliating Rot.** Once per turn, when Pestilence is damaged by a ranged attack, the attacking creature is magically covered in poison and takes 7 (2d6) poison damage. It must succeed on a DC 19 Constitution saving throw or be poisoned.

**Spreading Pestilence.** Pestilence ignores immunity to the poisoned condition. When Pestilence poisons a creature this creature becomes contagious. While contagious, each creature that starts its turn within 5 feet of a contagious creature, or enters that area for the first time, must succeed on a DC 19 saving throw or become poisoned and contagious. A contagious creature can be cured by a lesser restoration spell or greater. Pestilence is immune to this effect.

**Innate Spellcasting.** Pestilence's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gaseous form*, *stinking cloud*

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## Actions

**Multiattack.** Pestilence can use its Rotten Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 9 (2d8) acid damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

**Rotten Presence.** Each creature of Pestilence's choice that is within 120 feet of Pestilence and aware of it must succeed on a DC 19 Constitution saving throw or become poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Pestilence's Rotten Presence for the next 24 hours.

**Corrosive Breath (Recharge 5-6).** Pestilence exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage and 27 (6d8) poison damage on a failed save, or half as much damage on a successful one. If a creature takes more than 30 points of poison damage from this attack, it becomes poisoned.

## Legendary Actions

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

**Bite Attack.** Pestilence makes a bite attack.

**Rot.** Pestilence amplifies its poison. All creatures poisoned by Pestilence take 14 (3d8) poison damage.

**Absorb Toxins (costs 2 actions).** Pestilence absorbs the poison of all creatures surrounding him. Each creature within 120 feet of Pestilence that is poisoned is instantly cured of the condition. Pestilence regains a number of hit points equal to 13 (3d8) x the number of cured creatures.

**Gaseous Form (costs 2 actions).** Pestilence casts *gaseous form* on itself and immediately moves 20 feet in any direction.

## LAIR ACTIONS

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

- The floor in a 60 feet radius centered on Pestilence becomes covered in poison. Each creature on the floor other than pestilence must succeed on a DC 14 Constitution saving throw or take 4d6 poison damage, have their speed reduced by 15 feet and have disadvantage on their attack rolls, during their next turn. On a success they take half as much damage and don't suffer any additional effect.
- Pestilence teleports 60 feet in any direction and becomes invisible until the start of its next turn, leaving an exact replica of him behind. The first creature to damage the replica takes 8d6 acid damage as it explodes and damages them. A creature can make an Investigation (Intelligence) check DC 16 To determine whether it is a replica or not.
- Foul creatures come to Pestilence's aid. 1d4 Flesh Golems appear within 20 feet of it.

## REGIONAL EFFECTS

The region containing Pestilence's lair is warped by the abomination's magic, which creates one or more of the following effects:

- The area within 10 miles of Pestilence's lair is subject to deadly diseases. All creatures within that area that currently have a disease will die from it in 1d100 days.
- A nauseous fog obscures the land 1 mile around Pestilence's lair. It lightly obscures the area, and each creature in that fog that must breathe, must succeed on a DC 12 Constitution saving throw or be poisoned by Pestilence.
- Toxic clouds fill the sky in a 10 mile radius around Pestilence's lair. They cause acid rain which are devastating for crops and wildlife.

If Pestilence dies, these effects fade over the course of 1d6 days.

## HISTORY

Fifth to escape the Defiled Box, Pestilence is a creature that has a wish of revenge upon all of creation. Once an angel, pestilence was captured by evil creatures. She was experimented on and tortured for information about the heavenly realms. In her pain, she prayed for her fellow angels to come to her rescue, in vain. After months of suffering and unanswered prayers she become bitter. She turned herself away from the Heavens. Only then something answered..



## BEHAVIOR

Pestilence wants to see the world rot. It will appear in the center of a busy city and use its Rotten Presence before vanishing away, leaving the contagion to do the rest. It is a vicious foe that will try to murder and kill as much as possible, in the most painful way possible. Leaving child on their death bed for as long as can be to watch the parents agonise over the inevitable fate. Its minions will swarm villages and spread the corruption even further.

## IN BATTLE

In combat Pestilence is an aggressive foe. It will not hesitate to rush in melee with creatures, as it knows that it is protected from long range attacks. If someone at range annoys it for too long it will cast stinking cloud. If trapped in melee it will use its legendary action to move away from the action, and retreat behind its flesh golems for a time. Spreading as much poison as possible is its goal, as it allows Pestilence to heal any critical damage that it may have taken. If a creature falls unconscious near it, it will try its utmost to kill it.

*Art by Fat Goblin Games, used with permission*

# BOILS - THE 6TH PLAGUE

Sixth to escape the Defiled Box, Boils wishes to inflict as much suffering as it once suffered.

## BOILS

*Gargantuan aberration, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 402 (23d20 + 161)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	25 (+7)	3 (-4)	16 (+3)	22 (+6)

**Saving Throws** Str +15, Con +14, Wis +10, Cha +13

**Damage Resistances** cold, fire

**Damage Immunities** acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** poisoned, prone

**Senses** truesight 120 ft., passive Perception 13

**Languages** understands goblin.

**Challenge** 23 (50,000 XP)

**Death Throes.** When Boils dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) acid damage on a failed save, or half as much damage on a successful one. The explosion corrodes objects in that area that aren't being worn or carried.

**Ruptured Skin.** When a creature within 10 feet of Boils deals more than 10 damage to it, it must succeed on a DC 22 Dexterity saving throw or take 13 (3d8) acid damage, as the creature's skin ruptures in a flood of acid.

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

**Magic Weapons.** Boils weapon attacks are magical.

**Legendary Resistance (3/day).** If Boils fails a saving throw, it can choose to succeed instead.

## Actions

**Multiattack.** Boils makes two attacks: one with its claw and one with its tongue.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) acid damage.

**Tongue.** *Melee Weapon Attack:* +15 to hit, reach 60 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) acid damage, and the target must succeed on a DC 23 Strength saving throw or be pulled up to 20 feet toward Boils. If a creature is already within 20 feet of Boils and fails the save it is swallowed. While swallowed, the creature is Blinded and Restrained, it has total cover against attacks and other Effects outside Boils, and it takes 42 (12d6) acid damage at the start of each of Boils's turns. If Boils takes 50 damage or more on a single turn from a creature inside it, Boils must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of Boils. If Boils dies, a swallowed creature is no longer Restrained by it and can Escape from the corpse using 15 feet of Movement, exiting prone.

**Acid Burn.** Boils target a creature within 60 feet of it, it must make a DC 21 Constitution saving throw. On a failure its skin erupts with hundreds of painful boils, horribly deforming it. It takes 35 (10d6) acid damage, has disadvantage on all attack rolls and every time it takes damage it takes an additional 7 (2d6) necrotic damage, as its skin breaks. A creature affected by that condition has disadvantage on all Charisma (Persuasion) checks. On a successful save a creature takes half as much acid damage and suffers no additional effect. A healing spell of 6th level or higher can cure this condition.

**Explosive Teleport (Recharge 5-6).** Boils magically teleports, along with any swallowed creature or equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see. Each creature within 30 feet of the space it left must make a DC 21 Dexterity saving throw. On a failed save, a creature takes 56 (16d6) acid damage, and half as much on a success.

## Legendary Actions

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

**Tongue.** Boils makes one attack with its tongue.

**Digest.** Boils amplifies the acidity of his digestive fluids. All swallowed creatures take 42 (12d6) acid damage.

**Focus (Costs 2 Actions).** Boils recharges its Explosive Teleport action and uses it immediately.

## LAIR ACTIONS

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

- Each creature in a 30 feet radius centered on Boils must succeed on a DC 14 Constitution saving throw or have its skin erupt with boils and sores. On a failed save a creature takes 17 (3d10) necrotic damage and has disadvantage on attack rolls during its next turn.
- Boils shows its true nature. Each creature of Boils' choice that is within 120 feet of it and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- Boil summons creatures to its aid. 1d4 Vrocks with 10 hit points appear within 60 feet of it.

## REGIONAL EFFECTS

The region containing Boils's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Creatures within 10 miles of Boils's lair must succeed a DC 10 Constitution saving throw daily at dawn, or be subjected to painful ulcers and boils. No treatment is working, other than healing spells of 6th level or higher. The pain is so intense that it prevents creatures from sleeping.
- Vengeful spirits inhabit the weakest minds. Humanoids with a Wisdom score of 7 or lower, within 3 miles of the lair, act irrationally and angrily towards others, succumbing to senseless violence.
- Running water turns into acid. Creatures who have the misfortune of bathing or showering find themselves covered in caustic burns.

If Boils dies, these effects fade over the course of 1d12 days.

Art by Purple Duck Games

## HISTORY

Once an innocent little goblin, Boils used to play with his friends in the forests surrounding its village. Until one day adventurers raided the goblin camp, torching the houses and killing every single member of the tribe, except the children. A far more nefarious fate awaited them. Bathed in acid to delight the twisted minds of the adventurers, the children screamed until death. Boils prayed as hard as he could, but no god came to the rescue. Instead once his torture was over, he was left to beg in the city, where all would mock his horribly twisted appearance. Only once his suffering became unbearable, something answered his vengeful prayers.

