



# **DRAGON'S HOARD 5**

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**A BIG HOMEBREW COMPILATION**

# PLAYER OPTIONS

## SUBCLASSES

### 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





Art by Tithi Luadthong

## BARD: COLLEGE OF HORROR

*Bards of the College of Horror are remarkably different from all other colleges. They are not the wonderful, cheerful bards that people are used to, but rather they are somber, unsettling creatures. Their influence intimidates people rather than charming them. It's hard to describe a bard of the College of Horror, but when one enters a tavern, the music stops, everyone nervously looks at the newcomer. While they enjoy collecting songs and war stories, they especially revel in the acquisition of scary tales, ghost stories and creepy ballads.*

### SCARY FACADE

When you join the College of Horror at 3rd level, you gain a feature that is hard to look at. You gain proficiency with Intimidation checks.

As a bonus action, you can activate your scary facade, gaining advantage on all Charisma (Intimidation) checks and disadvantage on all Charisma (Persuasion) checks for one minute. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### LINGERING HORROR

Also at 3rd level, you learn how to infuse your arcane music with horror. When an ally, that is holding on to one of your Bardic Inspiration dice, deals damage to a creature, they can expend the dice to force the creature to make a Wisdom saving throw against your spell save DC or be frightened of your ally for 1 minute. A frightened creature can repeat this save at the end of each of its turn, ending the effect on a success.

### DREADFUL PERFORMANCE

At 6th level, you learn to become the center of attention using your supernatural ability to cause fear and anguish. As an action, you can initiate a creepy performance, which can be a particularly spooky story, a disgusting display of body horror or simply an intimidating speech, which attracts the attention of everyone around you until the end of your next turn. Any number of creature you choose within 60 feet must succeed on a Wisdom saving throw against your spell save DC or become paralyzed and frightened for the duration of the display. If an affected creature takes damage before the end of the performance, it is no longer paralyzed (although it stays frightened). A creature that is already frightened has disadvantage on that save. The performance ends early if you are incapacitated or silenced or if you voluntarily end it (no action required).

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

### EXPLOIT FEAR

Also at 6th level, you learn to use your opponent's dread. When a frightened creature within 60 feet of you makes a saving throw against a spell you cast, it must roll a d6 and subtract the number rolled from the saving throw.

### MASTER OF TERROR

Starting at 14th level, you are the embodiment of fear. As part of using your Bardic Inspiration, you can force each creature of your choice that is within 120 feet of you and aware of your presence to make a Wisdom saving throw against your spell save DC or become frightened of you 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 this ability for the next 24 hours. Once you use this ability a number of times equal to your Charisma modifier (minimum of once), you can't use it again until you complete a long rest.

## FIGHTER - LIVING METAL

*These fighter have a higher than normal amount of iron in their body, and they've learned to harness it. Inserted by magic, or simply granted by birth, this iron grants them power over other metals and allow them to generate powerful magnetic fields when they fight.*

### SUMMONED WEAPONRY

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At 3rd level, You can use your action to create a metal weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it.

This summoned weapon disappears if you reabsorb it by touching it (no action required), or if you die.

Alternatively, you can extend your hand to fire slugs of metal, they deal 1d8 piercing damage on a hit and have a range of 150/600. You can use your Strength modifier for attack and damage rolls made with the slugs.

You can absorb the power of one magic weapon and give it to your summoned weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon is then destroyed, and its properties transferred to your summoned weapon. You can't affect an artifact or a sentient weapon in this way. You can perform this ritual with a longbow or heavy crossbow grants their magic to your slugs. You can perform an inverse ritual over the course of 1 hour to lose the magic properties of one of the weapons.

You can hold on to the magic of a maximum of 2 magic weapons, one melee weapon and one longbow or heavy crossbow. If you perform the ritual with a 3rd weapon, the magic becomes too much to bear, you take 4d10 force damage and lose the magic properties of all the weapons.

### MAGNETIC PULL

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Also at 3rd level, you emit a sort of magnetism that seems to affect everyone around you. You can add your Constitution modifier to all Charisma (Persuasion) checks that you make.

### DEFLECT

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At 7th level, you can deflect weapons that are coming towards you. When you are targeted by a metal weapon you can use your reaction to generate an opposing magnetic field. You reduce the attack roll by 1d8 potentially causing it to miss you. If the weapon isn't metallic you reduce it by 1d4 instead.

You can use this ability a number of times equal to your Constitution modifier before taking a long rest.

### RETALIATING SPIKE

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At level 10, you've learned to allow the iron inside to strike with a vengeance. On your turn, if an enemy within 10 feet of you has dealt damage to you the round prior, you can, as a bonus action, project a spike of metal from your body to strike. Make a melee weapon attack, it deals 1d6 + your strength modifier piercing damage on a hit.

### TUGGING METAL

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At level 15, you can force enemies to come closer to you. Once per turn, when you deal damage to an enemy using your slugs, you can use the residual metal to magnetize them to you. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution Modifier), on a failure it is pulled 30 feet in a straight line closer to you.

### DISRUPTING FIELD

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At level 18, once per long rest, as an action, for 1 minute, you can emit a powerful field of metallic disruption. All creatures within 10 feet of you have disadvantage on their attack rolls against you, and ranged attack roll made with metallic weapons also have disadvantage.





## WARLOCK: THE SEED OF EVIL

You have made a pact with the Seed of Evil, whether willingly or not. This tree-like entity, hidden within its thorn-filled forest, is a being of unyielding corruption, seeping into the very ground of the earth, turning every leaf into a thorn and every tree into a husk with grey, deformed bark. The only things said to survive the corruption from this entity are pink lily flowers, the perfume of which serves as an augury of deformed nature and death.

### EXPENDED SPELL LIST

The Seed of Evil lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

## SEED OF EVIL EXPENDED SPELLS

### Spell Level Spells

1st	<i>bane, entangle</i>
2nd	<i>barkskin, spike growth</i>
3rd	<i>bestow curse, plant growth</i>
4th	<i>restraining vines* , nature's warden*</i>
5th	<i>awaken, contagion</i>

\*Tome of Vile Corruption

### CORRUPTED FLOWER

At 1st level, your patron allows you to sap the energy of others. Each time you damage a target you can leave a trace of your magic in the form of a single lily (no action required). You can have a maximum number of these lilies at a time equal to your charisma modifier (minimum of 1). Each lily lasts for 10 minutes and forces the target to subtract 1 from its attack rolls.

After using your action, you can shatter any number of lilies as a bonus action. If you do so, the infected target takes 1d4 necrotic damage for each lily.

### BLOOMING VINES

Beginning at 6th level, your connection to the Seed of Evil buds. Once per short or long rest, as an action, you can make your lilies burgeon. All infected creatures within 120 feet of you must succeed on a Strength saving throw against your spell save DC or be restrained and blinded until the end of your next turn by vines that sprout from the lilies. Regardless of the outcome the lilies shatter.

### PROTECTIVE ROOTS

At 10th level, before suffering damage, you can instinctively call upon your patron to wrap your body in roots and vines, protecting you. When a creature infected by your lilies that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you, unless it's fire damage. You can use this ability a number of times equal to your charisma modifier before needing to take a long rest.

### SPROUTING CHAOS

Starting at 14th level, before allowing death to grasp you, lilies bloom from your body to help you. When you fall unconscious, you can force any number of creatures of your choice within 60 feet of you to make a Dexterity saving throw against your spell save DC. If that creature fails the saving throw, it is struck with one of your lilies, which immediately drains their life and shatters, dealing necrotic damage equal to 3 times your Charisma modifier. You regain a number of hit points equal to the total damage dealt. Once you use this ability, you can't use it again until you complete a long rest.

## SPELLS

### NATURE'S WARDEN

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*Level 4 transmutation (Druid, Ranger)*

**Casting time:** 1 Bonus Action

**Range:** Self

**Components:** V

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

Your skin becomes covered in bark, thorns sprout from your hair, and you gain the following benefits:

- You gain 10 temporary hit points.
- You make Constitution saving throws with advantage.
- You make Dexterity-, Wisdom- and Charisma- based attack rolls with advantage.
- While you are on the ground, the ground within 15 feet of you is difficult terrain for your enemies.

### RESTRAINING VINES

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*Level 4 transmutation (Druid, Ranger)*

**Casting time:** 1 Bonus Action

**Range:** 20 feet

**Components:** V

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

You conjure vines that sprout from the ground in an unoccupied space of your choice that you can see within range. When you cast this spell, you can direct the vines to lash out at a creature within 20 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine and be restrained. Until the spell ends, you can direct the vines to lash out at the same creature or another one as a bonus action on each of your turns. The vines can restrain a number of creatures equal to your spellcasting modifier. If it is restraining that many creatures it cannot lash out at others.

A restrained creature, or an ally of that creature within 5 feet of it, can use an action to make Strength (Athletics) check against your spell save DC, allowing escape from the vines on a success.

### BEGUILE:

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*3rd level enchantment*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (crushed rose petals)

**Duration:** Concentration, up to 1 hour

You target a creature within range, it must succeed on a Wisdom saving throw. On a failure, designate another creature within range, the targeted creature becomes charmed by that creature for the duration. The targeted creature regards it as their true love while it is charmed. The spell ends early if there is any physical contact between the 2 creatures.

### ANNOY

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*transmutation cantrip*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** V, S

**Duration:** Up to 1 hour

You weave magic around a creature, to make their day just a little bit worse. You create one of the following effects within range, You can only have on such effect active at a time:

- You create an instantaneous, harmless sensory effect, such as an undignified sound, the impression of someone touching a shoulder, a screeching musical notes, or a foul smelling odor.
- You can flash in the mind of a humanoid an embarrassing memory of theirs. You don't know what the memory is.
- You can change the color of an item or piece of clothing for up to 1 hour.
- You can warm up a 5ft cube area just enough to make it uncomfortable
- You can render an item of your choice moist for up to 1 hour.

### ITCH:

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*1st level transmutation*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, M (a pinch of itching powder)

**Duration:** 1 round

You target a creature within range. It must succeed on a Constitution saving throw or spend its next action on its next turn scratching itself, taking 1d4 slashing damage and then end its turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

### MISDIRECTION:

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*2nd level enchantment*

*(Bard, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 reaction that you take when a creature makes an attack roll.

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You befuddle a creature within range. When it makes an attack roll, you can, as a reaction, force it to make a Wisdom saving throw. On a failed save, it targets another creature of your choice, within the range of its attack.

## ITEMS

### BOREAS

*Legendary weapon: greatsword, requires attunement*

*Forged from the blood of its owner, this blade is the product of generations of craftsmanship, yet only has one owner. Molded with frost and shadows, it doesn't have a visible edge, yet it strikes true, granting its victims the cold kiss of death.*

**Curse: Bonded for life.** This weapon can only be attuned to one creature. If that creature dies, the weapon shatters 1d8 days later.

