



# POLYHEDROOZE

CHAPTER 15

1ST, 6TH, OR 11TH LEVEL

“DID YOU ALWAYS HAVE WEBBED HANDS?”

# HELIANA'S GUIDE TO MONSTER HUNTING

## PRE-ORDER NOW



[WWW.MONSTERHUNTING5E.COM](http://WWW.MONSTERHUNTING5E.COM)

# CONTENTS

FOREWORD .....	ii
INTRODUCTION.....	1
BACKGROUND .....	1
SUMMARY .....	2
ADVENTURE HOOKS .....	2
GETTING THERE.....	3
TRACKING.....	3
UNIQUE FLORA & FAUNA .....	3
KNOW THY ENEMY.....	4
CLUE 1: ENGULFING OOZES.....	4
CLUE 2: REACTIVE MUTATIONS .....	4
CLUE 3: TRAPS! .....	6
BIG BAD BASE .....	7
GENERAL INFORMATION.....	7
TRAPS .....	7
THE LAIR .....	15
THE BATTLE AHEAD.....	16
WAVE 1: OPPORTUNISTS .....	16
WAVE 2: POLYHEDROOZES .....	17
WAVE 3: THE MOTHERLOAD .....	19
AFTERMATH.....	20
TREASURE .....	21
HARVEST.....	21
CRAFTING.....	21
APPENDIX A - MAGIC ITEMS .....	22
SOCKETING.....	22
NEW ATTUNEMENT OPTIONS .....	22
NEW MAGIC ITEMS.....	22
APPENDIX B - SPELLS .....	29
APPENDIX C - CREATURES .....	32
BIOMANTIC POLYHEDROOZES.....	32

# FOREWORD

It's time to roll some math rocks. Some very sticky math rocks.

This PDF here is the eighth standalone release from the upcoming book, *Heliana's Guide to Monster Hunting*. In addition, this is a beta test! That means that stuff could change between this PDF and the final version of the book. If you have any feedback, don't hesitate to reach out to Hump-erdink The Warlock (that's me) on my [Discord server](#).

Note, the harvesting and crafting mechanics in this PDF are a light, placeholder version. The full system **has been released for playtesting**. You can grab it by purchasing the digital version of *Heliana's Guide to Monster Hunting*.

In *Heliana's* we're introducing some new formatting—**bolding**, *italics*, and **colour**—to help you reference key info at a glance. *Italics* are used normally: they indicate either a *spell*, *magic item*, *name of a vessel* (e.g. *Boaty McBoatface*), or that the word comes from a *different language*. **Checks and saves** are always in a bold teal, even when its just the **DCs**. **Dice**, **conditions**, **charges**, and **monster names** are all **bolded** too. Oh—and a little superscript <sup>s</sup> indicates that the monster is in the SRD, the free-to-play 5e ruleset.

Jess, Mo, and I are extremely grateful to all our backers, on the Kickstarterer, YouTube, Patreon, and elsewhere for helping us make our dream jobs reality. Thanks, folks. You rock.

– Max, Lead Writer

# INTRODUCTION

This adventure, *Polyhedrooze*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 1, 6, or 11. Characters who complete this adventure should earn enough experience to progress all the way to 2nd level, or one-third of the way to 7th or 12th level. The adventurers must find the Frookit clan, a group of goblins that build dungeons for mysterious underlords, and rid their latest project of its gelatinous inhabitants.

After finding the dungeon deep in the jungle, the party must navigate a series of traps before testing their mettle against an ooze capable of rapid adaptation. The ability to deal a plethora of different types of damage, as well as characters capable of identifying and disabling traps, will prove great advantages in this hunt!

# BACKGROUND

Years ago, an anonymous set of chambers could be found high up in a mountain, accessed through the caldera of an active volcano. Served by a throng of kobolds, Tuckerthranx the Red called this caldera home. Home, that is, until a group of adventurers slayed the fearsome dragon. During the fight to rid the land of this avaricious drake, the entire mountain collapsed. However, sustained by its magic, the lair teleported to the Maphrok jungle where it laid dormant until an enterprising young biomancer—Dr. Francis Norman Stein—made it his laboratory.

The local populations of jungle gnomes, wood elves, and lizardfolk grew irksome after several of the prolific golemancer's creations escaped. In a rare display of unanimity, they decided to politely ask him to leave. When their request fell on deaf ears, pitchforks and flaming torches soon followed, and the underland was rid of Dr. Stein's biomantic menaces... for a time.

The ultimate product of this research was mut-x, a biomantic mutagen capable of rapidly adapting flesh to hostile environments. The substance slowly seeped out of its storage tanks, causing unsuspecting creatures to become unwilling participants in Dr. Stein's experiments. A primitive, dungeon-dwelling ooze known as a gelatinous cube was exposed to mut-x, spawning a whole subspecies of 'polyhedroozes'. Side-effects of the mut-x included the polyhedroozes absorbing the

latent psychic energy of an area, in this case, the prodigious greed of Tuckerthranx the Red.