## BEHAVIOR

Boils is animated by vengeance, yet a light of clarity still shines through the corrupted being. If a goblin is present, Boils will spare it, in remembrance of its olden days. If Boils is under half its maximum hit points however, the light of clarity will dim and it'll attack senselessly. Boils will usually lay in its lair, letting the acid its body create corrode the land and the water, delighting in the fact that everyone will share its scars now. If a city has proven resilient to the previous plagues, he'll stay near, causing madness to erupt inside the town.

## IN BATTLE

In battle Boils isn't a smart foe, and will attack the most damaging creature always. It is a creature that delight in seeing suffering, as such, it will try to delay death as long as possible, if its life isn't in danger, to watch its foes in pain. If the opponents corner him he'll use his Explosive Teleport ability to vanish. With its tongue, if it notice anyone to close to it, it will swallow them before using Digest, to deal as much acid damage as possible.





## HAILFIRE

*Huge aberration, neutral*

**Armor Class** 20 (natural armor)  
**Hit Points** 391 (29d12 + 203)  
**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	25 (+7)	3 (-4)	11 (+0)	11 (+0)

**Saving Throws** Int +3, Wis +7, Cha +7  
**Damage Immunities** cold, fire; bludgeoning, piercing, and slashing from nonmagical weapons  
**Condition Immunities** charmed, frightened, paralyzed  
**Senses** blindsight 120 ft., passive Perception 10  
**Languages** —  
**Challenge** 23 (50,000 XP)

**Antimagic Hide.** Hailfire has advantage on saving throws against spells, and any creature making a spell attack against it has disadvantage on the attack roll. If Hailfire succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

**1–2.** If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only Hailfire, it has no effect on it and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

**3–4.** No additional effect.

**5–6.** Hailfire's hide converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of Hailfire must make a DC 22 Constitution saving throw, taking 7 (2d6) force damage per level of the spell on a failed save, or half as much damage on a successful one.

**Elemental Absorption.** Whenever Hailfire is subjected to fire or cold damage, it takes no damage and instead recharges its Hail and Fire ability.

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

**Summon Elemental.** At the end of its turn Hailfire summons 1 fire elemental with 10 hit points under its control, 20 feet away from itself. The elemental shares initiative count with Hailfire and acts before it.

### Actions

**Multiattack.** Hailfire makes three attacks: two with its claws and one with its tail. Hailfire can replace one claw attack for a bite attack.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) piercing damage and 7 (2d6) fire damage. If the target is a creature, it is grappled (escape DC 22). Until this grapple ends, the target is restrained, and Hailfire can't bite another target.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage and 7 (2d6) cold damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

**Hail and Fire (Recharge 5-6).** Each creature other than Hailfire in a 20-foot radius Sphere centered on Hailfire must make a DC 22 Dexterity saving throw. A target takes 35 (10d6) fire damage and 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

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

**Attack.** Hailfire makes one claw attack or tail attack.

**Pounce (Costs 2 Actions).** Hailfire jumps up to 30 feet in any direction, without triggering attacks of opportunity and makes one bite attack.



# HAILFIRE - THE 7TH PLAGUE

## LAIR ACTIONS

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

- Violent hail falls from the skies around Hailfire. Each creature in a 60 feet radius centered on Hailfire must succeed on a DC 15 Constitution saving throw or take 20 (8d4) bludgeoning damage, or half as much on a success.
- Magma erupts from a point on the ground Hailfire can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- Hailfire wounds start to heal, it regains 40 hit points.

## REGIONAL EFFECTS

The region containing Hailfire's lair is warped by the abomination's magic, which creates one or more of the following effects:

- A constant rain of fire falls from the skies in a 5 mile radius around Hailfire's Lair. Crops and houses made of flammable material all burn down. Creatures that go outside without protection must succeed on a DC 10 Constitution saving throw every minute or be burned and take 7 (1d12) fire damage on a failure.
- A devastating frost takes over the land in a 6 mile radius around Hailfire's Lair, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.
- Loud roars are heard throughout the land in a 1 mile radius around Hailfire's lair, as the monster howls.

If Hailfire dies, these effects fade over the course of 1d20 days.

## HISTORY

Once a lone puppy, Hailfire was simply looking for attention and affection. Met with a cruel world, it was rejected by all. As a street dog it had to fend for itself and its own food. Weaker than the other members of the pack it was often starving, much like the rest of the town he was in. One day an angel took pity of the pup and took it under its wing. Since that day it is weak no more. Instead Hailfire is the fiercest defender of its master.

## BEHAVIOR

Hailfire is summoned unto the world without the presence of its master Azrael. This plunges the creature into madness, as it loses its sense of purpose without a master. It will go on a rampage that cannot be stopped by any means. If Hailfire survives until the summoning of Azrael, it will fight alongside it, losing its lair actions in the process. If Hailfire roams alone, he will seek to cause as much chaos as possible, hoping that it will cause its master to return.

**GM Note:** Normally Azrael is only summoned once the 9 other plagues have been defeated, and will use its passover ability. If you want to spice up that already incredibly tough boss fight you can add Hailfire to the fight, but I wouldn't recommend it; unless your players have fantastic builds, or you seriously hate them.

## IN BATTLE

In battle Hailfire functions very much like a raid boss. It will use its Hail and Fire ability, and at the end of its turn, it's Summon Elemental ability will trigger. If the party doesn't kill the elemental in time, Hailfire will move in the space of the elemental, taking fire damage and recharging it's Hail and Fire ability. Beyond that Hailfire is a fairly tanky foe that can shrug off many blows, it will use that fact to get in the face of casters who are at a disadvantage against it, using its pounce legendary action to skip around the battlefield as needed.

*Art by Jason Moser*

# LOCUST - THE 8TH PLAGUE

## LOCUST

*Large aberration, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 287 (23d10 + 161)

**Speed** 120 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	24 (+7)	24 (+7)	3 (-4)	16 (+3)	25 (+7)

**Saving Throws** Dex +14, Con +14, Wis +10, Cha +14

**Skills** Perception +10

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** blinded, charmed, exhaustion, frightened

**Senses** truesight 120 ft., passive Perception 20

**Languages** understands sylvan

**Challenge** 21 (33,000 XP)

**Innate Spellcasting.** Locust's spellcasting ability is Charisma (spell save DC 22). The planetar can innately cast the following spells, requiring no material components:

At will: *invisibility (self only)*

3/day each: *blade barrier, insect plague*

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

**Legendary Resistance (3/day).** If Locust fails a saving throw, it can choose to succeed instead.

**Buzzing Nightmare.** The area in a 30 feet radius centered on Locust is filled with an ear-splitting buzz. All creatures in that area are considered deafened.

**Embodiment of Rage.** Whenever the Locust starts its turn with 143 hit points or fewer, roll a d6. On a 6, Locust goes berserk. On each of its turns while berserk, Locust attacks the nearest creature it can see. If no creature is near enough to move to and attack, Locust uses its action to dash towards the closest one. Once Locust goes berserk, it continues to do so until it is destroyed or regains all its hit points.

## Actions

**Multiattack.** Locust makes six claw attacks.

**Claw. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. *Hit:* 13 (1d12 + 7) slashing damage and 6 (1d12) necrotic damage.

**Retractable Tail. Melee Weapon Attack:** +14 to hit, reach 30 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and the target must succeed on a DC 22 Strength saving throw or be pulled up to 20 feet in a straight line towards Locust.

## Reactions

**Silencing Vermin.** As a reaction to a creature casting a spell with a vocal component within 60 feet of it, Locust can send a swarm of locusts inside the mouth of the creature, wasting the incantation and the spell.

## Legendary Actions

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

**Tail.** Locust makes one retractable tail attack

**Wing Attack (Costs 2 Actions).** Locust beats its wings. Each creature within 15 ft. of Locust must succeed on a DC 22 Dexterity saving throw or take 25 (4d8 + 7) bludgeoning damage and be knocked prone. Locust can then fly up to half its flying speed.

**Frenzy (Costs 2 Actions; Requires Embodiment of Rage to be active).** Locust uses its multiattack action.

## LAIR ACTIONS

---

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

- Locust becomes enraged. Until the next lair action, it has resistance against bludgeoning, piercing and slashing damage.
- Locust jumps and lands on a point on the ground within 30 feet of its original location. All creatures in a 15 foot radius centered on that point must succeed on a DC 16 Strength saving throw or take 11 (2d10) points of damage and be knocked prone. On a successful save a creature takes half as much damage and isn't knocked prone.
- Locust sends a swarm of weakening locusts towards a target. One creature of Locust's choice within 120 feet of it must make a DC 17 Constitution saving throw. On a failure the target's movement speed becomes 0 and it has disadvantage on all saving throws until the next lair action.

## REGIONAL EFFECTS

---

The region containing Locust's lair is warped by the abomination's magic, which creates one or more of the following effects:

- All crops within 6 miles of Locust's lair are devoured by swarms of locust, and the population is left starving.
- When the crops are exterminated, the locusts start attacking the population and try to devour them. Many are left with deep scars due to the insects.
- The earth quake with Locust's anger. Earthquakes are very common in a 20 mile radius centered on the aberration's lair.