This is an evolving weapon, each benefit is gained when the character reaches certain levels

#### CHARACTER LEVEL 1

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

- **Winter's bite:** As a bonus action you expend 1 charge. A frozen mist swirls around the blade. For the next minute, hits made with the weapon deal an additional amount of cold damage equal to your proficiency bonus on a hit.

#### CHARACTER LEVEL 4

You have a +1 bonus to attack and damage rolls made with this weapon. The weapon can now have 2 charges that it regains daily at dawn.

In addition shadows meld with the blade. You can choose to change the damage of the Winter's Bite ability to necrotic instead of cold when you activate it.

#### CHARACTER LEVEL 8

While attuned to this weapon, you have resistance to cold damage and can use the following ability:

- **One With The Shadows:** Once per day, as a bonus action, you utter the blade's command word, causing shadows to engulf you. You become a shadowy version of yourself. While in that form you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells while in that form. This effect ends after 10 minutes or if you drop to 0 hit points or use another bonus action to exit it. While in this form, you have a walking and climbing speed of 30 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage, and have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, though you treat liquids as though they were solid surfaces. In addition, while in dim light or darkness you are invisible. This ability recharges daily at dawn.

#### CHARACTER LEVEL 12

You now get a +2 bonus to attack and damage rolls made with this weapon.

The weapon can now hold 5 charges that it regains daily at dawn, and you can expend them in a new way:

- **Frozen Shadows:** As an action, you can expend 3 charges. The blade briefly freezes time to allow you to strike from the shadows. Choose up to 3 creatures within 60 feet of you, you vanish and reappear in their shadow and strike. Make a melee weapon attack with advantage against each target. On a hit, a target takes 4d8 necrotic damage and 4d8 cold damage. You then reappear in your original space.

#### CHARACTER LEVEL 16

While attuned to this weapon, you have resistance to necrotic damage.

You now gets a +3 bonus to attack and damage rolls made with this weapon. The weapon can now hold 8 charges, and you can use the One With The Shadows ability three times before needing to take a long rest.



# MONSTERS



## CROAKER - THE 2ND PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Croaker was the second one to exit. This chaotic abomination turns creatures to frogs, using its rampant curse it changes the very being of the Realms into mindless frogs under its Control. This monster doesn't need intellect to cause destruction and death.

### CROAKER

Huge aberration, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 276 (24d12 + 120)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

**Saving Throws** Con +11, Wis +7

**Skills** Athletics +12, Perception +7, Stealth +7

**Damage Resistances** fire

**Damage Immunities** thunder

**Senses** passive Perception 17

**Languages** —

**Challenge** 18 (20,000 XP)

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

**Cursed Existence.** When Croaker, or a creature under its control, reduces a creature to 0 hit point it doesn't become unconscious. Instead it transforms into a mindless Giant Frog under Croaker's control. The creature assumes the hit points of its new form, its game statistics, including mental ability scores, are replaced by the statistics of the Giant Frog. A *remove curse* spell turns the creature back into its original form, where it falls to 0 hit point and starts making death saving throws as normal.

**Frog Control.** All frogs (giant or not) within 6 miles of Croaker are considered charmed by it.

### Actions

**Multiattack.** Croaker makes three attacks with either its bite or its tongue.

**Bite.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Croaker, and takes 10 (3d6) acid damage at the start of each of Croaker's turns. Croaker's gullet can hold up to two creatures at a time. If Croaker takes 40 damage or more on a single turn from a creature inside it, Croaker must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of Croaker. If Croaker dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** Croaker targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, it takes 10 (1d8 + 6) bludgeoning damage and the target is pulled into an unoccupied space within 5 feet of Croaker, and Croaker can make a bite attack against it as a bonus action.

**Violent Croak (Recharge 5-6).** Croaker releases a powerful sound wave from deep within him. Each hostile creature within 300 feet of Croaker must succeed a DC 19 Constitution saving throw or take 45 (10d8) thunder damage and be stunned for 1 minute on a failure. On a success a creature takes half that damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turn, ending the effect on a success. A deaf creature is immune to this effect.

### Legendary Actions

Croaker 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. Croaker regains spent legendary actions at the start of its turn.

**Bite.** Croaker makes a bite attack.

**Devouring Leap (Costs 2 Actions).** Croaker uses its powerful legs to jump. Croaker long jumps 40 feet in a direction of its choice without triggering attacks of opportunity. Croaker then makes a tongue attack.

**Drain (Costs 3 Actions).** If Croaker has a Giant Frog under its control within 5 feet of it, it reduces the frog to 0 hit point. Croaker gains the frog's energy and uses it to recharge its Violent Croak and it uses it immediately.

## LAIR ACTIONS

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

- Croaker and all Giant Frogs within 30 feet of him regain 40 hit points as they drain energy from the waters.
- Each Giant Frog in the Lair can use its reaction to make a Bite attack against a creature within range. On a hit it deals an additional 3d10 thunder damage.
- A geyser erupts under up to 4 creatures that are hostile to Croaker. They must each succeed a Strength saving throw or take 2d12 bludgeoning damage and be pushed up to 20 feet in an unoccupied space of Croaker's choosing.

## REGIONAL EFFECTS

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

- Small frogs are plaguing the area within 6 miles of Croaker's lair, getting everywhere.
- Humanoid that have a disease of any kind, and are within 6 miles of the lair must succeed a DC 9 Constitution saving throw everyday at dawn, or turn into a Giant Frog on a failure.
- A strange strain of disease spreads across the land within 6 miles Croaker's Lair. Each creature that eats food from that area must succeed a DC 8 Constitution saving throw upon ingesting it. On a failure, they catch a severe form of dysentery, disease caused by toxins generating by the infesting frogs.

If Croaker dies, these effects fade over the course of 1d4 days.

## HISTORY

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Second to escape the Defiled Box, Croaker is one of the rare plagues that isn't focus on causing destruction but rather causing chaos. Once a man, that was losing his wife to disease, Croaker tried many spells to keep her alive. One succeeded, but changed her in the process. Now turned into a frog, Croaker slowly descended into madness, deciding to rejoin his loved one, he transformed as well. But influence from the 10th Plague turned him into something far more sinister. The rest of his mind and sanity is now long gone.

## BEHAVIOR

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Croaker is the embodiment of chaos. This monster isn't trying to cause death as much as it is trying to wreck havoc. He sends his army of frogs and giant frogs to plague the lands. Turning nobles and peasants alike into frogs, which only accelerates the ambient chaos. Finding Croaker's lair is easy, simply follow the frogs. Getting out of there alive or unchanged is nigh impossible. Once you enter its realm, you are naught but flesh to be turned.

## IN BATTLE

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In battle Croaker isn't a clever foe, so it'll try to attack the creature dealing the most damage to it. Turning it into a frog that can do Croaker's bidding. He will at first stun everyone with its Violent Croak, and if they are dangerous foes still standing, Croaker will not hesitate to use its drain ability. Players will have to make sure to defeat the Giant Frogs surrounding Croaker quickly if they want to prevent that from happening. Afterwards Croaker will devour a creature and run away with it if given the chance.

*Art by John Blaszczyk*

## MIND-EATER CAPTAIN

Medium aberration, evil

**Armor Class** 19 (natural armor)

**Hit Points** 135 (18d8 + 54)

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

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	16 (+3)	22 (+6)	17 (+3)	18 (+4)

**Saving Throws** Int +11, Wis +8, Cha +9

**Condition Immunities** prone

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

**Languages** Deep Speech, Undercommon, telepathy 120 ft.

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The mind-eater captain's innate spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts*

2/day each: *bigby's hand*, *dominate monster*, *plane shift (self only)*

1/day each: *disintegrate*, *force cage*

**Magic Resistance.** The mind-eater captain has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The mind-eater captain makes two attacks with its tentacles.

**Tentacles.** Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 19) and must succeed on a DC 19 Intelligence saving throw or be stunned until this grapple ends.

**Devour Brain.** Melee Weapon Attack: +11 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind-eater. Hit: The target takes 66 (12d10) piercing damage. If this damage reduces the target to 0 hit points, the mind-eater kills the target by eating its brain.

**Shatter Mind (Recharge 5-6).** The mind-eater captain magically emits brain splitting energy in a 60-foot cone. Each creature in that area must succeed on a DC 19 Intelligence saving throw or take 46 (9d8 + 6) psychic damage and be stunned 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.

## Reactions

**Warping Explosion.** After taking damage, the mind-eater captain teleports to a space it can see within 120 feet of it. Immediately after it disappears, each creature within 30 feet of the space it left must make a Constitution saving throw. On a failed save, a creature takes 3d6 force damage.



# LOUSE - THE 3RD PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Louse was the third one to exit. This aberration lurks in deserts, turning fertile earth into an arid landscape. It creates a perpetual sandstorm that weakens the will, and sends its spawns to feast upon the flesh of its preys.



## LOUSE

Huge aberration, chaotic evil

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

**Speed** 40 ft., burrow 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +6, Con +11, Wis +7, Cha +9

**Skills** Intimidation +9, Perception +13, Stealth +12

**Damage Resistances** fire

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

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 23

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

**Blinding Dust.** Blinding dust mixed with lice swirls magically around Louse. Each creature starting its turn within 5 feet of Louse, or entering the area for the first time on a turn, must succeed on a DC 19 Constitution saving throw or be blinded until the end of the creature's next turn.

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

**Sand Camouflage.** Louse has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

### Actions

**Multiattack.** Louse can use its Devour Sight. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Devour Sight.** Louse sends hundreds of tiny lice to devour the eyes of its victim. Louse targets one creature within 60 feet of it, that creature must succeed on a DC 19 Dexterity saving throw, or take 22 (4d10) piercing damage as insects pierce the skin and start crawling. Until the creature, or one of its allies, uses an action to remove the insects, it must repeat the saving throw at the start of each of its turn, taking the damage again on a failure. A creature that fails this saving throw 3 times within 24h becomes permanently blinded as its eyes are devoured by insects.

**Insect Breath (Recharge 5-6).** Louse exhales insects in an 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 59 (17d6) piercing damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

Louse 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. Louse regains spent legendary actions at the start of its turn.

**Bite.** Louse makes a bite attack.

**Hide.** Louse attempts to hide.

**Plague to Dust.** Louse magically transforms into a whirlwind of sand, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, Louse is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by Louse remain in its possession.

**Amplify Suffering (Costs 2 Actions).** Each creature currently affected by Devour Sight are forced to make another saving throw against it, taking the damage again on a failure.