More recently, when an enterprising group of goblins exploring the jungle found this vacant lair, they were overjoyed. A family-run affair, the Frookit clan are specialist dungeon builders. Their current client, a mysterious figure known only as Mur-dob'norab, is prepared to purchase a fully kitted-out dungeon. One of the clan's first tasks was to create a secure vault and transfer all the client's treasure there. However, *en route* to delivering the treasure, the goblins were ambushed by a Gargantuan polyhedrooze they refer to as 'The Motherload' and the treasure was stolen.

Heliana has had trouble persuading adventurers to take on this contract, the wanted poster for which asks any who accept the quest "*Bryng tresha. Lots ov it*". This request—nay, demand—has roused more than a small amount of suspicion amongst other adventurers. Despite this, Heliana stands by the request; "*Goblins are people too!*" she can be heard bellowing around the inn.



BOGBOLZ

## SUMMARY

Here's the main info to digest:

**Which Monster?** The Motherload, a Gargantuan polyhedrooze. This biomantically-altered gelatinous cube has absorbed the greed-filled psyche of the dragon that once lived in the area.

**Monster's Motivation.** A basal desire to consume organic matter and grow, as well as an overwhelming desire to acquire precious metals and gems.

**Monster's Previous Actions.** The Motherload has stolen all the treasure of the client for whom the Frockit clan goblins are building a dungeon.

**Where's the Monster?** The ooze is submerged in a deep pool of acidic goo at the northern end of the dungeon. It must be baited out and slain where the treasure can be regathered.

## ADVENTURE HOOKS

An ooze with amazing biomantic powers, goblins willing to pay good coin, and the former lair of a red dragon... It's an adventuring smorgasbord! Here are some hooks with which you can motivate your adventurers to get involved:

- ♦ **Curiosity: Mutating Ooze.** Myths and folklore occasionally drift up from faraway places, and usually serve as good reasons to avoid leaving home. However, the latest rumour is of creatures that dynamically mutate, requiring adroit adventurers to take them down. Whatever the cause is, there's surely new magic or technology that could be harnessed and used to power all sorts of efforts.
- ♦ **Morality: Goblins are People Too.** "The Frockit clan are a reliable and mostly-honest company of builders," tells Heliana to any who will listen. No one has taken on this contract, a fact that Heliana deems goblinist. Heliana believes that they deserve help just as much as the next distressed customer and she is very disappointed in those that don't take notice of the generous contract.
- ♦ **Compensation: Murdob'norab.** Aware of the fate of their treasure hoard, Murdob'norab has promised one-quarter of the treasure to any group of adventurers that can rid their soon-to-be-dungeon of this mutating invader. By all accounts, it's a sizable hoard...



**Bogbolz.** Bogbolz is a shrewd and matter-of-fact elderly female **goblin** (LN), foreman, elder, and matriarch of the Frockit clan. She doesn't balk at the opportunity to criticise the party or tell them how they should have done something. Bogbolz acts as the party's guide, meeting them at the goblins' construction camp in the jungle and guiding them on the short walk to the Big Bad Base. She shows the party a captured polyhedrooze, allowing them to experiment on it and uncover the clues on page xx.

### QUEST REWARDS

Adventure Level	Suggested Reward	XP Reward Per Character*
1st	300gp	300
6th	4,200gp	3,000
11th	14,000gp	4,800

\*Includes all scripted monsters, averaged for 4 player characters

## GETTING THERE

One of the reasons the Big Bad Base (as Murdob'norab has named it) is such a great dungeon location is that it's so hard to find. Not only is it a long way away from any other civilisation, deep within the Maphrok jungle, but when the lair teleported from its caldera, it arrived in a part of the jungle with no known paths, effectively isolating itself. Finding the base involves following multiple twisting tunnels and flipping u-turns at the plethora of now-dead-ends.

## TRACKING

Using the tracking rules on page XX, it is suggested that each tracking check takes one day and that four checks and two successes are required, using the random encounters for the jungle (page xx).

## UNIQUE FLORA & FAUNA

As the party nears the base, particularly while within 6 miles of it, there's an abundance of mutated fauna. See page xx for the regional effects. You can also introduce the 'Reactive Mutations' trait of the polyhedroozes on page xx to the critters the party meets during their random encounters. Beware though, this trait usually increases a creature's CR by 1!