If Locust dies, these effects fade over the course of 1d8 days.

## HISTORY

---

Once a beautiful elf, Locust was a woman of incredible talent. Both in the royal court and on the battlefield she was quick about her wits. Always with the witty remark she made enemies in high places. A conspiracy took her fame away from her, slandering her name. Her who was with the royalty, now had to beg for her food. Rage consumed her, she wanted revenge from those who ruined her life. A voice came to her one night, offering the power she desired..



## BEHAVIOR

---

Locust is fast and deadly. The rage that inhabited it in its previous life lingers still. It'll send swarms of her insects to ruin the lands, before ruining the people. The earth will shake with its anger and all will fear it. It likes to get in the thick of things, so seeing Locust rampaging in towns once it has been unleashed is fairly common. It kills woman first as they are the ones that caused it pain in its previous life.

## IN BATTLE

---

An avatar of rage, Locust isn't an analytical opponent. It will attack recklessly, trying to kill any woman first. It will use its immense speed to skip around the battlefield and attack with all its claws. If need be it will use its wings to reposition itself before restarting the onslaught. While under half health, it's damage output might double, which turns a difficult fight into a deadly one. It will keep an eye on spellcasters, silencing them with its reaction if the need arises.

*Art by MDA Art*



## NIGHTFALL

*Medium aberration, neutral evil*

**Armor Class** 22 (natural armor)

**Hit Points** 283 (27d8 + 162)

**Speed** 0 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	28 (+9)	22 (+6)	3 (-4)	21 (+5)	25 (+7)

**Saving Throws** Str +9, Wis +12, Cha +14

**Skills** Stealth +23

**Damage Resistances** cold

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

**Senses** blindsight 300 ft., passive Perception 15

**Languages** understands orcish

**Challenge** 22 (41,000 XP)

**Fleeting Darkness.** Nightfall magically teleports, as a bonus action, along with any equipment it is wearing or carrying, up to 300 feet to an unoccupied space in darkness that it can see.

**Incorporeal Movement.** Nightfall 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.

**Shadow Bound.** While in darkness Nightfall is invisible

**Snuff the Light.** The area in a 300 feet radius centered on Nightfall is covered in magical darkness. Magically invoked sunlight deactivates this ability until the start of Nightfall's next turn.

**Sunlight Sensitivity.** While in sunlight, Nightfall has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### Actions

**Multiattack.** Nightfall makes three shadowblade attacks.

**Kiss of Death.** Nightfall targets a creature within 5 feet of it. The target must succeed on a DC 22 Constitution saving throw or take 78 (12d12) necrotic damage and be stunned until the start of Nightfall's next turn. On a successful save a creature takes half as much damage and isn't stunned. If this ability causes a creature to fall to 0 hit points or lower, it instantly dies, as its soul is absorbed by Nightfall.

**Shadowblade. Melee Weapon Attack:** +16 to hit, reach 5 ft., one target. **Hit:** 31 (5d8 + 9) slashing damage and 9 (2d8) necrotic damage, and the creature's hit point maximum is reduced by an amount equal to the necrotic damage taken.

### Legendary Actions

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

**Teleport.** Nightfall uses its Fleeting Darkness ability.

**Attack.** Nightfall makes one weapon attack.

**Kiss of Death (Costs 2 Actions).** Nightfall uses its Kiss of Death.

# NIGHTFALL - THE 9TH PLAGUE

## LAIR ACTIONS

---

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

- Nightfall summons 1d4 shadows to its aid, they appear in an area of darkness 120 feet around it, and have 10 hit points.
- Nightfall attempts to ravage a creature's senses. It chooses one creature within 15 feet of itself, the target must succeed on a DC 16 Constitution saving throw or be deafened and blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- The darkness coalesces and strikes. Up to 4 creatures of Nightfall's choice in darkness in a 300 feet radius centered on the monster must succeed on a DC 17 Dexterity saving throw or take 23 (5d8) piercing damage, or half as much on a success.

## REGIONAL EFFECTS

---

The region containing Nightfall's lair is warped by the abomination's magic, which creates one or more of the following effects:

- The area in a 30 mile radius around Nightfall's lair is plunged in darkness. The sun stops shining, other sources of light still function.
- Shadows appear and roam the land, sapping people of strength and life.
- Just as light, people in a 6 mile radius centered on Nightfall's lair start to despair and lose all hope. Humanoids that stay in that area for longer than 1 week have disadvantage on Wisdom saving throws while they are in darkness.

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

## HISTORY

---

Nightfall was once an orc, shaman of his clan. He was tasked with safekeeping his clan from the corrupt influences from the beyond. The lives of many were resting on his shoulders and he was diligent in his endeavors. He heard the whispers from the spirits of his ancestors, that were watching over him, guiding him. One of the whispers pushed along a darker and darker path, until the moment where he realized that he had murdered his entire tribe. Only then the darkness engulfed him.

## BEHAVIOR

---

Nightfall is a very erratic being, the tragedy that struck it guides its behavior. It lurks in the shadows and lures its prey with whispers, before striking from the darkness and ending them. He will spread his shadows around the land to plunge everyone in despair. Feeding on the cries of the lost and the anguish it causes.

## IN BATTLE

---

Nightfall is the definition of a sneaky foe. It full stay lurking in the shadows it created, teleporting around the battlefield and striking from behind. If given the chance it will administer its deadly kiss to any foe that can cause sunlight to appear. If there is cover, it will vanish behind walls to protect itself until its turn comes around again. It will first kill anyone holding on to sunlight.

*Art by Daniel Comerci*

# AZRAEL, THE LAST PLAGUE



Art by Tobias White

## HISTORY

Once a favourite of the gods Azrael was hungry for power, and threatened the gods in their ascent. To punish him for his pride, he was imprisoned in a forgotten prison, never to see the light again. Azrael's powers were stronger than his bindings however, and his powerful influence seeped throughout the land. He corrupted many, and from his hatred 9 apostles were born. These nine other Plagues coalesced towards his prison, before freeing him from his eternal punishment. On that day, the world ended. Even the gods hid far away. Of the few that remained to fight, all were slain.

## AZRAEL

*Medium celestial, chaotic evil*

**Armor Class** 23 (natural armor)

**Hit Points** 333 (23d8 + 230)

**Speed** 30 ft., fly 90 ft.

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

30 (+10) 21 (+5) 30 (+10) 21 (+5) 22 (+6) 27 (+8)

**Saving Throws** Str +18, Int +13, Wis +14, Cha +16

**Skills** Insight +14, Perception +14

**Damage Resistances** necrotic, radiant

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened

**Senses** blindsight 300 ft., passive Perception 24

**Languages** all, telepathy 120 ft.

**Challenge** 26 (90,000 XP)

**Angel of Death (Mythic Trait; Recharges after a Short or Long Rest).** When Azrael is reduced to 0 hit points, he doesn't die or fall unconscious. Instead, Azrael regains half his maximum HP and instantly duplicates himself. The duplicate functions as per the *simulacrum* spell, although the copy starts with the same amount of hit points as the original, and looks exactly identical. The copy also has access to Mythic Actions and vanishes after Azrael takes a short or long rest.

**Angelic Weapons.** Azrael's weapon attacks are magical. When Azrael hits with any weapon, the weapon deals an extra 4d8 radiant damage (included in the attack).

**Chosen of the Gods.** Azrael is immune to damage

**Corruptor.** Azrael is permanently under the effect of a *sanctuary* spell, cast at 7th level. In addition if a creature fails the saving throw against the spell it must target an ally as the new target, if no allies are present it targets itself.

**God-killer.** Azrael's hits can damage gods and kill them.

**Innate Spellcasting.** Azrael's spellcasting ability is Charisma (spell save DC 24). Azrael can innately cast the following spells, requiring only verbal components:

At will: *divine word*, *greater restoration*, *invisibility*, *modify memory*, *water walk*  
2/day each: *dominate monster*, *plane shift (self only)*, *power word kill*, *sunburst*

**Legendary Resistance (3/day).** If Azrael fails a saving throw, it can choose to succeed instead.

In front of such utter destruction, all nations allied in a desperate attempt at stopping the inevitable. The most powerful casters were assembled, tasked with creating restraints powerful enough to stop god-killers. The mightiest martial combatants lead the assault on the Plagues. There was only one goal, stopping the end of time. Azrael proved to be impervious to any kind of damage, shattering soldiers as if they were mere twigs. Only one weapon was strong enough to break his defenses, *Lachryma*, forged from the tears of the slain gods. By fate, or luck the Plagues were sufficiently weakened from the battle, and the trap sprung into action, imprisoning them all in the Defiled Box.

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

**Magic Weapons.** Azrael's weapon attacks are magical.

**Passover.** When it first appears, Azrael will kill all the first-born of the land in a single night. Only if a first born is located inside a house with mutton blood spread over the door will it survive this fate, as the fallen angel will passover.