## LAIR ACTIONS

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

- Louse summons swarms of devouring lice to its aid. All creatures within 60 feet of Louse must succeed on a DC 13 Constitution saving throw or take 4d10 piercing damage, as the insects eat their flesh, or half as much damage on a success. Louse then regains hit points equal to half the total damage dealt.
- A violent sandstorm cover the battlefield in a 20-foot-radius sphere centered on a point Louse can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be blinded until the end of the creature's turn.
- A tremor shakes the lair in a 60-foot radius around Louse. Each creature other than the Louse on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone and take 2d12 bludgeoning damage.

## REGIONAL EFFECTS

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

- Violent sandstorms are frequent in the area within 6 miles of Louse's lair, causing fertile land to be covered by sand and become sterile.
- Swarms of flesh eating lice roam the area within 6 miles of Louse's lair, feasting on each creature that comes near them.
- Random disappearance are reported in villages and towns within 20 miles of the lair. The victims are abducted by Louse during its nightly hunts.

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

## HISTORY

Third to escape the Defiled Box, Louse is a being hell-bent on causing death. Be it of plant life or human life. Once a Dragonborn, Louse was a simple farmer, working hard to help its family. One day a sandstorm came out of nowhere, raining chaos and destruction upon its village for days. Once it was over, nothing but lice were left, devouring the remaining crops, causing its family to starve. Louse saw with each passing day members of its family dying one by one for lack of food. Madness took over it, when it decided to feed on one of the corpses to survive. This sealed the curse and turned it into this aberration.

## BEHAVIOR

Louse tries to cause destruction in the lands where the grass is greenest and water the clearest. It will create a nest whence its spawns will emerge to devour flesh. The endless sandstorm created in the vicinity will drown out any fertile land. Once its realm is established, Louse will exit every night, hunting for fresh meat.

## IN BATTLE

In battle Louse is a vicious foe. It will first use its breath weapon to weaken foes, and use its legendary actions to hide as much as possible. A group of adventure not equipped with ways to reveal it will quickly die under its onslaught. If cornered it will borrow underground or use its Plague to Dust ability. Once the combat it raging on, if enough creatures are affected by Devour Sight, it will stay hidden underground and use Amplify Suffering to cause all creatures above to die. It's main method of fighting is to strike and burrow before hiding.

**GM Note:** If you want to add some intensity to your game, upon dying players can get a memory flashback from Louse, showing its past as a dragonborn, and its fall into madness.

*Art by MDA Art*



## HEX WEAVER

*Huge beast (spider), unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 126 (12d12 + 48)

**Speed** 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	23 (+6)	19 (+4)	7 (-2)	18 (+4)	7 (-2)

**Saving Throws** Wis +7

**Skills** Perception +7, Stealth +12

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 17

**Languages** —

**Challenge** 9 (3,900 XP)

**Spider Climb.** The hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Weaver Of Hexes.** Once per round when the hex weaver deals damage to a creature, it can force that creature to make a DC 15 Constitution saving throw, on a failure the hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

**Web Sense.** While in contact with a web, the hex weaver knows the exact location of any other creature in contact with the same web.

**Web Walker.** The hex weaver ignores movement restrictions caused by webbing.

## Actions

**Multiattack.** The hex weaver makes two bite attack.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (3d4 + 6) piercing damage and 6 (1d12) psychic damage

**Cursed Gaze.** *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 23 (3d12 + 4) psychic damage.

**Web (Recharge 5-6).** *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## ANCIENT HEX WEAVER

*Huge beast (spider), unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	26 (+8)	21 (+5)	11 (+0)	20 (+5)	7 (-2)

**Saving Throws** Dex +13, Con +10, Wis +10, Cha +3

**Skills** Perception +10, Stealth +18

**Senses** blindsight 10 ft., darkvision 120 ft., passive Perception 20

**Languages** —

**Challenge** 13 (10,000 XP)

**Spider Climb.** The ancient hex weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**True Weaver Of Hexes.** Once per turn when the ancient hex weaver deals damage to a creature, it can force that creature to make a DC 18 Constitution saving throw, on a failure the ancient hex weaver applies a curse to it from the following list:

- **Curse of Bloodletting:** The target's flesh thins, it has vulnerability to bludgeoning, piercing and slashing damage and takes 7 (2d6) necrotic damage at the start of each of its turns.

- **Curse of Life-End:** The target realises that life isn't worth living. The target has disadvantage on all attack rolls. In addition At the start of its turn the target rolls 1d4, on a 1-2 it must spend its action attacking itself with advantage.

- **Curse of Mind-Shatter:** The target has visions of death, it has disadvantage on Wisdom checks and saving throws and if it doesn't take damage in a round, it takes 16 (3d10) psychic damage at the end of its turn.

- **Curse of Weakness:** The target's muscle weaken and break, the target deals only half damage with weapon attacks that use Strength or Dexterity, and it takes 4 (1d8) slashing damage each time it deals damage with a melee attack.

- **Curse of Spell-Plague:** The target mind falters, it has disadvantage on Intelligence checks and saving throws and cannot cast or concentrate on spells, and takes 13 (2d12) psychic damage each times it attempts to do so.

At the end of each of the target's turns, the target must repeat the saving throw. On a success the curse ends. After failing three of these saving throws, the curse's effects become permanent, and the creature stops making the saves. A creature can be afflicted by multiple curses, but can only be saving against one at a time.

**Web Sense.** While in contact with a web, the ancient hex weaver knows the exact location of any other creature in contact with the same web.

**Web Walker.** The ancient hex weaver ignores movement restrictions caused by webbing.

## Actions

**Multiattack.** The ancient hex weaver makes two bite attack.

**Bite.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 18 (4d4 + 8) piercing damage and 13 (2d12) psychic damage

**Cursed Gaze.** *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 37 (5d12 + 5) psychic damage.

**Cursed Web (Recharge 5-6).** The ancient hex weaver excretes a mass of thick, sticky webbing at a point of its choice within range. The webs fill a 20-foot cube from that point. The webs are difficult terrain, lightly obscure their area, and are invisible in dim light or darkness.

Each creature without the Web Walker ability that starts its turn in the webs or that enters them during its turn must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 2 (1d4) piercing damage and is Restrained as long as it remains in the webs or until it breaks free.

A creature restrained by the webs can use its actions to make a DC 18 Strength check. If it succeeds, it is no longer restrained.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.



"So you walk eternally through the shadow realms, standing against evil where all others falter. May your thirst for retribution never quench, may the blood on your sword never dry, and may we never need you again"

Art by Warm\_Tail



## ROYAL INCINERATOR

*Large construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 231 (22d10 + 110)

**Speed** 30 ft.

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

25 (+7)   9 (-1)   20 (+5)   12 (+1)   18 (+4)   22 (+6)

**Saving Throws** Con +11, Int +7, Cha +12

**Skills** Athletics +13, Perception +10, Survival +16

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

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

**Languages** understands all but can't speak

**Challenge** 19 (22,000 XP)

**Battle Scars.** If the royal incinerator is killed by a creature before finishing its mission, when the royal incinerator comes back to life, it gains a +2 bonus to AC, saving throws, and attack and damage rolls. This effect stacks with each death until the mission is completed.

**Blaze of Glory.** The royal incinerator lights ablaze as a bonus action, taking 9 (2d8) necrotic damage at the start of each of their turns. Their weapon attacks deal an additional 10 (3d6) fire damage (included in the stat block). This effect lasts until the royal incinerator dies or extinguishes itself as a bonus action.

**Faultless Tracker.** The royal incinerator has advantage on Wisdom (Survival) checks to track humanoids, and damage it deals to them ignores resistances.

**Fire Absorption.** Whenever the royal incinerator is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Magic Resistance.** The royal incinerator has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The royal incinerator's weapon attacks are magical.

**Unfaltering.** The royal incinerator is immune to any spell or effect that would alter its form and it isn't affected by spells of the enchantment or illusion schools of magic.

**Rejuvenation.** As long as its brazier is lit, a destroyed royal incinerator gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the brazier.

## Actions

**Multiattack.** The royal incinerator makes two melee attacks.

**Impale.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 10 (3d6) fire damage. The target must succeed on a DC 21 Strength saving throw or be restrained by the blade and take 10 (3d6) fire damage at the start of each of their turns. The royal incinerator can then only use slam attacks, until it summons its sword back to it as a bonus action, freeing the target. The target, or an ally of them, can use their action to remove the blade, freeing themselves.

**Slam.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage and 10 (3d6) fire damage.

**Sword.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage and 10 (3d6) fire damage.

**Cleansing Fire (Recharge 5-6).** The royal incinerator exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

# VERMIN - THE 4TH PLAGUE

## VERMIN

*Huge monstrosity, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 243 (18d12 + 126)

**Speed** 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +11

**Skills** Acrobatics +6, Intimidation +11, Perception +13

**Damage Immunities** cold

**Senses** blindsight 30 ft., truesight 300 ft., passive Perception 23

**Languages** understands gnomish

**Challenge** 19 (22,000 XP)

**Alert Eyes.** Vermin can't be surprised, and creatures can't gain advantage on attack rolls against it due to being unseen.

**Halo of Flies.** Flies permanently buzz around Vermin, obfuscating everything. All creatures within 5 feet of Vermin are blinded.

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

### Actions

**Multiattack.** Vermin can use its Living Plague. It then makes three attacks: one with its breeding claw and two with its bite.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Breeding Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and, if the target is a creature, it must make a DC 21 Constitution saving throw. On a failure, eggs are laid inside the wound.

**Living Plague.** Vermin unleashes its hordes of flies to devour its foes. Creatures within 60 feet of Vermin, including ones behind barriers and around corners, can't regain hit points until the end of Vermin's next turn.

**Lord of the Flies (Recharge 5-6).** Vermin uses one of the following abilities.

**Buzzing Death.** Vermin unleashes thousands of flies around itself. Each creature within 60 feet of Vermin must succeed on a DC 19 Dexterity saving throw or take 21 (12d6) slashing damage and have eggs laid inside of them. On a success, a creature takes half as much damage and isn't affected by the eggs.

**Hatch.** All eggs laid by Vermin and its spawns hatch and are destroyed. If they are inside a creature when they do, the creature takes 72 (16d8) piercing damage and is incapacitated until the end of its next turn (regardless of the amount of eggs).

### Legendary Actions

Vermin 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. Vermin regains spent legendary actions at the start of its turn.

**Claw Attack.** Vermin makes a breeding claw attack.

**Wing Attack (Costs 2 Actions).** Vermin beats its wings. Each creature within 10 feet of Vermin must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vermin can then fly up to half its flying speed.