## BOGBOLZ

*Humanoid (goblin), foreman, she/her*

**Personality.** Enthusiastic, honourable, kind, wise.

**Physical.** Tall, muscular, glowing ebony skin, wears traditional fisherman's garb.

**Desire.** To protect the folk of the Lotof's End desert.

**Fear.** True nature being discovered and having to reinvent a new identity.

*"Let us rid the desert of evil, seize the means of production, and feast on fish!"*

When the party nears the base, you can read the following:

The smell is the first indication of the presence of a large population, quickly followed by the yammering and clanging of dozens upon dozens of hammers at work. However, rather than the unruly and unwashed horde of goblinoids you might expect, these individuals are all wearing appropriate personal safety equipment, working well in small teams, and they smell well-washed! The stench is being emitted from a neat line of outhouses and sewer trenches that look to fertilise a surprisingly healthy-looking mushroom field.

Metallurgists cast steel in a variety of shapes, herders drive teams of loxen, and a monocled locksmith appears to be adding the finishing touches to an incredibly complex vault door. Neat rows of tents lit by smokeless red torches depict a scene of communal living, with food being shared, wounds tended to, and rhythmic music enjoyed by all. An elderly goblin approaches you, a satchel full of scrolls and quills bumping against her patchwork clothing. Eyeing each of you with a quick glance, she announces in perfect common "welcome to the Frockit Clan Co-operative, where we help each other to help you help yourself."

# KNOW THY ENEMY

After Bogbolz introduces herself, she brings the party to the Big Bad Base, where they learn some key pieces of information for the hunt ahead.

- The enemies are oozes that like to engulf precious metals, gems, and the occasional goblin for sustenance.
- They are biologically altered and dynamically change their resistances.
- The Big Bad Base is littered with traps from its previous occupants (kobolds and Dr. Stein).

## CLUE 1: ENGULFING OOZES

The oozes are drawn to all manner of precious metals and gems, as well as organic matter (presumably for sustenance), dissolving the latter with acid. They're slow, but can cover a lot of ground when they're about to engulf someone. Bogbolz explains how the Frookit clan had been storing the client's treasure in a makeshift treasury in the base, when suddenly this big blob (The Motherload) came and sucked it all up, along with several of her relations (she doesn't seem too put out at this last part).

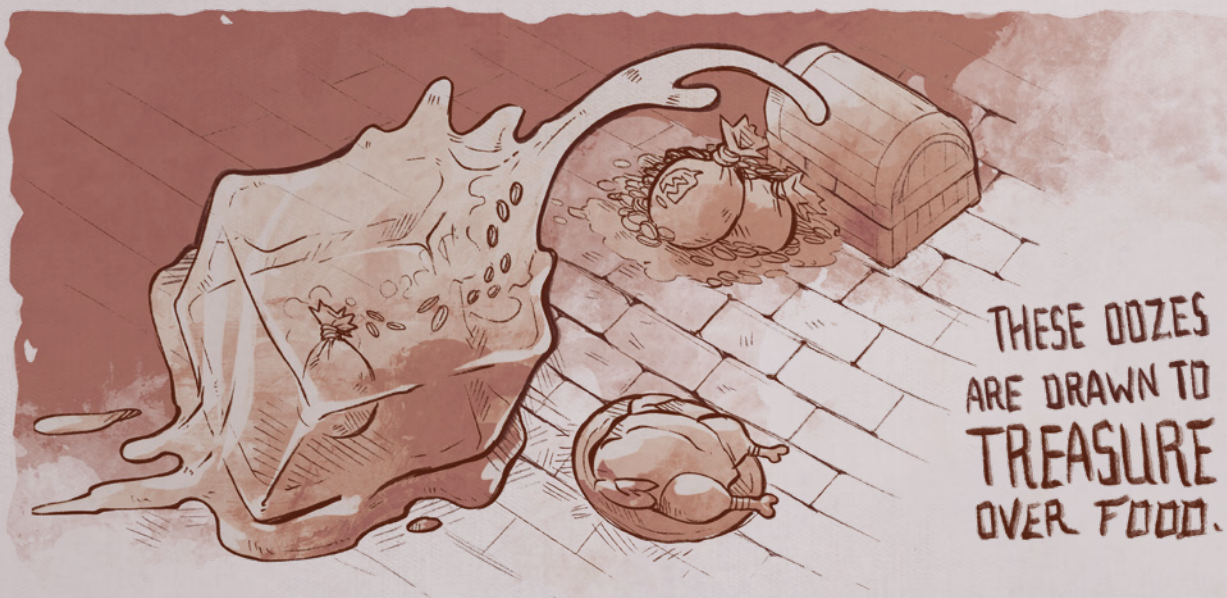
Bogbolz informs the party that they might need to lay out some treasure as bait for the big polyhedrooze; it hasn't been seen since.