## Actions

**Multiattack.** Azrael makes two melee attacks.

**Healing Touch (3/Day).** Azrael touches a creature. The target magically regains 20 (4d8 + 2) hit points and is freed from any curse, disease, poison, blindness, or deafness.

**Scythe. Melee Weapon Attack:** Reach 15 ft. Azrael sweeps his scythe through one creature, dealing 19 (2d8 + 10) slashing damage plus 18 (4d8) radiant damage.

## Legendary Actions

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

**Attack.** Azrael makes one attack with his scythe.

**Vanish.** Azrael teleports to a point that he can see within 120 feet of him

**Corrupt (Costs 3 Actions).** Azrael targets a creature within 15 feet. The target must succeed on a DC 24 Wisdom saving throw or view its closest ally as an enemy and Azrael as an ally for 1 minute. A creature under this effect spends its turn trying to kill its new foe. An affected creature can repeat the save at the end of each of its turn, ending the effect on a success. A *remove curse* or *greater restoration* spell ends this effect.

## Mythic Actions

If Azrael's Mythic trait is active, he can use the actions below as legendary actions.

**Divine Blood.** Azrael regains 40 hit points.

**Suffering (Costs 2 Actions by each Azrael).** Destructive energy appears in a 20-foot wide line that extends between the two Azraels. Each creature in the area must succeed on a DC 24 Constitution saving throw or take 35 (10d6) radiant and 35 (10d6) necrotic damage.

**GM Note:** the 10th plague in Christianity is described as an angel of death sent by God to kill all the first-born, no name is given to that angel. Upon further research it seems that there is a single angel of death described in the texts, and that would be Azrael (that name is similar across Christianity and Islam), hence why the name is employed here.

## LAIR ACTIONS

On initiative count 30 (losing initiative ties), Azrael takes a lair action to cause one of the following effects; Azrael can only use one lair action per round, even if his Mythic Trait is active; Azrael can't use the same effect two rounds in a row:

- **Guardian Angels:** Azrael summons 1d2 **devas** to its aid in battle, they appear within 5 feet of him, and roll their own initiative.
- **Cataclysm:** Blazing orbs of fire plummet to the ground at four different points Azrael can see within 300 feet of him. Each creature in a 20-foot-radius sphere centered on each point he chooses must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 14 (4d6) fire damage and 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.
- **Wave of Terror:** Azrael targets all hostile creatures within 120 feet of him. They must succeed on a DC 18 Wisdom saving throw or become frightened of him and blinded until the end of Azrael's next turn.

## CONTINENTAL EFFECTS

The continent containing Azrael's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Corrupted angels of all kinds appear on the continent, causing chaos and destruction, while Azrael takes over the heavens and attempts to slay the gods.
- Azrael appears when all the other plagues are defeated. He will attempt to stall long enough for all of them to come back to life, as such he will remain hidden in the heavens above the continent he is massacring. A rain of blood covers the continent.
- When Azrael appears on Earth, he'll use his Passover trait, killing all first born on the continent. After that day all creatures on earth become sterile.

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

## BEHAVIOR

Azrael is the embodiment of pride, he is very full of himself. He knows he is mightier than the gods, and will make sure the players know as well. His goal is to destroy the world, for all the sins they committed against him, and to punish the gods for their attempt against him. The reason Azrael appears only after all the other Plagues on earth is because he will be in the heavens trying to kill or enslave the gods, so that they can watch the destruction of everything they created. He's confident the other Plagues can cause a carnage without him. Once he'll realize that the plagues are defeated, he'll hide in the heavens, waiting for all of them to regenerate, before launching an assault with all of them against the heroes.

**GM Note:** I don't think players can take on all the Plagues at once, no matter how strong they are.

## IN BATTLE

If found and confronted, Azrael is very reckless in battle, he'll go in with his scythe as he knows he cannot be damaged. Once the player wielding Lachryma lands a hit on him, rendering him vulnerable, he will fight a lot more defensively. Getting in for quick attacks before flying away. If he judges anyone weak enough, he'll attempt to use *powerword: kill* to get rid of the threat. Once his Mythic Trait is active, he'll position himself to target as many people as possible with his Suffering ability. Both copies of him will increase the pressure in battle, coming closer to characters to fight them, as they can output a massive amount of damage when combined.

## HOW ON EARTH IS SOMEONE SUPPOSED TO KILL THIS THING ?

- The **Lachryma blade** is necessary to inactive the Chosen of the Gods trait for 24h and to deal any damage to it, it's a McGuffin. If you, as the GM, want to run the monster without it, you can simply remove his Chosen of the Gods ability.
- A powerful dispel magic is going to be necessary to get rid of the Corruptor trait, otherwise your players are in for a very very tough time.
- The mythic trait doesn't reactive the Chosen of the Gods ability or the Corruptor trait if the magic has been dispelled.
- Similar to a Tarrasque, you need to give your players magic items, and time to prepare to defeat it. Granted they might not have much time since this thing will cause the end of time.

Art by Tobias White



# CULTISTS !

## DISCLAIMER

The following text is meant to be used in your tabletop games to make more fleshed out and interesting villains. It certainly isn't a psychological guide about real life, and isn't meant as one. The information present here is only meant to be used at your table, if you deem it appropriate, and doesn't represent any of the writer's opinion. This is not psychological advice, nor a psychological lecture, and shouldn't, in any case, be used as such.

## WHY BECOME A CULTISTS ?

If you want your important cult members to have more fleshed out personality I recommend turning towards people who actually joined cults in our world, and see what their motivation was back then. Some examples could be:

### 1. TRAUMA TURNED INTO HATRED

Why would someone want to join a cult that wants to invoke the 4 dragons of the Apocalypse, or unleash the 10 plagues ? What would they gain from such chaos and destruction ?

A very rough psychological tool would say look at the consequences of people's action and from there infer the motivations (I don't recommend doing that IRL, but for DnD purposes it works out). Why would they want chaos and destruction ? Perhaps because it is what they desire. Some people only wish to see the world burn, and that's all the motivation in itself. How did they come to that thought, one can only guess, perhaps a lifetime of trauma has pushed them in a deep dark psychological corner, where they see the human race (or other races) as a cancer that needs to be purged. Those are the cultists that are evil for the sake of Evil. These cultists can still perhaps be redeemed if someone managed to make them see the good in the world for example, but many time they'd rather die than change their ideology. This avoids having each villain getting a redemption arc, or your players questioning their actions at each turn.

As an alternative this could be a background for a player character, perhaps they had a brother or sister who experienced trauma alongside them, but while the relative turned towards destruction of mankind, the player character learned though their trauma and didn't let it weigh them down. Just a thought.



### INTRODUCING JATURIL:

#### Warning:

The following content describes some of the most despicable acts present in our world such as racism and murder, readers be warned.

Jaturil was a tiefling who had a loving wife, they were pregnant, awaiting the birth of their firstborn child. The village in which they were living were sceptical about them, because of their infernal heritage. One night the villagers got drunk and decided to teach the outsider a lesson from living on their turf. They showed up at his house in the middle of the night. They tied Jaturil to a pillar after which they beat him unconscious, took his wife away from him before slitting her throat, and showering him with her blood. Jaturil was left to starve to death, tied in his once home. He was left for days to watch the rotting corpse of his wife, until his body was so frail and thin that the ties restraining him loosened enough for him to escape. He burnt down his house and the village, before swearing to end mankind and all the filth it contained. Driven mad by his experience, he went on a rampage, slaughtering endlessly in the name of the purifying the world. Other tieflings, broken and abused, resonated with his message and started to join his cause. Together they formed the **Rising Dawn**, a cult hell-bent on the destruction of the world.

Here's what the stats for a run of the mill member of that cult looks like:

## RISING DAWN CULTIST

Medium humanoid (tiefling), any non-good alignment

**Armor Class** 15 (studded leather)  
**Hit Points** 60 (11d8 + 11)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	10 (+0)	13 (+1)	15 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2  
**Damage Resistances** fire  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** any one language (usually Common), Infernal  
**Challenge** 4 (1,100 XP)

**Burning Poison.** The cultist's blades are coated with bloodboil poison. When they damage a creature it must succeed on a DC 13 Constitution saving throw or take an additional 9 (2d8) fire damage. Included in the attacks.

**Dark Devotion.** The cultist has advantage on saving throws against being charmed or frightened.

**Destructive Rage (Recharges after a Long Rest).** As a bonus action, the Cultist lets his hatred take over. They have resistance to bludgeoning, piercing and slashing damage for 1 minute, and their movement speed increase by 10 feet. They have disadvantage on Wisdom saving throws for that duration.

**Innate Spellcasting.** The Rising Dawn Cultist's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *thaumaturgy*  
1/day each: *hellish rebuke*, *darkness*

### Actions

**Multiattack.** The cultist makes three melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage. On a hit the target must succeed on a DC 13 Constitution saving throw or take an additional 9 (2d8) fire damage.

The cult also has higher ranking members capable of wielding more powerful magic after making pacts with demons or devils to increase their power and fulfill their goal of bringing humanity to its knees. The cultists are known as Dawn Bringers.