## LAIR ACTIONS

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

- Vermin summons swarms of flies to its aid. All creatures within 60 feet of Vermin must succeed on a DC 13 Constitution saving throw or take 4d10 piercing damage, as the insects eat their flesh, or half as much damage on a success. Vermin then regains hit points equal to half the total damage dealt.
- Swarms of flies cover the battlefield in a 20-foot-radius sphere centered on a point Vermin can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured for all but Vermin. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or have eggs laid under their skin and be poisoned until the end of the creature's turn.
- Vermin beats its wings violently creating an awful buzzing sound. Each creature of its choice within 60 feet of it must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 minute. A creature that can't hear the wings automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to shake it awake. If a creature's saving throw is successful or the effect ends for it, it is immune to this effect for the next 24 hours.

## REGIONAL EFFECTS

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

- Violent landslides are frequent in the area within 6 miles of Vermin's lair, causing swamp land to appear, ripe for colonies of flies.
- Swarms of flies roam the area within 6 miles of Vermin's lair, feasting on each creature that comes near them, laying eggs inside of them, causing the swarm to always expend, until it can choke out an entire city.
- Within 10 miles of the lair, the weakest creatures with the lowest will are often devoured by the roaming swarms of flies.

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

## HISTORY

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Fourth to escape the Defiled Box, Vermin is a twisted being wanting to procreate and continue his foul line. Once a lonely gnome, Vermin was an inventor, who shut itself away from society in the name of research. In its old age it realized that he was the last of its line, and that it wouldn't leave any heir behind. It tried its best to find a mate, but age had done ravages on it, and its very excentric personality left it undesirable to others. In a plea for help it turned to the gods for salvations, but what came was no god.

## BEHAVIOR

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Vermin tries to unleash his offspring in the lands that are still fertile. Using the growth in the land and the population his flies will devour flesh to lay eggs to increase his swarm forever and ever, until what was once fertile land turns into an uninhabitable hell. It'll hide away from sight, similar to a broodmother, letting his swarm do its bidding for it. It knows that for its swarm to survive it must stay alive.

## IN BATTLE

---

In battle Vermin is a cowardly foe. It will attempt to maintain distance from any threats thanks to its flying speed. If forced to it will use its Buzzing Death ability followed by Hatch to incapacitate foes and run away when the opportunity presents itself. If an enemy gets in melee, it will use its breeding claw attacks, and if surrounded will use its wing attack. It is very rare to find Vermin fighting alone.

**GM Note:** If your party wishes to try unconventional methods. Dispelling the Halo of Flies could perhaps be done by burning them away or by using strong winds.

*Art by John Blaszczyk*

# ADVENTURES

# THE DEFILED BOX

*Cursed artifact, Legendary*

*There is a legend about a woman, Pandora, who found a similar chest. When she opened it, it spread chaos around the world, but at the bottom of the box one last thing remained, hope, allowing all who suffered to fight back.*

*This is not that story.*

*The Defiled Box has been sealed and protected, put away from the eyes of man for a very good reason, only death and destruction are held within. If anyone were to open it, horrors that one wouldn't wish upon their worst enemy would be unleashed on all of humankind.*

Inside the Defiled Box is where the 10 Plagues are imprisoned. The box requires a unique key to open. A single copy of that key exists and its location has long been forgotten.

The box is immune to all damage. The lock is under the effect of a permanent *time stop* spell and as such, only once the spell has been dispelled can someone attempt to pick it. A successful **DC 38 Dexterity (Sleight of Hand) check** can open the chest without the key. Every time a creature attempts to pick the lock or dispel the *time stop* spell and fails it takes 156 (24d12) force damage.

Once the Box is opened, all the Plagues are unleashed at once. A **DC 38 Strength (Athletics) check** can close the lid of the box once it has been opened. Holding the key lowers this DC to 10.

If a Plague dies, it turns into red mist that vanishes in the wind before being caught by the enchantment placed at the bottom of the Defiled Box. Once inside the defiled box a Plague is paralyzed and needs 30 days before regaining its power. After 30 days the paralysis ends and the plague regains all its hit points and can roam free again. If the box is closed before that, the Plague is trapped. Only a *dispel magic* spell cast using a 12th level spell slot or higher can dispel the enchantment catching the Plagues' essence. If the spell is cast at a lower level, the creature casting it immediately dies.



# THE DEFILED CHAMBER

This is the ancient chamber under the depth of the ocean in which the defiled box was sealed. Ancient protection remains, only the mightiest adventurers can expect to enter the room and live to tell the tale.

## 1. THE GUARDIAN

The entry to the chamber is guarded by a **Dragon Turtle**, one the last remnant of the ancient power of "the Unburnt", the 4 heroes that first sealed the 10 Plagues. (no map is provided here, as it is simple underwater combat).

## 2. THE CHAMBER

Upon defeating the dragon turtle, the players can enter the chamber. They immediately see the chest across the bridge.

This chamber has many enchantments which affect it:

- Teleportation spells of level 3 or higher do not function inside the chamber (Spells such as *dimension door*, *banishment* or *plane shift*)
- Spells and abilities that restore hit points can restore a maximum of 1 hit point at a time.
- Divination spells do not function inside the chamber, and it is impossible to scry on someone or something inside the chamber.
- Spells and abilities that grant a flying speed do not function.

Read this:

As you enter the room, you observe thousands of small lights flickering across the room. As if entering a dream, the illuminate the unique landscape. You observe with wonder the various color that the light creates reflecting through millions of angles. Brilliant blue lights illuminate the bridge in front of you. Despite the clear fact that nobody has set foot here in eons, not a speck of dust is to be found, as if frozen in time.

### 2.1 GOLEMS

Each flickering blue light hides within it an **iron golem** which appears as soon as a creature puts a foot on the bridge.

### 2.2 BLINDING LIGHT

The intricate design at the center of the bridge is a trap. As soon as a creature steps on it, golem or adventurer, the flickering lights in the room start hypnotically moving. All creatures in the room are targeted by a *hypnotic pattern* spell (DC 21). The spell lasts for one minute once triggered. A successful **DC 23 Intelligence (Investigation) check** allows a character to notice the trap. A successful **DC 25 Dexterity (Sleight of hand) check** disarms the trap, failing this check triggers it instead.

### 2.3 HIDDEN CHEST

In the waters surrounding the main platform, a player performing a **DC 22 Wisdom (Perception) check** will notice a barely sunken chest. The chest is trapped with a 8th level **glyph of warding** spell containing the spell *earthquake*, which will cause the chamber to collapse if triggered. A successful **dispel magic** allows the safe opening of the chest. It contains a map that leads to the location of the key of the Defiled Box.

### 2.4 DEFILED BOX

This is the Defiled Box, according to your story it might be opened or closed.

#### MAP CREATED BY [CZEPEKU](#)

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 **MONKEYDM**

# THE NEW LAND

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**5TH EDITION MODULE**

**EXPLORE UNCHARTED TERRITORY AND FIND A NEW HOME FOR THOSE YOU LOVE**

## THE NEW LAND

**THE NEW LAND IS AN ADVENTURE MODULE DESIGNED FOR 3-6 LEVEL 11 CHARACTERS, BRINGING THEM TO LEVEL 13, FOR USE WITH THE 5TH EDITION RULESET.**



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# THE NEW LAND



## Plot Hook:

The heroes herald from the land of Bricia (or whatever land your world has). Back home a war that has lasted for centuries is raging, it shattered the continent. The violent abuse of magic of weapons has destroyed the lands, rendering most of them sterile. Starvation, pain and death is the only future that await the Brician folks. Yet all is not grim, a glimmer of hope remains still.

The main government has secretly financed expeditions, in the hopes of finding new land upon which the populace could survive. One such expedition was a success, uncharted territory was discovered, but not yet explored. The heroes have been selected to explore that land, they are old war heroes, retired soldiers, or hopeful souls. No matter their background, they have one thing in common, the fate of their kin rests on their shoulders.

## PART 1: THE CORRUPTED LAND

### 1. BUDDING EXPLORERS

In which the party discovers the new land and sets foot on it.

#### CHAPTER 1.1. SETTING FOOT

The adventurers get to the new land, their ship captain and crew makes conversation with them, getting everyone familiar with what's up in that land. The captain is the one who found it. They are all extremely friendly and hopeful. They aren't the fighting type though.

#### Captain Goliur:

An older elf, rocking the full captain's attire, from boots to hat. He's a hardened sea dog, and has seen many battles in his days. He's showing tough love to the heroes and his crew, as he knows how much this mission represents.

#### Crew:

The crew is formed of a mix between human, elves and dragonborns. They all leave the heroes alone, not wanting to get in the way of their preparations. Most of them have families back home, which they dearly miss. They know the importance of the mission, and will try to help to the best of their abilities.

As the ship comes closer, describe the island, read the following:

"What you see in front of you is a massive circular island. A mountain atop it, as a crown apposed on a giant's head. The beach seems to be made of white sand, forest festering at the foot of the rock formation. The mountain itself is entirely made of smooth stone, set at a 90° angle against the jungle, and rises for hundreds of feet, impossible to say what's beyond it"

Once arrived the ship will dock roughly one mile away from the island. They take row boats until they get to land. The ocean floor is quite high up and they can't come closer with the main ship. They will drop the heroes and row back towards the ship. The sailors will give a scroll of *skywrite* beforehand to make sure that they can communicate once the zone has been established as safe, so that the sailors can dock the ship.

Read this:

"As you set foot on the island, dawn barely starts to break. The sailors wave goodbye before rowing back to their ship. The first thing you notice is that what you at first thought to be white sand is in fact snow. Despite the exotic location, this side of the island is quite cold. You reckon that the northern orientation and the shadow caused by the mountain in the center probably caused the snow to remain despite the beginning of spring."

## CHAPTER 1.2. A PECULIAR ISLAND

A **DC 15 Wisdom (Perception) check** will indicate that only the beach seems to be covered in snow, whereas the inside of the island where the forest starts is still green and lush, although a few spots of snow remain, one thing stands out, many claw marks are found everywhere, carved in rocks, woods and more. A **DC 20 (Wisdom) Survival check** allows the players to find a trail deeper in the forest, that seems man made. Many ominous claw marks can be found along that path.

On a failure they wander around for a few hours to realise that the mountain encircling the island seems to be impossible to climb from that side, as everywhere it seems there is at least 500 feet of perfectly smooth stone from the ground up. If they attempt to climb, the mountain will grow spikes that shove the players off. A player seeing this can make an **Intelligence (Nature) check, on a 18 or higher**, they'll realise that it seemed more like living roots than mountain rock. They can find the trail after a few hours.

A player that succeeds **DC 20 Intelligence (Arcana) check** will understand that magic seems to be altered, a **25 or higher** on this check will reveal that teleportation spells of level 5 or higher don't work. If your players try to fly above the mountain, they will realise quickly that something is amiss. All the area above 400 feet from the sea level above the island is affected by powerful anti-magic (as per the *anti-magic field* spell), canceling all spells, this effect cannot be dispelled, for example by means such as a *dispel magic* spell.