## TRAPPED OOZE

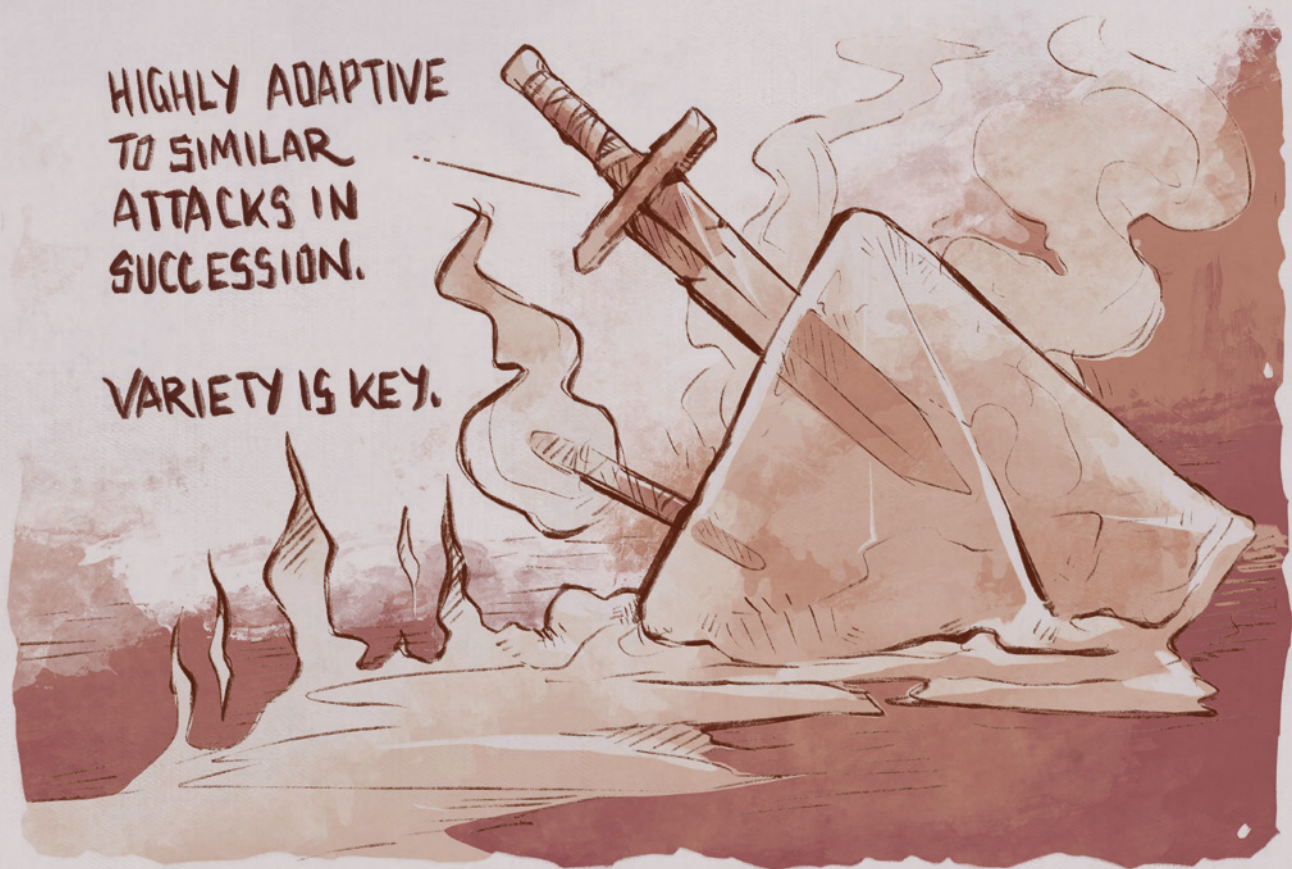
Before releasing the ooze from the magically-reinforced crate, Bogbolz lays down two piles: the first contains some of the treasure the party brought, and the second, some rat meat. She warns the party to keep their distance, and to observe how the ooze acts before attacking. Roll initiative when the cage is removed. On the ooze's turn, it first uses its Engulf action to assimilate the treasure that Bogbolz set down, and then the rat meat. After this, its attention shifts to the nearest creature, which it tries to engulf.

## CLUE 2: REACTIVE MUTATIONS

As a result of the latent biomantic magic their progenitor absorbed, the oozes gain resistance to a damage type immediately after they take that type of damage. The key for the players is to learn this trait, prepare a variety of damage types for the battle ahead, and then rotate their attacks and effects during combat. The maximum number of resistances a polyhedrooze can have equals its proficiency bonus, so adventurers at higher levels need an even broader variety of damage types than those at low levels.