## DAWN BRINGER

Medium humanoid (tiefling), any non-good alignment

**Armor Class** 15 (studded leather)  
**Hit Points** 84 (13d8 + 26)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	12 (+1)	13 (+1)	18 (+4)

**Skills** Deception +7, Persuasion +7, Religion +4  
**Damage Resistances** fire  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** any one language (usually Common), Infernal  
**Challenge** 8 (3,900 XP)

**Agonizing Blast.** When the dawn bringer casts Eldritch Blast, they add their Charisma modifier to the damage it deals on a hit.

**Dark Devotion.** The dawn bringer has advantage on saving throws against being charmed or frightened.

**Destructive Rage (Recharges after a Long Rest).** As a bonus action, the dawn bringer lets his hatred take over. They have resistance to bludgeoning, piercing and slashing damage for 1 minute, and their movement speed increase by 10 feet. They have disadvantage on Wisdom saving throws for that duration.

**Devil's Sight.** Magical darkness doesn't impede the dawn bringer's darkvision.

**Innate Spellcasting.** The dawn bringer's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self*, *thaumaturgy*  
1/day each: *darkness*, *hellish rebuke*, *polymorph*, *feeblemind*, *finger of death*

**Spellcasting.** The dawn bringer is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The dawn bringer has the following warlock spells prepared:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*  
1st-5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

## 2. FEAR TURNED INTO HATRED

Another very human cause for hatred is the unknown, in general we fear what we don't know. That's how horror movies get to squeeze the most fear out of you, when the scene is dark, and you hear screams of horrors and have no idea of what's going on, that's when true terror sets in. It's the same reason why many children fear the dark, you don't know what monsters lurk in the darkness. Unfortunately that fear of the unknown can extend to others.

If we look at the classic "Frankenstein", villagers tried to set Frankenstein's monster on fire because he was unknown, he was too different and they were afraid of him, and that fear turned violent. That very same fear can be extended to DnD where races have so many things which are different.

For example a race of half-snake people which eats the corpses of their own might seem like monsters to your run of the mill village human. Now let's say that thousands of these half snake people are starting to live right next to your door, with their barbaric traditions, perhaps these are uncertain times, and a few odd disappearance in the village put everyone on edge, whom will they blame first? What if at the peak of this tension a charismatic person walks in, and offers a solution that will not only get rid of the scary half-snakes, but also help in finding those who disappeared. The only thing you need to do is help them out on their quest to resurrect an ancient and powerful person, which will grant your wish once brought back. On top of that helping that leader, you're not alone you're forging companions and comrades, all of you united in one noble cause.

Congratulations you're officially a member of the **Scale-breakers**, one of the most violent and prolific cults of the continent. This cult hunts down half-snakes, and any others that might get in their way, to collect their scale and blood, which they use to empower themselves.

Here's what a run of the mill member of that cult looks like:

### SCALED FANATIC

*Medium humanoid (any race), any non-good alignment*

**Armor Class** 13 (leather armor)

**Hit Points** 60 (11d8 + 11)

**Speed** 35 ft.

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

**Skills** Acrobatics +4, Deception +4, Intimidation +4, Stealth +4

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Blood Boil (Recharges after a Long Rest).** When the fanatic hits a creature with a melee attack, he can force the target to make a DC 13 Constitution saving throw. On a failed save the creature takes an additional 1d6 necrotic damage each time it is damaged by an attack dealing bludgeoning, piercing or slashing damage. An affected can repeat the saving throw at the end of each of its turn, ending the effect on a success.

**Dark Devotion.** The fanatic has advantage on saving throws against being charmed or frightened.

### Actions

**Multiattack.** The fanatic makes two melee attacks.

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

### Reactions

**Slithering Escape.** When targeted by an attack, the fanatic can use its reaction to move in 15 feet in any direction, potentially causing the attack to miss if the fanatic leaves the range.

# FANG BREAKER

Medium humanoid (any race), any non-good alignment

**Armor Class** 12 (15 with mage armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	10 (+0)	13 (+1)	17 (+3)

**Skills** Acrobatics +5, Deception +6, Intimidation +6, Stealth +5

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 7 (2,900 XP)

**Blood Boil (Recharges after a Long Rest).** When the fang breaker hits a creature with a melee attack, he can force the target to make a DC 13 Constitution saving throw. On a failed save the creature takes an additional 1d6 necrotic damage each time it is damaged by an attack dealing bludgeoning, piercing or slashing damage. An affected can repeat the saving throw at the end of each of its turn, ending the effect on a success.

**Dark Devotion.** The fang breaker has advantage on saving throws against being charmed or frightened.

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

At will: *detect magic, jump, levitate, mage armor (self only), speak with dead*  
1/day each: *arcane gate, true seeing*

**Spellcasting.** The Fang Breaker is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Fang Breaker has the following warlock spells prepared:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*

1st-5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

## Actions

**Multiattack.** The fang breaker makes two melee attacks.

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

## Reactions

**Slithering Escape.** When targeted by an attack, the fang breaker can use its reaction to move in 15 feet in any direction, potentially causing the attack to miss if the fang breaker leaves the range.

### 3. MORE TO COME

Monkey here, so I'm testing out this way of writing villains, let me know what you think. I know the topics aren't exactly easy to read about and can touch on gruesome topics, but many times these topics can create very interesting stories to explore. Let me know if you enjoy this style of content, and what other ideas you have.

## ARCANE BEFUDDLER

Their cackling laughter often filling the air, these creatures are the happiest when they can mess with mages, making them lose control of their magic, often to a horrible end.

**Born of Magic.** Arcane befuddlers come to life in areas tainted by magic. Often the results of chains of counterspells, the broken arcane in that area coalesces into these tiny tricksters. The constant magical energy that flows in them grants them flight and limited control of magic, just enough to be a nuisance.

**Prized possessions.** Many martial combatants seek out these tiny creatures. Indeed, having one as a friend or servant proves to be very useful in battle against mages, as they disturb the magic, creating massive opportunities. Many wars have been won on the back of these little fellows. Arcane befuddler often benefit from this deal, as annoying others is what they find most satisfying. Simply be wary that they do not redirect the spell towards you.

**Unstable Nature.** By nature, arcane befuddlers are very chaotic. The most chaotic of them all are those that transformed a spell in a fireball. From that point forth the befuddler will become obsessed with the fiery explosion, and will try with every cell of its being to reproduce that effect. Once that happens, the arcane befuddle transforms into a far more aggressive pyromanic befuddler. The pyromaniac fey delights in scorching others, receiving their yells of agony with great joy.

### OPTIONAL RULE - ARCANE SPAWNED:

When your players *counterspell* a *counterspell* or vice versa, this can cause an arcane befuddler to spawn. Roll 1d2, on 1 a befuddler appears. For each counterspell after the second one, another arcane befuddler appears.

Art by Indi Martin, used with permission



## ARCANE BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 15 (natural armor)

**Hit Points** 21 (6d4 + 6)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 2 (450 XP)

### Actions

**Multiattack.** The arcane befuddler makes two mage slap attacks.

**Mage Fist.** *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

**Mage Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.

### Reactions

**Befuddle.** When a creature within 30 feet of the arcane befuddler casts a spell, the arcane befuddler can use its reaction to transform it. The spell becomes another spell of the same level (randomly selected), and if applicable the arcane befuddler chooses the new target(s) of the spell or area of effect of it. The DC of the spell is that of the original caster.

## PYROMANIAC BEFUDDLER

*Tiny fey, any chaotic*

**Armor Class** 17 (natural armor)

**Hit Points** 38 (11d4 + 11)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	14 (+2)

**Skills** Perception +2, Stealth +7, Survival +2

**Damage Resistances** cold

**Damage Immunities** fire

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Sylvan, telepathy 60 ft.

**Challenge** 3 (700 XP)

### Actions

**Multiattack.** The Pyromaniac befuddler makes two fire slap attacks.

**Firebolt.** *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 13 (2d10 + 2) fire damage.

**Fire Slap.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) fire damage.

### Reactions

**Cold Befuddle.** When a creature within 60 feet of the Pyromaniac befuddler casts a spell of 2nd level or lower, the Pyromaniac befuddler can use its reaction to counter it. The spell fails and has no effect. The original caster takes an amount of cold damage equal to the level of the spell (minimum of 0).

**Hot Befuddle.** When a creature within 30 feet of the Pyromaniac befuddler casts a spell of 3rd level or higher, the Pyromaniac befuddler can use its reaction to transform it. The spell becomes a *fireball* spell of the same level centered on the caster. The DC of the spell is that of the original caster.





Art CCO

## DANDEXPLOSION

Very common in the Fey realms, these carnivorous plants feed on unfortunate creatures that come near their grasping tendrils.

### DISGUISED MONSTER

The dandexplosions have evolved to be perfectly similar to regular Fey dandelions. These dandelions are perfectly harmless, although they might cause slight allergies due to their pollen, and create beautiful fields to wander in. A tell tell sign that a dandexplosion has set up shop in one of these fields is the absence of typical wildlife, as they get devoured. Sometimes up to 12 of them set up in the same field, turning it into a very dangerous hazard.