Read this (On a 20 or higher):

"The thin veil of magic that you always perceive around you seems to be altered, the very nature of magic is repelled by something in the air, which can't quite put your hands on."

The also realise that path through the mountain is the only way through.

If the party asks the critters and wildlife about the safety of the place, the creatures will explain that it's safe during the day, but scary monsters come out at night, as shown by the various claw marks that can be found everywhere throughout the land.

## 2. THE MOUNTAIN PASS

In this chapter the party starts exploring the island, checking it's safety

### CHAPTER 2.1 THE CRYSTAL COVE

The players will discover an abandoned camp, and some tragic implications.

#### AREAS OF THE MOUNTAIN PASS

##### 1 - TRAIL

Following this trail leads to a tunnel that crosses the mountains, this tunnel takes about 10 minutes to cross.

##### 2 - FALLEN DRAGONBORN TEMPLE

This structure seems to be old and decrepit, a DC 14 Intelligence (Investigation) reveals that it is at least 500 years old. In the water, there is a skeleton, that belongs to a male dragonborn, around his neck, a *necklace of fireballs* with 5 beads. There is no clear indication to which god this temple was built. A **DC 10 Wisdom (Medecine) check** reveals that the body seems to be dead for over a century.

##### 3 - CRYSTALS

This bridge is covered by a **corrupted crystal** on each side, as well as the tunnel.

#### MAP CREATED BY [ORI THE CARTOGRAPHER](#)

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#### MAP 1: MOUNTAIN PASS



## MECHANICS OF THE CRYSTALS

As present in Area 3 on Map 1.

### CORRUPTED CRYSTAL

*Medium object, unaligned*

**Armor Class** 15

**Hit Points** 25 (3d8 + 12)

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	18 (+4)	0 (-5)	0 (-5)	0 (-5)

**Damage Immunities** all but radiant damage  
**Challenge** -

**Devouring energy.** Creatures within 10 feet of the crystal cannot regain hit points by any mean, if they are the target of a healing spell or effect the crystal regains hit points instead.

**Pulsing Corruption.** Creatures who begin their turn within 10 feet of the crystal or enter the radius for the first time on their turn must succeed a DC 17 Constitution Saving throw or take 3d8 points of necrotic damage and gain a level of exhaustion, and the crystal summons **2 shards of corruption**. They take half as much damage on a success and don't gain a level of exhaustion, but the crystal **summons 1 shards of corruption**.

**Sunlight Weakness.** While a corrupted crystal is in direct sunlight, its Devouring Energy and Pulsing Corruption abilities are inactivated. If no heart of corruption is present within 1 mile while it is in sunlight, it shatters.

After being drained of life once, a player can make a **DC 13 Intelligence (Arcana) check**, on a success they understand that the crystal summons enemies using their life.

*A Shard of Corruption*



### SHARD OF CORRUPTION

*Small monstrosity, chaotic evil*

**Armor Class** 15

**Hit Points** 45 (7d6 + 21)

**Speed** 40 ft, climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

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

**Languages** —

**Challenge** 3 (700 XP)

**Devour Hope.** If the Shard of Corruption is within 5 feet of another Shard of Corruption, the damage it deals also reduces the target's hit point maximum by an amount equal to the necrotic damage dealt. This effect lasts until the creature takes a short or long rest.

**Night Terror.** The Shard of Corruption can only appear in darkness or dim light, and exposure to the sunlight banishes it to the closest heart of corruption until the next night. If no heart of corruption is present within 1 mile, it vanishes forever.

**Spawn of Corruption.** As long as the heart of corruption lives, if the Shard of Corruption is killed, it will come back to life the next night, reappearing next to the heart of corruption. It has a 10% chance to reappear and spawn another Shard of Corruption

### Actions

**Multiattack.** The Shard of Corruption makes two attacks: one with its bite and one with its claws.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) necrotic damage.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) necrotic damage.

If the players are overwhelmed and choose to run away (because the druid decides to summon 20 wolves next to the crystals, causing 30 shards of corruption to spawn, example that happened during a playtest of this adventure...) The shards will chase the players

#### 4 - ROW BOAT

Read this:

A most horrendous sight greets you. Inside the boat you find the skeleton of a mother, holding on dearly to her child. Both only skeleton remains, frozen in time.

Inside the boat are 2 corpses, one is a female dragonborn, or at least her skeleton, and in her arms, another skeleton, much smaller. No flesh is left on their bones, despite their position. A **DC 10 Wisdom (Medicine) check** will reveal that it is highly unlikely that it was a natural death.

Another **DC 10 Wisdom (Medicine) check** reveals that the body seems to be dead for over a century as well. Which is odd considering the position of the bodies.

#### 5 - ABANDONED SHACKS

The inside of the tents looks to be abandoned for a long time, inside a pouch with 42 sp can be found. There is an open diary on one of the tables. Inside the players can find the following written:

- Day 1:

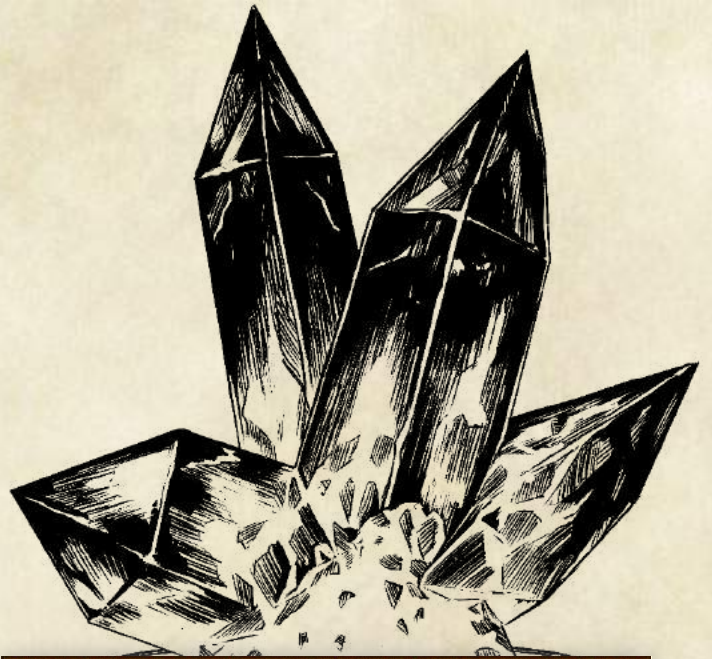
Finally we found the promised land ! After days wandering the open sea, I finally feel relieved, my wife was definitely not enjoying the prolonged trip. Although I hope this is the right island. I still haven't found any trace of fellow dragonborns, but perhaps they are deeper inside the land. For the time being we've settled here next to this temple. It is a ruin, but the river that is here should give us enough to drink and grow crops. A new life for us, away from all the conflict of the main land. Even if it's only Rayni and I on this island, it's not the worse fate that there is.

- Day 7:

We installed the tents, started to put our belongings together, I spend my days helping rayni in the field, it's so peaceful, such a nice change, to be away from the war. Still no sign of anyone else on this island. This might not be the dragonborn island i was told about. It doesn't really matter, the boat is crashed anyway, and I really don't feel like building a new one. Life here is fine.

- Day 31:

We are truly getting settled in now, life comes and goes, the air is clean, the water fresh, we have a full belly, I really couldn't be happier.



- Day 62:

Rayni is pregnant !!!! Life is truly wonderful, I'm so happy we decided to move, even if it's only the two of us. Looks like we're adding a new member to the team.

- Day 245:

Rayni pregnancy is going fine, i don't want her to exercise too much, even though she insists to do so. I've stocked up on game and vegetables, we should have enough for multiple winters, but we can never be too careful. I don't want anything to happen to them. Unrelated, some pretty crystal have started growing near the river, don't know what they are exactly, but they weren't there yesterday, or maybe they've been there all along, I don't know.

- Day 323:

The little Zozir is born, he's the most beautiful thing I've ever seen, the delivery was painful for rayni, but she's fine now, she seems to be recovering just fine. Time to work even harder on those fields then, make sure my little family is fine.

The crystals near the river keep on growing, I tried to harvest them, but my pickaxe only broke against them, they are quite peculiar, rayni finds them quite pretty, which is a good thing.

- Day 328:

Today the unexpected happened, we met other dragonborns ! A small group came out of the tunnel, we invited them in for food and drinks. They told us about a whole village of them inside the mountains. They don't usually venture out, which is why we didn't meet sooner. That's great news, little zozir will have friends to play with. They said they'll come back tomorrow to pick us up and help move our belongings. Exciting news ! It's a shame that we will leave those crystals behind, rayni is quite fond of them, especially now, they seem to glow dimly at night, it makes for a really peaceful atmosphere.

## CHAPTER 2.2. FOREST'S ENTRANCE

As they venture deeper in the forest, they'll see that it's a vast array of lush greenery.

### AREAS OF THE FOREST'S ENTRANCE

#### 1- HYDRA'S POND

A **hydra** is resting at the bottom of the pond, and will attack as soon as the players emerge from the pass.

#### 2- CORRUPTED HYDRA'S POND

A **corrupted hydra** is resting at the bottom of the pond, and will attack as soon as the players emerge from the pass. If you have 6 players add 2-3 **shards of corruption**.

During the fight against the hydras, players with a **passive perception above 16** will notice from the corner of their eyes something flying at high speed. They barely see a blur of a massive shape, flying at high speed 500 feet above them, above the mountains. It's flying towards the ship.

A **DC 18 (Intelligence) Nature** check will reveal that something is off, not only about the corruption but also about the Hydras themselves. They shouldn't be located in such an environment, they usually dwell in marshes, but what surround the players right now is dense lush jungle.

#### 3- BAG CONTAINING SOME EXPLORER'S GEAR

The body is only a mere skeleton, plant life has started to grow around it almost swallowing it. A **DC 16 Wisdom (Perception) check** is required to see the body. Inside the bag players can find 3 scrolls of produce food and water and *nature's veil*

#### NATURE'S VEIL

*Rare, Cloak*

This cloak is made of thin branches woven together in a surprisingly soft tissue.

Once per day, as a reaction to being targeted by an attack roll or being forced to make a saving throw, you can pull the cloak in front of you. A bubble of branches and leaves wraps around you and protects you, halving the damage caused by the triggering effect (excepting fire damage).

#### 4 - FOREST ENTRANCE

This is the entrance to the forest the will eventually lead the players to the Dragonborn's village. Yuuz (the pair of eyes) is hiding there and watching the actions of the players.