HANDOUT 9A



HANDOUT 9B

## REACTIVE MUTATIONS

Throughout the fight, pay special care to narrate how the ooze's morphology changes with its shifting resistances. You can use the following examples to do so:

- **Bludgeoning.** Spongy growths bloom from the outer membrane, cushioning the blows of impact weapons.
- **Piercing.** Layer upon layer of pointy membranes overlap one another, dispersing the penetrating potential of piercing weapons.
- **Slashing.** A hard coating of angled crystal deflects blades.
- **Cold & Fire.** An insulating gel is excreted from the ooze's membrane, preventing the transfer of heat.
- **Lightning.** The metal engulfed within the ooze forms channels down to the ground, redirecting the flow of electricity.
- **Necrotic.** Pus-filled sacs of immunity-enhancing symbionts bloom within the ooze, fortifying it against decay.
- **Radiant.** The ooze takes on a brilliant sheen, reflecting radiation of all descriptions.
- **Thunder.** A second membrane blooms out from its own. A low-pressure void between the two membranes inhibits the propagation of sound waves.
- **Poison.** Vesicles rapidly excrete toxins before they can do significant harm.
- **Psychic.** A rush of bright purple hormones causes the ooze's basal and disparate psyche (as well as its physical form) to relax, shedding the mental harm that might have been caused.



### CLUE 3: TRAPS!

The Big Bad Base used to be occupied by kobolds who were keen on using traps that could only be activated by creatures heavier than a couple of average kobolds (more than 69 lbs). The goblins haven't discovered them all; the ones they have, they marked with a big, smiley face

#### EXPLORATION

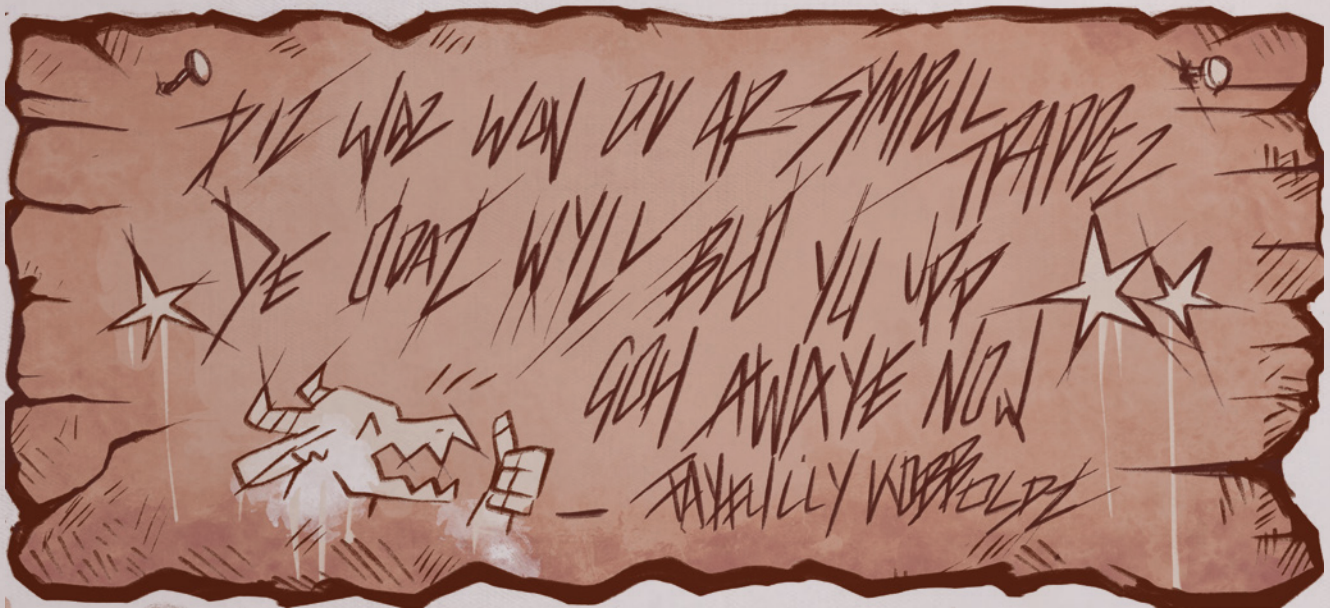
In the middle of the empty space in front of the base is a 10-foot-by-10-foot smiley face drawn in chalk. If a creature that weighs more than 69 lbs walks on the smiley face, they fall into a **20-foot-deep** pit. Luckily, their fall is broken by lots of jagged spikes, dealing piercing damage equal to the damage in the lair action table (see page xx). In front of the smiley face is a crudely painted sign that reads:

Dis woz won ov ar sympul trappes. De odaz wyll  
blo yu upp.

Goh awaye now.

Fayfully,

- Kobolds



HANDOUT 9C

# BIG BAD BASE

The base is a decrepit warren filled with rickety, belief-powered kobold artifices; magical biomantic storage apparatus, and recent signs of sprucing up at the hands of the Frockit clan. You can read the following when the party arrives at the lair. Note, the metal crate mentioned in the read-aloud relates to the ooze in clues 1 and 2.