### CARNIVOROUS PLANT

The dandexplosion will often wait until its prey is close enough before revealing itself, grasping onto the creature and devouring them, be it with their bite or their absorbing tendrils. If one tries to run away, a fiery hell will rain down on it, cooking it to the taste of the dandexplosion. Perhaps one of their most surprising trait is that this fire doesn't seem to affect plant life.

## DANDEXPLOSION

Large plant

**Armor Class** 19 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	16 (+3)	2 (-4)	16 (+3)	6 (-2)

**Skills** Perception +6, Stealth +4

**Condition Immunities** blinded, deafened, exhaustion

**Senses** blindsight 10 ft., tremorsense 60 ft., passive Perception 16

**Languages** —

**Challenge** 7 (2,900 XP)

**False Appearance.** While the dandexplosion remains motionless, it is indistinguishable from a normal Fey dandelion.

**Grasping Tendrils.** The dandexplosion can have up to five tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the dandexplosion, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

### Actions

**Multiattack.** The dandexplosion makes three attacks with its tendrils, uses Reel or Absorb, and makes one attack with its bite.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) piercing damage.

**Absorb.** The dandexplosion absorb the life of each creature grappled by it. Each creature takes 14 (4d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like greater restoration.

**Tendrils.** *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the dandexplosion can't use the same tendril on another target.

**Reel.** The dandexplosion pulls each creature grappled by it up to 25 ft. straight toward it.

**Explosive Pollen [Recharge 6].** The dandexplosion unleashed its pollen in an area in a 100 feet radius around it. The area of the explosion consists of up to ten 10-foot cubes, which it can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a DC 14 Dexterity saving throw. It takes 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area is unaffected by this effect.

# ADVENTURES



 **MONKEYDM**

# A GRAND PERFORMANCE

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**5TH EDITION ADVENTURE**

**NAVIGATE THROUGH A BLOODY WEAVE OF LIES AND DECEPTION**

## A GRAND PERFORMANCE

**A GRAND PERFORMANCE IS AN ADVENTURE DESIGNED FOR 3-6 LEVEL 10 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## Plot Hook

The adventurers are traveling through a small town, when a carriage stops in front of them and a door opens, with a beautiful young man poking his head out, asking the famous adventurers to come inside.

## CHAPTER 1. THE MISSING GIRL

In which the players try to track down their prize.

### 1.1. BY WAY OF CARRIAGE

The adventure opens with the parties traveling in quite the opulent, alongside Vladislav Marinus, the young (and quite attractive) butler to famous actor Christian Thirnos. Finding the party in town, Vladislav requested they join in the carriage for a short ride across town. He didn't seem aggressive, but not entirely warm either. If the party doesn't enter right away, he'll mention "His proposition comes with quite the hefty reward".

#### VLADISLAV MARINUS

**Information:** The young boy, Vladislav, is a little paler than one might expect, but beautiful aside from that. He is deeply loyal to his master and would risk everything for him. He also fully trusts when his master proclaims his innocence.

Read this:

'As you enter the carriage one by one, the smell is the first thing you notice. The muddy and foggy streets become a memory, as roses overtake your nostrils. The young beautiful man, dressed quite beautifully, looks weirdly simplistic, with his black and white attire, in this carriage full of velvet pillows with golden inlays. He smiles, then begins speaking in a soft voice. "Being adventurers, I assume you've heard your fair share of news coming from Julrin. The town is not far off from here, about one or two hours' travel. In any case... Recently, there have been..." He hesitates, choosing his words with precision. "Disappearances. Young ladies, mostly, who either have up and left the town or, gods beware, worse. These recent events have proved to disturb my master. And he's asked for someone to take care of the job. I presume you are just the bunch for this." He steadies his shirt and knocks on the back of the carriage and it starts moving, as he lies back calmly in the sea of pillows.'

Vladislav will continue to iron out some details, while the carriage slowly takes the adventurers towards Julrin. He'll explain he works for a very popular and very rich actor, Christian Thirnos, who has his mansion built not too far from town. Christian was not bothered by the disappearances, until last week, when a madman by the name of Serio Woodworth attacked him in the street, accusing him of being at fault. Serio has since avoided the authorities, but Christian is sure he is at fault for the disappearances and he is merely passing blame. The party is tasked with finding this hoodlum and disposing of him.

If the players attempt to discern if Vladislav is hiding any information, they'll have to make a **DC 19 (Wisdom) Insight check**. On a success, they'll gather that Vladislav has a particularly strong anger towards Serio.

To convince the party this is the right thing, he'll tell them they will be paid 20,000 gold.

After a little more discussion and an hour or so of travel, the party finally arrives on the paved streets of Julrin. From the outside of the carriage, they can hear commoners shouting in excitement, a little bit of trade going on, but most seem to shout about the carriage, saluting the coachman and debating whether or not Mr. Thirnos is inside.

Read this:

'After a few minutes, you sense the carriage stopping. Vladislav moves the curtains and looks outside. You can just about make out a narrow alley, with just enough room to drop you off unnoticed. Vladislav dusts off his shirt once more, then eyes all of you up and down. "Two more things. If you finish the job in time for tonight, the master is performing a private show at his mansion's theatre. You are very much welcome. Also, I should probably give you a little bit of a lead. Serio's best friend, Angel Hopper, is the town's miller. The mill is not far from here, but the town itself might provide some worthwhile information. Good luck!" Without a second breather, you are dropped onto the streets of Julrin with time until tonight to finish a job and maybe even see a grand show.'

Art by *BlaszczecArt*





## 1.2. SMALL JULRIN

The adventurers may explore the town.

**GM NOTE:** While exploring the town is an option that provides additional information (and even some help), it is highly likely that the players simply ignore the town and proceed to the windmill. If they do this, simply skip to the next chapter (1.3). It shouldn't prove too much of an issue.

Read this:

'You exit the small alley only to find yourself in the middle of a plaza. Plaza is much, as it is quite small, with only four roads emerging from it, that you gather makes most, if not the entire town. The fog is surprisingly dense around these parts. In the back, towards the alley you came from, you notice the road continues upwards, towards a high hill, with a giant mansion not too far off, noticeable through the fog like a medieval castle watching over the town. In front of you, in the plaza, a few townsfolk are moving here and there from door to door, with one building emitting particularly bright light and loud music. Another door seems to be guarded by three or four guards and you see plenty of red streaks on that door as well.'

If the players want to find out more about the town, the disappearances or Serio, they can make a **DC 16 (Charisma) Persuasion check** while talking to a townsfolk. They will tell the adventurers that their best shot is either at the Nightwalker Inn, Woodworth's Woodworking Shop, which is the red-streaked door.

In addition, any character with a **passive Perception above 15** will notice plenty of posters with the face of a beautiful young lady with very curly hair. Underneath the portrait it is written "Cordelia - Missing. Any information returned to Woodworth's Woodworking Shop will be rewarded".

## AREAS OF JULRIN

Although not mapped out on a map, there are three areas the adventurers can explore while within Julrin, all of which provide additional information regarding the "case".

### 1 - THE NIGHTWALKER INN

Read this:

'Entering the building that emitted all the light and music, you notice that the atmosphere is not as joyous as it first seemed. Although the band plays a decently alert tune, the people inside look to either be conversing intensely or looking blankly into their cups. At the bar rests a dark-skinned male elf, who seems to be cleaning cups and not paying attention to most of anything.'

If the party approaches any of the patrons, they'll have no new information, nor will they have much to talk about. They will say that they are excited to see tonight's representation of King Learus, as it is a free representation by the "generous Thirnos" in honor of the missing Cordelia. The only person with much to talk about will be the bartender who introduces themselves as Olus Nightwalker.

### OLUS NIGHTWALKER

**Information:** Olus is your typical Drow. He doesn't enjoy sunlight and loves staying up late, the best recipe for an innkeeper. He spends most of his time inside, but sometimes he goes out, as he loves taking walks. But things have been getting odd on his walks lately.

Olus will tell the party openly that lately there've been a lot of bats in the nearby forests and he's also heard plenty of wolf howls. As far as he can remember, this has started as far back as last year, when the disappearances also started. Upon hearing this information, any party member *proficient in the (Intelligence) Religion skill* may make a **DC 18 (Intelligence) Religion check**, recollecting that these could be the effects of a vampire being nearby.

He will also mention that the last girl to have disappeared, Cordelia, was quite the beautiful aspiring actress. If the players mention that Thirnos hired them, Olus will say that it is most likely because of how much he cared for the young Cordelia. He would frequently go to her apartment giving her acting lessons. If the party asks for the apartment's address, he will give it to them. After that, he has no more information to give.



## 2 - WOODWORTH'S WOODWORKING SHOP

Read this:

'The front door to the woodworking shop seems to be guarded by two well-armed men, both of which are moving their glances intently. The door itself, carved with a beautiful wooden design, is adorned with red writing which spells out words such as "LIAR" "AGGRESSOR" "DEVIL" or "HOW DARE YOU?" It is a harsh sight to say the least.'