A **DC 17 Wisdom (Survival) check** will indicate that the forest seems to be corrupted, (A ranger automatically succeeds this check) as some dark necrotised leaves are all around.

Read this

"As you look around, what you saw at first glance being green and lush vegetation reveals itself to be... twisted. Upon closer inspection you can see that tendrils of darkness run through every leaves and trees, as if a putrid blood was running through them. This gives it a deep dark green aspect, which you realise now is not natural. The same corruption seems to have taken a hold of the hydras you just slain. "

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#### MAP 2: FOREST'S ENTRANCE



## CHAPTER 2.3. ILL OMEN

5 minutes after the fight is over read this:

"The earth quakes beneath your feet, as you hear the rumbling of thunder echo throughout the island. You watch the sky darken for a moment, before lightning strikes through. BOOOOMMMM. the massive explosion rings in your ears. In a moment of panic, you realise that the sound came from where your ship is located, a feeling of unease grips your heart."

If the players choose to get back to the ship they will see hammers of storm coming down from the sky, and decimating the ship. With a **DC 20 Wisdom (Perception) check**, they will see 1 roc flying above the ship, with a **\*\* DC 25 Wisdom (Perception) check\*\***, they will see a giant riding the roc, wielding a lightning infused glaive. The giant will then fly back towards the island.

After sifting through the debris, it's clear that there are no survivors left, and only corpses are floating.

If the players attempt to fight them, the **Nameless King** and **King's Mount** will ignore them and fly away.

### CLIFFHANGER:

Regardless of whether or not the players went after the ship, fought the king or simply stayed put, they will feel a pair of eyes watching them, as the session ends.





 **MONKEYDM**

# SIZE DOES MATTER

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**5TH EDITION ADVENTURE**

**STANDING UP FOR THE LITTLE GUY (LITERALLY)**

## SIZE DOES MATTER

**SIZE DOES MATTER IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 2 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

On their way to a major city, the party comes across a small hamlet. They see a few halflings walking around. It seems quite peaceful.

## CHAPTER 1. A MATTER OF PERSPECTIVE

In which the players find out about the nearby Sleepy Giant in the most abrupt way possible.

### CHAPTER 1.1. TAKE COVER !

Read this:

'It is midday when you finally arrive at the hamlet you saw from a distance. Halflings are walking around calmly, tending for the nearby crop and all is peaceful, unlike anything you've ever seen before. The low hums of the workers bring forth sweet melodies, the sun shines in the distance and, for as scary as the world normally is, now it feels awfully... serene. As you take in the scene, you begin to hear a roaring sound through the wind. You look up, only just to notice a gigantic rock flying towards you with immense speed. You hear a halfling voice, "LOOK OUT!", then the people scatter. Quickly, the stone crashes in the village, burying itself into the ground and sliding forward, digging up dirt and grass. The serenity is gone. All that's left is a general confusion. And a few halflings eyeing the rock motionless. You then hear the same voice that shouted before come from a female halfling figure who's dusting herself off. "I've had it with that bastard! It's the fifth time he does it this year. How many times do we have to tell him we can't give him food right the second he wishes for it?" The female figure then approaches the rock and begins kicking it angrily.'

### MARTHA HIGHCLOVER

**Information:** At first glance, Martha is but a simple villager. She seems to be in her early 40s, with a little bit of crow's feet around the eyes. Her hair is red and tied in a tight bun, with her freckled pale skin being mostly covered by minimalistic villager clothes. Just from her green eyes, one can tell she is a feisty one.

Once approached by the players, Martha will explain that about a year or so ago a giant decided to settle down quite close to the village. And they have to pay him with a lot of their food in order for him to leave them alone. She's quite sick of it, but there's nothing she can do about it. If the party could, however... She'd repay them in kind.

She'll ask the party to go to each small house and gather up some food, then cut off some crops and ready up a cart, then she'll take them to the giant, fool him with food then they'll attack and kill him.

She reminds the party that while not everyone might want to give food, they all have to play their part.

## CHAPTER 1.2. GATHERING SUPPLIES

The party must now do their best to gather food from the few people of the hamlet.

### AREAS OF THE HAMLET

#### • 1. Longhouse

Upon knocking on the door to the longhouse, the players will be greeted by Heidi Hartwell, a halfling woman surrounded by 7 children running around like little maniacs. The children's names are Horrace, Helen, Herman, Hollister, Hethia, Honia and Helia. Her husband, Haran, is currently out cutting lumber. She tries to listen to the party, but she frequently interrupts them to look after the kids. She doesn't seem to have even noticed what's going on outside.

Once asked for food, she'll get angry and start saying she has plenty of mouths to feed already. The players will have to make a **DC 15 Charisma (Persuasion) check** to calm her down. In case they fail, she'll throw the children on them (the children consider this play, although their mother doesn't). If the children attack, they have the stats of **giant weasels**. Upon taking 1 point of damage, the children retreat. It is assumed the party is not going to use lethal weapons on the children, so the fighting should be flavoured as play.

MAP CREATED BY [CZEPEKU](#)

### MAP 1: THE VILLAGE



Once combat has ended (or the mother is calmed down), the children will start getting very interested in the party, due to them being from out of town. They will offer to trade their daily apple for any knick-knacks the party might have. Any offer that is not distinctly toy-like must be followed by a **DC 10 Charisma (Persuasion) or Charisma (Deception) check**. After 5 apples have been acquired, the mother will sigh and say that is what they normally give anyway, thus the party has completed this side of food gathering.

Alternatively, after knocking, the party can try to intimidate the woman with a **DC 10 Charisma (Intimidation) check**, leading straight to the combat encounter, but then receiving 10 apples from the angry and scared mother.

## • 2. Martha's Home

The slightly stumper and smaller home has an ornate wooden sign that says "*The home of Sorin Shorthalt and Martha Highclover*". The smell coming from the inside is of a tasty soup. Once the players knock, they'll hear a low voice asking "Did it leave?"

The players must convince Sorin it is safe to exit, with a **DC 10 Charisma (Persuasion) check**, he'll then open the door.

### SORIN SHORTHALT

**Information:** He is a short and stumpy man, with a messy chef's apron and hair slicked back to cover a progressing bald spot. He looks a tad bit scared. Whenever speaking about food, he is as happy as one can be.

Read this:

'Martha and Sorin's house is filled with all types of spices, and vegetables hanging out to dry from the ceiling. With a smile, Sorin leads you to a large cooking pot, almost twice his size, in which a soup is boiling with an incredible smell.'

Once he hears out the situation, he will contemplate for a few seconds. He'll then look up and say "might as well have some fun while we're at it". He'll tell the players he'll give them one third of the soup. However, if they guess the ingredients correctly, he'll give them half instead.

To guess the ingredients, the players must perform **three DC 13 Intelligence (Nature) checks**. These can either be performed by one player in sequence, or by multiple players at the same time. Any character with proficiency in cook's utensils or the chef feat may perform this check with advantage.

Upon finishing the taste test, Sorin lowers his head in sadness and kisses the soup goodbye, before handing it over. He then immediately starts making another one with an excitement few can muster.

## • 3. Shed

In the back, behind Martha's home, is a small shed with a locked door. Players can get themselves in by performing a **DC 12 Dexterity (Thieves' tools) check**.

Inside, they find drying meats and cheeses they can take. This will give each player 3 days rations and will help them in the following chapters of the adventure.

## • 4. Medium House

The door to this medium-sized house seems to be part way opened. Inside, an older man creaks back and forth on a rocking chair, half-asleep. A large table can be spotted in the back, filled with all manner of food.

Players with a **passive perception above 14** will spot a comically large hearing horn next to him.

If they wish to get the food without waking him, they must make a **DC 11 Dexterity (Stealth) check**. In case they do wake him, the old man is both blind and mostly deaf. He will ask if they've returned from getting crops, but won't bother them too much.

## • 5. Crops

Read this:

'A large patch of fresh wheat rests on the nearby land, undisturbed but for a few halflings tending to it. Next to it rest two additional scythes one can choose to pick and work with.'

After two players grab scythes, they must trim down some wheat. This will require a **DC 12 Strength (Athletics) check** from each.

While they are cutting down the wheat, choose 1 of the players to roll 1d4. This will determine what they find within the wheat.

### d4

### Result

- |   |  |
|---|--|
| 1 | Casually munching bits of wheat are <b>3 swarms of rats</b> . Time to perform some pest control.   |
| 2 | Within the lawn are hidden small critter bones. These can be used later in the adventure.  |
| 3 | Hidden within the wheat is a small bunny nibbling at the wheat. If this gets returned to the kids, then the players will receive a Lucky Charm. The player holding it gains the <i>Halfling Lucky racial trait</i> . |
| 4 | Nothing. It's an easy harvest.   |

## • 6. Boulder

Read this:

'As per your expectations, the boulder in front of you is large, round and has gigantic finger-like indentations in it. You are unsure as to how far away it was thrown from, but it sure is a distance.'

Once the players have collected some food and crop from at least 3 sources, Martha will approach them with her cart at the ready, along with two horses. Whenever they wish, players may proceed to the next chapter.

## CHAPTER 2. TOWARDS THE BIG GUY

In which the players hit the road with plenty of food in their cart.

### CHAPTER 2.1. SADDLE UP!

Read this:

'Martha quickly helps you load up the cart and throws a cover over it. Although the food is not plentiful, it surely is enough to maybe draw the attention of some predators. One thing is for sure, you're going to have to be pretty careful. She quickly saddles up on one of the three horses, then turns towards you. "The giant isn't far off, but the hills themselves aren't free of threats. Let's try our best to be safe." With that said, your short travel begins.'

The journey proceeds calmly for the most part, until the players make their way into a forest.

On this journey, the players can make some **DC 14 Wisdom (Perception) checks**. On a successful check, the players find small hunting traps made of wood and bone on the ground. If Martha is questioned about them, she'll tell the truth and say she's never seen anything like them, but they should be on their guard.

## CHAPTER 2.2. REST

Read this:

'Your horses lead you calmly into the forest, through a dirty, yet passable road. Martha remains silent, yet driven, looking around as best as she can. Then, you finally arrive in a small clearing, where Martha turns towards you and gets off the horse. "We should give them a few minutes to rest before we go towards the giant.' She then gets off the horse and begins setting up something for them to drink from, while you may observe the surrounding area.

### AREAS OF THE CLEARING

#### 1 - Rock

A large, jagged rock sits unassumingly in the middle of this clearing. Weirdly enough, it has some markings. A **DC 14 Intelligence (Nature) check** will reveal these marks are the signs of wolves scratching their fur against it.

#### 2 - Etched, Hollowed Tree

Read this:

'On the edge of this clearing, you can just about make out one tree which is larger than the rest, but something about the bark looks rather odd, almost as if it extends past the point you would expect it too. Unnaturally so.'