The rock face before you is riddled with tunnels, broken machinery, and misspelled graffiti. A large wooden facade occupies the centre of the face and can be reached by a rickety wooden staircase. Signs of neglect are plentiful: planks hang loose, the scent of mouldering wood perfumes the air, and large cobwebs can be seen down the tunnels. However, it's also clear the goblins have been at work. Wheel tracks and footprints lead into every tunnel, and an array of small towers in the forecourt—presumably the Frockit clan's offices—can be reached by ladders.

The air tingles, as if anticipating the adventure ahead, while the distant sounds of the industrious goblins echo from the tunnels behind you. A large smiley face is drawn in chalk on the ground and surrounded by yellow and black twisted ribbon. Some ten feet to its right is a large, heavy-looking metal crate that occasionally vibrates, shifting a few millimetres across the bare-rock floor.

## GENERAL INFORMATION

**Ceiling, Floors & Walls.** The surfaces of the lair are all made of a magically reinforced rock that can't be damaged by nonmagical means, or by spells of 5th level or lower.

**Doors.** Any locked door requires a **Dexterity (thieves' tools)** check to unlock (see lair action DC). The metal doors have AC 19, 27 hit points, and immunity to poison and psychic damage. Also, they're almost all trapped.

**Light.** The lair is dark except for the tanks which shed dim light in a 10-foot radius (see "Tanks" below), and the acid chamber (see room XX, page xx).

## TRAPS

The lair is filled with a combination of traps fashioned by kobolds and Dr. Stein, as well as apparatus that can easily malfunction after years of neglect.

**Explosive Barrels.** The barrels with a red dragon's head symbol painted on their top are filled with explosive liquor. If a barrel takes 5 or more fire or lightning damage at once, it explodes. Each creature within **10 feet** of an exploding barrel must make a **Dexterity saving throw** (see lair action DC, page xx), taking fire damage equal to the damage in the lair action table on a failure, or half as much damage on a success.

**Tanks.** Four huge brass tanks filled with a solution of glowing, blue mut-x shed dim light in a 10-foot radius. One can be found in each of rooms 3, 4, 10, and 13. The vats have a variety of levers, wheels, and pulleys. If a creature messes with any of them, roll a **d20**. On an 11 or higher, mut-x sprays out at all creatures within **10 feet** of the tank; each creature in the area must make a **Constitution saving throw** (see lair action DC) or develop a random mutation from Table A of the Biomancy Traps section (page xx).

**Weighted Triggers.** Traps that use weight as trigger required a weight greater than 69 lbs to trigger (the average weight of a kobold is 30 lbs and the average weight of a goblin is 40 lbs).

## BIOMANCY TRAPS

Some of the traps and environmental features of the base have been influenced by the mut-x and latent biomancy magic permeating the area. If a creature fails a saving throw against a biomancy trap, they must roll on Table A to determine the nature of the mutation, and Table B to determine its duration. Some results in Table A prompt you to roll on Tables C and D. A creature can only gain each type of mutation once; if it rolls the same mutation twice, nothing happens after the second roll. The *greater restoration* spell or similar magic can remove one of effects per casting of the spell.

FILL

TABLE A: RANDOM MUTATIONS

d6	Mutation	Effect
1	Vulnerability	The creature gains <b>vulnerability</b> to a random damage type in Table D.
2	Debilitation	The creature has <b>disadvantage</b> on ability checks and saving throws associated with one random ability from Table C.
3	Two Left Feet	The creature's walking appendages deform; it gains a <b>-1 penalty</b> to its AC and its walking speed is reduced by <b>5 feet</b> .
4	Webbed Hands	The creature gains a <b>20-foot</b> swimming speed or, if it already has a swimming speed, this speed increases by <b>10 feet</b> . In addition, it has <b>disadvantage</b> on <b>Sleight of Hand</b> checks.
5	Literal Third Eye	The creature grows a third eye and has <b>advantage</b> on <b>Perception</b> checks and <b>initiative</b> rolls. In addition, it has <b>disadvantage</b> on <b>Persuasion</b> checks against humanoids that can see the eye.
6	Resistance	The creature gains <b>resistance</b> to a random damage type on Table D.