The two guards, Emanuel and Silvian (both humans), have been stationed here at the request of Morda Hickers, a halfling woman and leader of the local militia. She has explicitly told them that no one is to go into the house of Serio until she deems it fit, as she is scared townsfolk might destroy evidence before she can investigate it. Weirdly enough, she hasn't sent any investigators at the house for a good week.

If the party wishes to make it inside, they can choose to make a **DC 18 (Charisma) Persuasion, Intimidation or Deception check**. After that, the guards will let them in, although trying to do so stealthily. Alternatively, the party may attempt to charm the guards or even sneak in, both options are valid.

Once the party is inside the house, read this:

'This make-shift woodworking store seems to be left in a perfect condition, apart from an open door that leads to the back and a messed up front counter, filled with all sorts of papers.'

If the party approaches the counter, they may make a **DC 20 (Intelligence) Investigation check**. On a success, they notice a small wooden box, hidden underneath a slab of wood. It is empty, apart from a small note that reads *"The holy water you asked for. You seemed quite desperate. Please do not do anything stupid. - Father Petho."* The papers on the counter are mostly ledgers and nothing important.

The party may also attempt to look about the chamber with a **DC 18 (Wisdom) Perception check**. On a success, they notice that the door frame looks quite odd. Bits of it are torn off and small claw marks adorn it.

As for the back chamber, the adventurers notice it looks like a living room of sorts, with another door on the opposite end that leads directly to a workshop of sorts. A third door, to the left side of the chamber, leads to a bedroom with a desk and bed.

While in this living room, the players may attempt to make a **DC 18 (Wisdom) Survival check**. On a success, they notice footprints. Tracing them back to the main front desk, there are 2 pairs. Within this room, only one pair.

In the bedroom, the players can choose to make a **DC 20 (Intelligence) Investigation check**, which will allow them to notice that underneath the desk, there seems to be a loose plank, almost like a hidden compartment.

They may attempt to remove the plank, but it is trapped. They may remove the trap first by making a **DC 17 Thieves' Tools or Tinker's Tools check**. *If the trap isn't disabled*, the person lifting the plank must make a **DC 18 Dexterity saving throw**. On a fail, an electrical crossbow bolt shoots down from underneath the plank. It deals 1d6 piercing damage, as well as 5d6 lightning damage. The target must also make a **DC 14 Constitution saving throw** or be stunned for 1 minute. On a success, they dodge the bolt.

Underneath the plank rests a stack of letters, all of which are signed Cordelia.

If the players find the letters, read this:

'You find a small stack of 20 or so letters, all of which are written in beautiful calligraphy. As you quickly look through them all one by one, they all are signed with the same name: Cordelia. Reading through them, you see they are addressed to Serio. You also quickly uncover, by a few mentions within the letter, where Cordelia's apartment is. As you continue reading, you also see how she details her love for Christian Thirnos, how much she loves their lessons. You read a part which goes "A teacher should only teach, not ask to get so close. It frightens me, Serio. Surely you, a true friend, would understand such things are... indecent." Then, as you read through later letters, you see they shift in perspective. Cordelia begins responding differently. "I am firmly aware he loves me differently. Differently than he loved all others. He promised me we would perform King Learus together! He even said I was perfect for the role! He said I would perform with him forever. Just he and I, lovers... You should see the dress I made myself for the role! Even dead, I'd still find a way to wear it." Throughout these letters, the girl seems more and more enamoured... The letters abruptly stop.

This is all the party can find within Woodworth's shop.

### 3 - CORDELIA'S APARTMENT

Read this:

'Using the guidance imparted onto you by other townsfolk, you make your way down one of the main streets, then arrive at a large stone building, with wooden-stairs on the outside, that lead to an upper floor. It is there that you have been told Cordelia resides. You make your way up the stairs and surprisingly, the door is partway ajar. Inside, you see a faint blood splatter. On the ground rest two lifeless guards and everything is disturbed. A single mannequin rests on the opposite side of the room, directly across from the door. It has no clothes on it.'

By performing a **DC 15 (Wisdom) Medicine check** the players can discover that the blood is quite fresh and the guards have only been killed a few hours later, maybe one or two. The room is trashed, but the mannequin seems to be placed back at its original location, almost untouched. The bodies themselves can also be investigated with a **DC 17 (Wisdom) Medicine check** revealing they were thrashed by claws, but also bit on the neck. Once in the room, the party may look for clues by performing a **DC 16 (Intelligence) Investigation check**. On a success, they find small footprints that have bits of wheat and mud on them, indicative of the ground on a warm or windmill. This investigation check will also reveal that all places where one would keep correspondence are empty, as if picked clean. A single letter is left on the desk, with a writing the players haven't matched yet. It simply says *"Meet me at Windmill. Quick. Please."* There is no date or name on the note.

The party may now choose what to do with the bodies, either report them or not, but chances are very high that they will go towards the windmill in hopes of finding more clues. If they do indeed go to the windmill, proceed to the next chapter.

**GM NOTE:** It is highly unlikely that the party will ignore all hints and choose to not go towards the windmill, but, in case they do, make them run back into Vladislav, who will ask them to go to the Windmill posthaste, saying that he has reason to believe they can find Cordelia's body there and he will meet them later.

### 1.3. THE WINDMILL

Read this:

'Not too far off from town, yet still within the thick layer of fog that seems to dominate the region, you approach the Windmill and farm of Julrin. Due to the fog, you feel most of the ground stick to you, as it is muddy and intertwined with pieces of withering crop. Come to think of it, you look at the rest of the crop and most of it looks if not withered, in the process of withering.'



### AREAS OF THE WINDMILL HILL

#### 1 - THE ENTRANCE

The players may knock on the door. They will hear nothing for a few seconds, then the door will open and out will come Angel Hopper.

#### ANGEL HOPPER

**Information:** Angel Hopper is a half-elven girl, with a mop of ginger hair and freckled skin. She has a no-nonsense demeanor and is not very talkative, especially with people she doesn't know.

Angel will ask them what they want and will be very combative. A **DC 16 (Wisdom) Insight check** will reveal she has something to hide and is intent on not letting the adventurers into her home. If any of them mention Serio, she will get even more aggressive, then the party will hear movement on the inside.

If at this point they attack Angel or push themselves into her home, Serio will emerge from the dark and ask them to stop. Otherwise, Angel will close the door in their face. This may prompt them to get inside the house a different way. If instead they decide to leave, Serio will open the door behind them and speak.

Read this:

'You hear a voice from the dark saying "Wait! I don't think you are... If you can enter the house without us inviting you, you're alright." The voice comes from a dwarvish figure, small and stout, with a large braided beard and a neat bun of hair. "I'm Serio. I assume I'm who you are searching for. But I swear, I am NOT responsible for her disappearance. If you just give me time to prove myself, I will!" The figure then lifts their hands in the air in a passive demeanor, but begins stepping towards the outside.'

Serio will argue that he is innocent and that the true devil, the true person at fault for Cordelia's death is Christian. He'll say he even has her diary, alongside a few other belongings that prove his theory, but none of the villagers wanted to believe him.

Serio will then move with the party outside towards area 2. Read this:

'Serio begins guiding you towards the northern side of the farm, moving to a small patch. The moment he notices the dirt is misplaced, he begins looking around panicked. "It was here", he says. "All the proof... You! Are you the ones?" Anger overtakes the dwarf, as he looks at you in desperation, before he turns towards the mill, shouting. "Angel! Close yourself in! We are as good as dead."

## 2 - DISTURBED PATCH

This small patch of dirt and plants is different from all others, as weirdly enough, a large bit of it seems recently dug out, with bits of wheat spilling onto the ground.

The players may make a **DC 20 (Wisdom) Survival check** to realise that animal footprints lead to this small dig. They can also make a **DC 18 (Intelligence) Investigation check** to look through the dig, noticing a single small letter written in a handwriting identical to the one at Cordelia's apartment. The letter simply writes *"You will be mine in death as you are in life, Cordelia."*

## 3 - ANIMALS

Read this:

'The few animals in the pen look very disturbed, some of them moving around crazily. Something seems to be off for all of them... As if something is watching from the dark.'

If the players wish, they can make a **DC 17 (Wisdom) Perception check** noticing that there are indeed eyes in the fog, but they quickly move away. If the players successfully see these eyes, the wolves will not get a surprise round in the next chapter.