Once the players approach closer, they can make a **DC 15 Intelligence (Investigation) check**. On a success, they'll find a hidden clasp and open the bark as if it were a door, revealing a stash of food, which players can also pick up for future use.

#### 3 - Large Tree

Also ever present is another large tree, on which there is etched a heart, which writes "A+A". When a player attempts to get away from this tree, they trigger a trap. They must roll a **DC 14 Dexterity saving throw** or be restrained by a rope holding them upside down on a failure. Upon triggering this trap, **two bugbears** and **two dire wolves** emerge from the forest, ambushing the players.

The players can use the critter bones they found earlier to distract the wolves, as they are badly trained. If a bone is thrown in their direction, they will chase after it for 2 turns before returning to combat. Martha (**commoner**) will hide for the entirety of the combat.

Upon reaching one quarter of their hit points, the bugbears will shout for the violence to stop. If the players kill any of them, skip the next chapter. If the players do indeed stop, proceed normally.

### MAP 2: THE FOREST

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### CHAPTER 2.3. HUNTER LOVERS

The bugbears introduce themselves as Artishia and Arcadirim. Their dire wolves are named Zefu and Damu. They will stop fighting and will ask the party where they are going. Upon hearing of the players going to fight the giant, they will say they saw him fall asleep in the crossroads and they'll offer up to help poison the food they are to bring to him if they are spared.

If the players have taken their tree stash of food they will trade the poison only for the stash, unless intimidated by a **DC 16 Charisma (Intimidation) check**.

If both parties come to an agreement, they will poison the food and wish the players the best of luck in murdering the giant.

### CHAPTER 3. SLEEPING BEAUTY ?

In which the players wake up a sleeping giant and attempt to murder it.

#### CHAPTER 3.1. SNORES

Read this:

'After a brief stop, you once again gather up your cart full of food and head further through the forest, until finally the trees begin to clear, the road becomes more even and slowly, you find yourself on a neatly paved pathway, filled with chirping birds. And yet... the tension is palpable. About another half an hour later, the birds get replaced by a different noise. A more... brutal one. The noise of a loud, rhythmic snore. You ride until finally, you arrive at a crossroads, with a giant sleeping like a cherub in the middle of it. With an angry glare, Martha turns towards you and motions that you hide. The rest is on her.'

The party must all make a **DC 12 Dexterity (Stealth) check**. If one fails, he'll get spotted, and the giant will laugh at said person. If more than one is spotted, the giant becomes suspicious and immediately initiates combat.

If no one is spotted (or one), read this:

'Martha, you see, reveals the cart to the **sleepy giant**, who smiles and begins feasting happily. She looks towards him and says "Eat well, you bastard! NOW!". She the runs as fast as she can back, away from the giant.'

If the food wasn't poisoned, every other round, the giant will yell out "You no threat! Me go have bite now!" And use his action to eat. At the start of his next turn, he will regain 15 hit points. If the players took the tree stash of food with them, the food will not be for the giant's taste, as it is part way rotten, and he'll only restore 10 hit points.

If the food was poisoned, for the duration of the fight, the giant will be poisoned, and he'll only go eat once during the fight, before realizing the food is toxic.

Upon finally killing him, proceed to the next chapter.



#### MAP 3: THE GIANT

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#### CHAPTER 3.2. THE END

Read this:

'With the giant finally dead, Martha rushes towards you with unprecedented speed and hugs you tightly. "You've done it!" She yells. "now come home! We've got to tell the others. Boy, what a hearty meal we have in store for you!" And with that, you return to the unnamed hamlet she calls home.'

The players eat a good meal, are given some coin for their troubles and may proceed invigorated, knowing they saved a small settlement from a very aggressive neighbor.

# SLEEPY GIANT

*Huge giant, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 105 (10d12 + 40)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

**Skills** Perception +1

**Senses** passive Perception 11

**Languages** Common, Giant

**Challenge** 4 (1,100 XP)

## Actions

**Greatclub.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

[GET ALL THE MAPS BY CLICKING HERE](#)



 **MONKEYDM**

# PERILOUS EXPEDITION

**5TH EDITION ADVENTURE**

**FIGHT FOR FAME AND GLORY**

## PERILOUS EXPEDITION

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## PLOT HOOK

On practically every town board and on the lips of every town crier is only one name: Almendrud. The heroes hear this nobleman is in search of adventurers to aid him in a new expedition. They are told to meet his associate in a tall tower known as Archeologicus Post.

### 1. AWAY WE GO!

In which the heroes begin their expedition on an extraordinary contraption.

#### CHAPTER 1.1. A SHIP WITH NO SEA

Read this:

'As you heroes walk the path given to you by a small flyer, you take a quick glimpse at it. "The Almendrud Academy of Archeology is in search of helpful adventurers for an exploration! Pay is 500 gold per adventurer." It sounds like an ordinary job. Guide a few archeologists through their desired region, in search of some ruins. Nothing too unknown. A few hours into your journey, however... as you near the distant tower known as Archeologicus Post, you do see something beyond your idea of normal. Hanging on the side of the tower, chained to it and yet... afloat, a large, full-sized ship. It has no water underneath, nothing. It is simply a floating vessel! And it is... marvelous. The closer you get, the more marvelous it seems. What a ride this will be!'

Any player observing the tower may make an attempt at discerning what the ship is by performing either a **DC 14 (Intelligence) Arcana** check or a **DC 12 (Intelligence) History** check, provided they are proficient in the respective skill. A success will reveal that such a boat is referred to, most often, as a "Skycarver" and it is a mix of engineering and magic. It is also VERY expensive.

The players will arrive at the base of a large stone tower, with all types of what seem to be mechanical bits and cogs up the walls, all connecting and heading upwards, either near the ship or connecting to the ship itself. The door to the tower is large and made of two individual wooden blocks, expertly carved. Once they knock, they will be welcomed by Daniel "Handy" Harding

#### DANIEL "HANDY" HARDING

**Information:** In front of the players rests a human man, around mid-thirties, who looks almost scarily gaunt. His face is old and wrinkled, with his body a mess of skin and bones. And yet, his eyes flicker with joy and intellect. His white shirt, vest and pants have oil and soot over them, with his twirled mustache being the only clean bit of his whole persona. On his back, you just now see, a metal contraption, almost a backpack of sorts, with appendages extending from it. Around 6 or so gloved hands, all holding on to something different.



With joy, Daniel will welcome the party in, recognizing them as adventurers. He'll excuse the mess, press a button, and then say that Mr. Almendrud is upstairs, in his office, but will be down soon. The whole inside of the tower is a mess of random creations, all of which belong to Daniel. He is the main aid for this upcoming expedition, which, he will detail, they will go on with his ship. Which he can man pretty easily on his own.

#### CHAPTER 1.2. A GENTLEMAN

After a few moments of discussion, the party will begin to hear footsteps from upstairs, as the large figure of Lord Almendrud descends.

#### LORD WOLFSTEIN ALMENDRUD

**Information:** A traditional orc gentleman, dressed in a pinstripe suit, smoking a pipe, wearing a monocle and having a very precise demeanor. His voice is as posh as can be. Some adventurers might have heard of him.

Lord Wolfstein Almendrud introduces himself, before saying that no adventurers have accepted the job so far, due to fear regarding riding Daniel's Skycarver (the ship). He'll also mention that he is in dire need of adventurers because his last expedition ended with the opening of a devil portal.

**GM Note:** This, of course, is a reference to [The Infernal Excavation one-shot](#), which the players might or might not have heard about! This has no effect on the session, just thought it's a fun thing.

In case players wish to haggle with for more money, they must perform a **DC 14 (Charisma) Persuasion** check. He will then offer up more coins.



## CHAPTER 1.3. RIDING THE SKY

Read this:

'The next morning, after a surprisingly tasty breakfast, you all ascend atop the tower and make your way onto the deck of the Skycarver. Although it goes without saying, it is a surreal creation. It floats in an unnatural, buoy-like way, going up and down as if it were riding on the high seas. You see Daniel quickly move himself from one side to the other of the boat and, but a few minutes later, alongside Daniel and Wolfstein, you ride out.'

## 2. SMOOTH SAILING

In which the players find out that even in the sky, sailing is difficult.

### CHAPTER 2.1. MAKE YOURSELF AT HOME!

Read this:

As you ride through the sky, you see landscapes quickly move from below you and you transition from forest, to mountain, and then slowly into a steppe of sorts. The weather is noticeably colder, especially this high, but it doesn't bother you too much, especially since the speed at which you are going ain't that fast. Then, Daniel, who is at the wheel, turns his head towards you. "Do me a favour, would you kindly go below deck and shift the temperature field? We'll get to the desert soon, so we'll be needing a little cooling." He then turns back to his sailing. All is well.. for now!

The players must now explore the ship, finding the so-called "temperature field".

### AREAS OF THE AIRSHIP

#### 1 - ALMENDRUD'S CHAMBERS

The door to Almendrud's chambers is closed, with him casually writing into his journal on the inside. Although he is prone to being polite, he is also not too interested in talking. If the players do persuade him or annoy him enough to come out, he will, although reluctantly. As for letting them inside, that is something he doesn't desire to do.

#### 2 - EMPTY CHAMBERS

An open door leads the players to empty chambers, prone for the taking, but also prone for passing through, as it also has an additional door.

#### 3 - DANIEL'S CHAMBER

Daniel's chamber isn't locked, so the players can walk inside without issue. Upon walking inside, they find a bag resting on his bed. Upon closer inspection, this is a **bag of holding** filled with all manner of tools and mechanical creations, as well as 200 gold pieces. The players may steal if they so desire.

Any player may look through the room with a **DC 12 (Wisdom) Perception** check, finding a photo on his bedside counter. The photo is of a beautiful elven woman with very long brown hair. On the back, in black ink, is written "To my beloved Daniel, good luck on your travel! - Hope."

#### 4 - SPIRAL STAIRCASE

A standard spiral staircase, which will lead them to the lower level.

#### 5 - TRAPDOORS

Two small locked trapdoors rest on the deck of the ship, with a light buzzing sound coming from underneath them. A player may attempt to unlock these with a **DC 15 (Dexterity) Thieves' Tools** check. Under each trapdoor rest 3 crystals, connected to wiring, which crackle every now and then. One is orange, one is blue, while the last seems to be purple.

- Removing an orange crystal disables the "temperature regulator" feature of the ship.
- Removing a blue crystal disables the "gravity regulator" feature of the ship.
- Removing a purple crystal disables the "engine turbo" feature of the ship.