TABLE B: DURATION

d4	Duration
1	10 minutes
2	1 hour
3	1 day
4	1 week

TABLE C: ABILITIES

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

TABLE D: DAMAGE TYPES

d10	Damage Type	Resistance Description
1	Acid	The creature's skin secretes a liquid that causes the acid to bubble and turn to... water?
2	Cold	Layers of thick fur and blubber coat the creature, insulating it.
3	Fire	The creature's skin billows thick smoke, extinguishing flames before they strike.
4	Force	Force energy is deflected, as if by an impossibly strong magnet.
5	Lightning	The lightning ripples across the creature's skin, earthing itself at its feet.
6	Necrotic	The creature's flesh appears to grow back in rapid, cancerous lumps.
7	Poison	The creature's lymphatic system inflates as some sort of antitoxin suffuses it.
8	Psychic	The creature's single-mindedness prevents any neuropathic overstimulation.
9	Radiant	The creature's skin turns golden, absorbing radiation in a warm glow.
10	Thunder	A barrier of low pressure air surrounds the creature, distorting its breathing and footsteps.

FILL

The following locations are keyed to the map of the Big Bad Base (page xx).

## 1 - STAIRWAY

This steep stairway of polished rock has a gradient of over 45 degrees and a rope bannister on the left. If a creature forgoes using the rope, it must succeed on a **DC 15 Dexterity (Acrobatics)** check to reach the top.

**Trap: Mut-x Pit.** Dr. Stein adapted one of the kobold's traps. Ask for your party's marching order before they attempt to navigate the stairs.

**Trigger.** If a creature that weighs more than 69 lbs uses this bannister, the trap is triggered when that creature reaches the penultimate step, and grease begins to pour out of a small tunnel up to the left. Furthermore, the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of mut-x.

**Falling.** This trap can quickly become a comical chain reaction of creatures falling into one another. Each creature on the stairs, starting with the lowest, must make a **DC 15 Strength saving throw**. On a success, that creature halts its descent and becomes stationary.

If a creature immediately above a stationary creature on the stairs fails its saving throw, it crashes into the stationary creature below it. The stationary creature must then make an additional **Strength saving throw**, the DC for which equals 15 plus 5 for each additional creature that has collided with it.

A creature that falls all the way to the bottom of the stairs falls into the pool of mut-x. A creature stood on top of the hidden pool must succeed on a **DC 15 Dexterity saving throw** or fall into the pool.

**Consequences.** Each creature that falls into the pool takes acid damage and must make a **Constitution saving throw** (see lair action damage and DC, page xx) or be subject to a random mutation from Table A in the Biomancy Traps section (page xx).

## 2 - STORAGE CRATES

This corridor storage room is lined with old crates filled with rotted food, moth-eaten cloth, and unrefined ore. A stack of barrels with painted red dragon

heads on top stands to the southeast, with a further barrel to the south.

**Lame Loot.** A creature that spends **10 minutes** making an **Intelligence (Investigation)** check to look through the crates finds usable cloth, leather, and iron ore, each with a value in silver pieces equal to the result of its check. On a result of 20 or higher, the creature finds one *volatile mote of earth* (a magical component).

## 3 - TANK ROOM ONE

To the northern side of the room, a 15-foot-tall tank made of brass glows with the blue liquid that fills it. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A stack of barrels with a red dragon's head sits to the west. A locked, thick, metal door with a keyhole can be found through a short corridor to the northeast. Creatures with a **passive Perception** of 15 or higher notice a scent not dissimilar to a skunk. A successful **DC 15 Wisdom (Perception)** check reveals this scent to be coming from vials stored in the ceiling, one of which is broken.

**Trap: Door.** The door is trapped against any attempt to unlock it, as revealed by a successful **DC 15 Intelligence (Investigation)** check. The trap can be disarmed with a successful **Dexterity (thieves' tools)** check (see lair action DC, page xx). A creature that tries to unlock the door without disarming the trap, or who fails the check to disarm the trap by 5 or more, causes the phials of treated skunk juice above to break, pouring on all creatures within the 15-foot-long corridor to the south of the door, dealing poison damage equal to the damage in the lair action table (page xx) and causing them to stink. Until a stinky creature spends an hour in a hot bath or otherwise removes the smell, other creatures that can smell have **advantage on Wisdom (Perception)** checks to detect them. The door can be unlocked from its north side without triggering the trap.

## 4 - TANK ROOM TWO

Much the same as Tank Room One to the west, this room is replete with barrels and a huge brass tank filled with glowing blue liquid. Pipes run from the specially-treated barrels filled with yellow acid into the tank. A room leads off to the east, a short corridor leads to the south, and a small alcove sits in the southwest.



**KEY**

- MUT-X POOL
- EXPLODING MINE

1 SQUARE = 5 FEET

MAP 9A. THE BIG BAD BASE

CARTOGRAPHER:  
CZE & PEKU

**Trap: Bag of Spiders.** In a small alcove to the southwest is a small sack filled with coins... and spiders! A creature that succeeds on a **DC 12 Wisdom (Perception)** check notices the small silk-wrapped, desiccated corpses of Tiny beasts. A creature that opens the bag must succeed on a **Dexterity saving throw** (see lair action DC), taking poison damage equal to the damage in the lair action table on a failure, or half as much damage on a success. The bag contains silver pieces equal to fifty times the adventure's level.