## 4 - BAT PATCH

Read this:

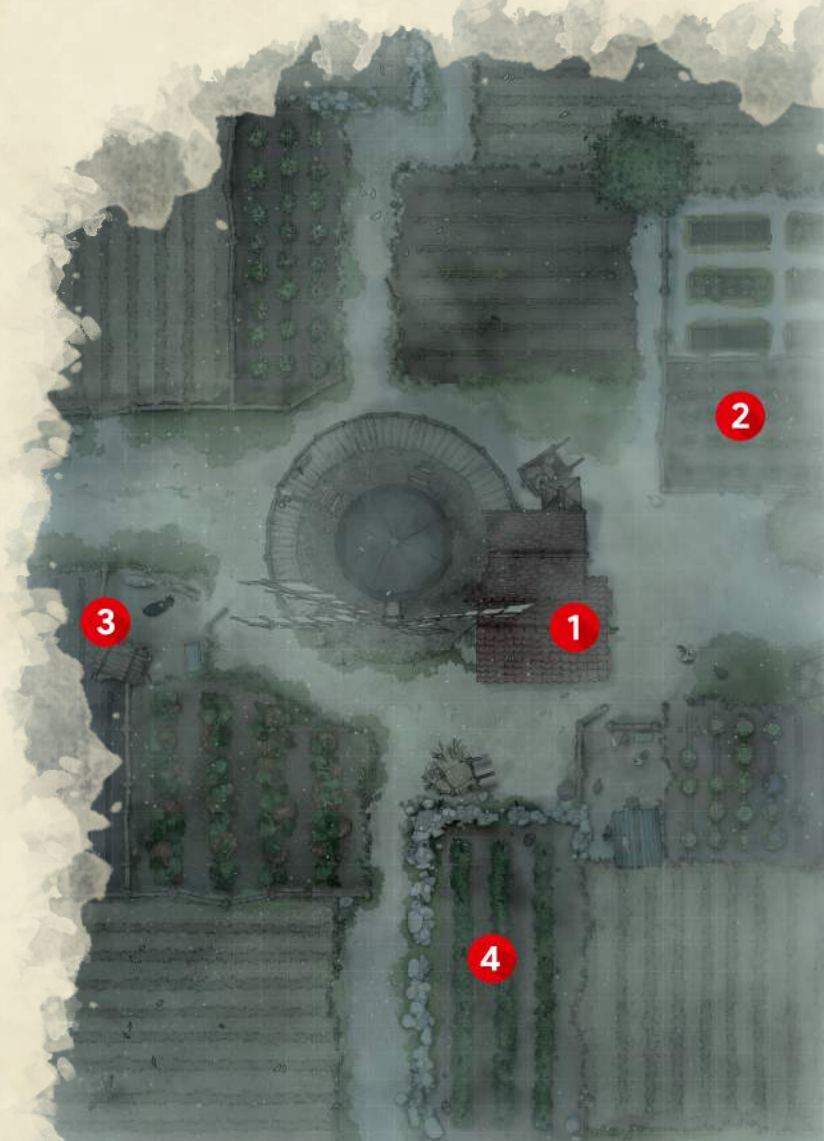
'Weirdly enough, you notice plenty of bats resting on bits of patches of cabbage, all of them, although eyeless, seem to be watching you intently.'

If any of the party members attack these, they will begin to fly away. If they are not attacked now, they will be part of the next chapter's combat.

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MAP 1: THE WINDMILL



## CHAPTER 2. DECEIT

In which the players figure out they've been tricked and then they figure out a plan.

### 2.1. SIMPLE BAIT

Read this:

'You watch as almost instantly, Serio begins looking around crazily. He seems scared, and then you begin to hear a distant, yet familiar voice. It is Vladislav. "Thank you, adventurers. It is a pleasure to have you here. The master simply wanted to lure Serio out, as we couldn't enter before that. A problem with our kind. No matter now. He also thought that disposing of nearby adventures will be a good way of removing two issues with a single... sharp... fang. Shall we, then?'

The adventurers must now face Vladislav (vampire spawn). Before their first turn of combat, **Vladislav's 7 dire wolves** will emerge out of the fog and attack the party in a surprise round, which is negated if they saw the eyes before. In case the party did not chase the bats away, the encounter will also have **3 swarms of bats. Serio (commoner)**, will try to avoid conflict as much as possible and the monsters will target the party instead of him, as they are the bigger threat.

After they defeat Vladislav, he will have some final words.

Read this:

'As you bring Vladislav down, you see he smiles widely, then looks at all of you. "You are too late. Tonight's show will end it for all of them." He then closes his eyes... In undeath, as he did in life.'

### 2.2. BAIT & SWITCH

With Vladislav now dead, the adventurers must make their way to the show, to stop whatever evil plan Christian has. Serio will say that he's been investigating the bastard for a while, as he would never step into his shop. As a vampire enthusiast with a collection of stakes, he thought this might be because his shop was also his home and he never invited anyone in. Was he always paranoid of vampires? ALWAYS.

With that being said, Serio will say that he is deeply disturbed by what could happen, so they MUST go towards the mansion and stop the plan. But for this, one of them will need to pose as Vladislav, otherwise Christian will catch on that something is off.

**GM NOTE:** In this stage, it is time to give creativity to the players! Whether they choose to use a disguise self spell or go on without any of them disguised, the overall idea of this chapter should stay the same. Keep in mind to reward creativity, but the rest should be up to them!

Once the players have made a plan, it is time to make their way toward the mansion.

### 2.3. ENJOY THE SHOW!

Read this:

'Returning quickly through the town, you make your way in a quickened pace up the path towards Christian's mansion. You arrive shortly thereafter to find the main courtyard filled with plenty of townsfolk dressed in their best possible attires, with tears in their eyes, as they all discuss what is to come. Beautifully-dressed servants move to and fro offering wine to the guests and you mingle with them as best as possible, awaiting the beginning of the show.'

**GM NOTE:** For this next short portion, improvise some social interactions! Imagine what could make you feel the most awkward at social gatherings and base it off of that. It shouldn't be anything too serious. Whether it is someone who has already drunk too much before the show even started or a stuck-up art critic, give the players some fun moments as a way to calm them before the storm.

Townsfolk and servants will approach the adventurers here and there with questions, not too aggressively, but enough to put some pressure on them. The adventurers who choose to talk must make a **DC 16 (Charisma) Deception check** to pass themselves off as having no ulterior motive or interest but watching the show. If they fail, the staff will become increasingly suspicious of them, handing them spiked wine glasses. Each player that drinks such a glass will have disadvantage on Wisdom saving throws for the rest of the day.

After a little bit of conversation, read this:

'Not too long after your chit-chatter, you find yourself ushered into a gigantic theatre hall, yet it is only part of the great mansion. Before you go in, Serio approaches and whispers "Don't rush anything. Wait until the show starts and people are distracted. Otherwise, we'll be mauled by the crowd." You walk in and people take their seat eagerly. You all watch in fear as the stage awaits empty. Unexplainably, a sentiment of excitement takes over for a good bit, as a show always creates a certain atmosphere. You await a brief moment, then, through the curtains, a figure walks out. A spotlight opens on them. The man, beautifully dressed, smiles, and the people begin showering him in applause. He raises his hand and everyone stops. "It is with the utmost joy that I present my play to you tonight... But I must say, it is deeply saddening that I must present it alongside the disappearance of such a bright, young lady. Know I will always miss you... Cor -" Before the man finishes his sentence, you notice another figure step from behind the red curtains. The beautiful face of Cordelia, in a golden dress. The crowd gasps in shock.'



An overacted dialogue begins, with Christian asking how she is alive and if she is a ghost. She says that she attempted to run away, but then she saw he was to act for her, so she returned. They hug and the crowd cheers. Then with a smile, Cordelia asks the crowd to *"Please, look above"*.

As they do, read this:

'You watch as this sinister show of deceit and manipulation takes up the crowd's attention and then... You look up. The large golden dragons that adorn the top of the stage begin to glow. And you feel weirdly... Comforted, welcomed. Which is when Serio approaches you, eyes closed, and begins shaking you. "This is it, he says! This must be what he's planning, look at the crowd!" You look and see how the crowd begins to get lulled, watching the charming effect without a single chance at resisting it, and yet... You can't help but be drawn by the golden dragon too. Then, you hear a voice from the stage. "Ah! If it isn't our friends, the adventurers, attempting to resist... Well then. Shall we have our fun?" The actor laughs loudly, and Cordelia begins to laugh with him, both bearing their vampire teeth.'

The adventurers must now make a **Wisdom saving throw** against the Golden Dragon's effect, which is an amplifier for the Vampire's Charm, thus having the same **DC (17)** and effect. If the entire party is charmed, Serio will take out a special concoction of holy water and save one party member, in order to give the party a chance at fighting.

After this, you may proceed to the next chapter.

## CHAPTER 3. LEARUS

In which the party fights these dastardly vampires.

### 3.1. KING FOR A KING

The party must now battle **Christian (vampire)** and **Cordelia (vampire spawn)**. Unbeknownst to them, Cordelia is also charmed by Christian and at only half of her maximum hit points.

The fight is on. For the duration of the fight, all of the townsfolk will remain catatonic, looking at the dragons, as on stage Cordelia and Christian will urge the adventurers to come and fight them if they can.

### 3.2. FALLEN KING (END)

Once Christian is defeated, he will fall to the ground in pain. If Cordelia is still alive while this happens, she will break out of his spell and look around confused.

With the vampire defeated, the golden dragons will stop working and the entire town will return to normal, scared of what just transpired. Cordelia, panicked at the fact she is now a vampire, will retreat into a corner and begin to cry, while Serio will attempt to comfort her. After that, she'll begin to run away as fast as possible.

As a sign of thanks for ridding them of a vampire, the town will allow the players to take up the estate and money of the now disgraced actor, in hopes of defending them whenever they are next attacked, and such is the end.

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## MAP 2: THE STAGE



# THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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A MASSIVE THANK YOU TO ALL MY PATRONS !