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### MAP 1: AIRSHIP 1



## 6 - POWER CRYSTAL CHAMBER

Read this:

'As you walk inside, you can almost feel the energy around you shift. Brightly shining in the middle of the room is a crystal of unknown origin, crackling and forming small, bug sized explosions of arcane energy. On the ground, wires and pipes connect it to five or so different exit points. Weirdly enough, you almost feel like your magic is enhanced in this chamber, yet you don't know as to why.'

Any player proficient in the Arcana skill or in Jeweler's Tools may make a **DC 16 (Intelligence) Arcana or Jeweler's Tools** check to discern the nature of the crystal. On a success, they discern it is an Arcanum shard, a powerful gem that can harness immense magical power. Surely, one of these many exit points connects it to some arcane weaponry. On a failed check, they get briefly electrocuted by the crystal, taking 1d6 lightning damage.

In order to find the switches, the heroes must make a **DC 12 (Wisdom) Perception** check, finding them on a success. If they do not find them, they will take a long time searching below and wasting time. You may proceed to the next chapter.

## 7 - REGULATOR SWITCHES

Read this:

'On the wall, rusty and dusted, but barely noticeable, are three large switches attached to a panel. Underneath each switch there is a streak of color and a name. The leftmost switch has the name "temperature regulator" and an orange streak. The middle one has the name "gravity regulator" and a blue streak, while the last one has a purple streak and the name "engine turbo". Currently, the middle lever is in the middle, while both the other levers are down.'

If the players pull up the temperature regulator, they will feel the temperature almost instantly increase, as it gets a little cozier.

The gravity regulator can be pulled either up or down. If pulled up, the gravity eases up.

While the switch is up, all creatures will receive an additional 10 feet of movement and their jump height increases by 10 feet. In addition, their weapon attacks will deal 1d4 less damage.

While the switch is down, all creatures will have their movement speed reduced by 10 feet and their jump height reduced by the same amount. All weapon attacks deal an additional 1d4 damage. In addition, all flying creatures coming near the ship must make a **DC 10 Strength saving throw** or be brought down on the deck.

If the players pull up the turbo switch, the whole ship will begin moving at a quickened pace, but the crystal will begin to radiate. All players are deafened, but all creatures on the ship's floor will take 1d4 lightning damage at the start of their turn from the increased electrical field. They will also hear Daniel shout for them to pull it back down from upstairs.

## 8 - WEAPONRY CHAMBER

Read this:

'You walk through a narrow door and find yourself in a room filled with all sorts of weaponry. Cannonballs, harpoons, spears, axes, everything one might expect. What you also find is a large metallic box, the lid of which you open with a loud thud. Inside, three small glass vials, with a swirling purple-ish color to them.'

Any player may attempt to investigate the vials with a **DC 13 (Intelligence) Investigation** check. On a success, they discern that this can only be energy syphoned from the main Arcanum crystal.

**GM NOTE:** Each vial can be open and drank like an ordinary potion. When a player does this, roll 1d4. On a 1, the energy overflows them and they take 2d6 lightning damage. On a 2-3, they regain one expended 1st level spell slot, if they have any. On a 4, they regain one expended 2nd level spell slot, if they have any.

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## MAP 2: AIRSHIP 2



## 9 - MEDICAL ROOM

The door to the medical room is partly off its hinges, for it to open again, one might need to put it back. This requires a **DC 12 (Strength) Athletics** check. After that, the party may walk inside. Inside one of the coffer, they will find two **potions of healing**.

If the players did not fail to find the switches, give them a little time to explore before moving on to the next chapter. There is no need to rush them, however if you feel they are wasting time mumbling about, proceed. If they go up after pulling the switch, proceed to the next chapter.

## CHAPTER 2.2. DANGER!

*Read this:*

'As the ship soars through the sky, you feel ever so calm. Up here, no threats could possibly come upon you. You are too far up for anyone to even notice you and the element of speed is also in your favour. Few beings could possibly keep pace, much less come at you from a distance. The only thing you see is a flock of four or so birds in the distance.'

*If there is a character with a passive perception above 14, read this to said character:*

'&lt;character&gt;, you begin to hear the faintest of sounds. You just about make out a song... a lullaby maybe? You look towards the side once more. What from a distance looked birdlike now looks a little... humanoid.'

Any player proficient in the Nature skill may now try to identify the creatures with a **DC 15 Intelligence (Nature)** check, realizing they are harpies on a success.

*Read this:*

'Quickly, the distant creatures begin to come ever closer, gaining ground on you, before you slowly begin to hear their song louder... and louder... and louder. Roll for initiative.'

The players must now take on 4 **harpies**. Wolfstein Almendrud ( **noble** ) will lock himself in his room before even hearing the sounds, taking him out of the encounter. Daniel Harding, on the other hand, will need to save against getting charmed. If not charmed, he will try to operate the ship while screaming in fear. If charmed, he will mutter "Hope!" and move towards the harpies. Without him manning the ship, it will begin to head down and the players must either take up the wheel or free him before they crash.

**GM NOTE:** The idea is **NOT** to crash your players. It is a threat, for spectacle, but let them always be *just* in time with saving the course of the ship. The ship crashing would make for a VERY brief adventure. Although if you're players have been naughty, why not ?

## CHAPTER 2.3. BACK ON TRACK...?

*Read this*

'With those pesky harpies taken care of, you find yourself breathing heavily, but luckily, you are safe, soaring through the sky. It is only then that you see Daniel "Handy" Harding looks up at all of you, before standing up straight. "Too much... stress... I will..." Before he even gets the chance to finish his sentence, you see the inventor faint and hit the ground like a slab, while the wheel of the ship is untended to. You look up in front of you only to see large mountains up ahead. Someone has to man this ship!'

One of the players must now take up the ship's wheel, making three subsequent checks. If the turbo mode was activated, they will make all checks at disadvantage.

For the first check, the ship is heading down towards the mountains and they must pull it up to not crash. The player manning the ship must make a **DC 12 (Strength) Athletics** check, using their entire strength to pull the ship's wheel up. On a failure, the ship scrapes against the mountains. Every player takes 1d6 bludgeoning damage from the impact.

For the second check, they must find a way to stabilize the ship's engine, using one of the many buttons they see on the wheel. The player manning the ship must make a **DC 14 (Intelligence) Investigation** check to find the right button. On a failure, the ship's engine overflows with energy and everyone takes 2d4 lightning damage before the engine ultimately gets back on track.

For the third and last check, they must once again pull on the wheel with enough strength. The player manning the ship must make a **DC 16 (Strength) Athletics** check, using their entire strength to pull the ship's wheel to the side. On a failure, the ship scrapes against the mountains once more. Every player takes 2d6 bludgeoning damage from the impact.

*Once all three checks are finished with, read this:*

'Although not as perfect as you intended it, you bring the large behemoth of a ship back on track and into the high skies, near the clouds. You breathe in deep and find yourself to be somewhat safe. In a few minutes, Almendrud comes out and helps shake Daniel awake. He then looks at you with a stern look "Rest briefly... We should be reaching the excavation site tonight. You've only got a little bit of time."

The players may take a short rest before you proceed to the next chapter.

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### MAP 3: THE EYE OF THE DESERT



## 3. THE EYE OF THE DESERT

In which the players make it to the site, decipher a code and fight a guardian.

### CHAPTER 3.1. DESCENT

*Read this:*

'Not that many hours later, you feel the pressure ease up and the engine calm itself down, as the Skycarver descends. You return onto the main deck only to find the land around you is no longer trees and hills, but rather dunes and sand. Below you, not too far off, you see a break in the sand, a large gap, with remnants of sandstone and rock. That is, without a shadow of a doubt, the exploration site. And that is where you shall go. In but half an hour, you are down in the dust and sand, in front of the weird gates to a long-forgotten temple. You see Wolfstein come down with you, as he too takes in the sight of it all.'

### AREAS OF THE TEMPLE

#### 1 - CRACKED SIGIL

On the floor rests, cracked and with sand over it, a sigil. Any player with a Passive Perception above 14 will notice it. A player may perform a **DC 15 (Intelligence) Religion** check. On a success, they recall this as the Eye of the Desert, a temple of old gods.

#### 2 - BUZZARDS

*Read this:*

'From above, you can just about make out buzzards with the happiest of looks to them. One seems to hold in his beak a large piece of humanoid bone. Something... or someone recently died here.'

#### 3 - SCRATCHED PILLAR

All of the pillars are covered with dust and partly broken. A player may look over the pillar with a **DC 14 (Intelligence) Investigation** check, noticing large claw marks on a success.

#### 4 - GATE

*Read this:*

'Upon approaching the gate, it seems quite enticing. Despite everything looking fallen and broken, it is in perfect shape. You get close to it and place your hand on one of the pillars and you suddenly feel yourself being pushed back as an arch of abjuration energy emerges out of nowhere. You feel the earth tremble a little, then you hear an echo of a voice. "You stand before the eye of the desert! You may not walk inside until I deem you worthy!" You watch as from inside, a large chimera-like creature, built of sand and with three heads, readies itself. Then, right as it steps forward, a wall of force forms itself behind it, guarding the entrance into the temple itself. Roll initiative!'

The players must now face a **chimera**, known as the Desert Warden, who speaks all languages and whose alignment is lawful good. If you are running this adventure with 6 players, add **2 dust mephits** to the encounter. Upon bringing the chimera to 20 HP or lower, it will stop attacking and bow its head, shouting: "Enough! You are worthy. Let us speak!"

You may now proceed to the next chapter.

## CHAPTER 3.2. THE DESERT WARDEN

Read this:

"The weird creature bows its head in retreat, as you hear all three of its beast-like heads speak in unison. "I am the Desert Warden. Welcome to the Eye of the Desert! You are worthy of seeing its treasures." With your bodies wounded, you bow your heads back in thankfulness, then watch as Almendrud himself begins to descend down into the crevice, joined by Daniel. He looks back towards all of you. "Thank you, adventurers! And thank you, Desert Warden! I am sure you and I have much to speak of. And it is clear that you will more than ensure I am protected. Adventurers, go with Daniel and return home. Your payment is already on the ship." And with that said, you say your goodbyes and return to the ship, where you receive your payment and head on to further adventures. Gods only know what that temple hosts inside...'

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### DANIEL "HANDY" HARDING

Medium humanoid (human), chaotic good

**Armor Class** 13 (leather armor)  
**Hit Points** 40 (9d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** Int +6  
**Skills** Arcana +6, History +6  
**Senses** passive Perception 11  
**Languages** Common, Dwarvish, Elvish, Gnomish  
**Challenge** 6 (2,300 XP)

**Spellcasting.** Daniel is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*  
1st level (3 slots): *detect magic*, *magic missile*, *shield*

### Actions

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

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And now onto the next project...

Cheers !

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**A MASSIVE THANK YOU TO ALL MY PATRONS !**