## 5 - FOYER

This area appears to be a storage room with barrels stacked around its periphery as well as some held in netting tied to the ceiling (as revealed if a character states it looks up or succeeds on a **DC 10 Wisdom (Perception)** check). There is a 10-foot-wide metal door with a keyhole at the northern end.

**Trap: Door.** This door aims to trick an intruder into thinking they have unlocked it so that they turn the handle and trigger the trap. The door is welded shut; there is no breeze through the crack in the door as revealed by a successful **DC 15 Wisdom (Perception)** check. There is a keyhole, but it can't be peeked through to see the room beyond. A creature believes it has unlocked the false lock within the door on a successful **DC 10 Dexterity (thieves' tools)** check.

The trap is on the door's handle, as revealed by a successful **DC 15 Intelligence (Investigation)** check of the handle (or a **DC 20** check of the door in general). If the handle is turned, it releases the barrels of oil held by netting above the door, exploding in a **20-foot-radius sphere** of oil centred on the door, covering the area in a permanent, nonmagical effect identical to the *grease* spell. In addition, immediately after the trap triggers, each creature in the area gets covered in grease and has **disadvantage** on Dexterity saving throws until it spends **10 minutes** cleaning itself. If there is an exposed flame in this area, the oil ignites and each creature must make a **Dexterity saving throw** (see lair action DC), taking fire damage equal to the damage in the lair action table on a failure, or half as much damage on a success.

## 6 - BARREL ROOM

This 15-foot-by-20-foot room has a huge stack of barrels marked with a red dragon heads in its western alcove. To the south is an unlocked wooden door leading to the common room (room 7). A huge, glowing tank can be seen in the room to the north and fainter blue light shines down the corridor from the east. Three sacks of scrap metal, nails, and other rusty iron paraphernalia are stacked to the south, one of which contains a clockwork dragon.

**Trap: Clockwork Dynamite.** On a successful **DC 10 Intelligence (Investigation)** check, a creature finds a miniature clockwork dragon in one of the sacs to the southeast. A successful **DC 15 Wisdom (Perception)** check spots dynamite within it. A successful **DC 20 Intelligence (Investigation)** reveals that if wound up and released, the dynamite lights, the toy walks **15 feet** in a straight line, and then it explodes. Each creature within **10 feet** of the toy when it explodes must succeed on a **Dexterity saving throw** (see lair action DC) taking thunder damage equal to the damage in the lair action table on a failure, or half as much damage on a success.

## 7 - COMMON ROOM

This room appears to have been recently vacated; mugs of ale are half drunk and food is half eaten. The room has an enormous threadbare rug upon which stand three large tables. Two tables are made from huge slabs of stone, while the third table appears to be made from half an enormous femur. Two unlocked doors lead out to the south, one to a balcony overlooking the forecourt from which the adventurers entered, and the other to a rickety staircase descending to that area. There is an unlocked door to the north, and a locked wooden door (**DC 10 Dexterity (thieves' tools)** check to open, AC 15, 10 hit points) to the east.

## 8 - TESTING ROOM

This room used to be used for testing the kobolds' destructive technologies, all in sight of the shrine to the many-headed Dragon Queen to the south. The floor is pockmarked with small craters and it's a minefield of still-unexploded ordnance. Unlike the rest of the dungeon, the floor here is a sandy surface.

**Trap: Mines.** Small dynamite charges have been attached to rusty pressure plates concealed beneath

the sandy floor. Whenever a creature moves onto one of the spaces highlighted with a red circle, roll a **d20** (or roll these ahead of time as many rolls can happen in quick succession). On an 11 or higher, it explodes. Each creature in the space when it explodes must make a **Dexterity saving throw** (see lair action DC), taking thunder damage equal to the damage in the lair action table on a failure, or half as much damage on a success.

A creature can find a mine and brush the sand off it without it exploding on a successful **Dexterity (Investigation)** check (see lair action DC). Once revealed, a mine can be safely destroyed with a **DC 15 Dexterity (thieves' tools)** check or temporarily disabled (so it can later be re-armed) with a successful **DC 20 Dexterity (thieves' tools)** check. On a failure, the trap detonates and the creature attempting to destroy or disable it automatically fails its saving throw.

## 9 - CORRIDOR

This simple corridor has a small tunnel leading off to the north. It contains a pouch with a bag of mushrooms in it: two doses of preserved *noradreno mucorales* (see page xx in the Veiled Lady adventure). The properties of these mushrooms are revealed by a successful **DC 14 Intelligence (Nature)** check. Rooms lie to the east and west, and a short staircase drops down to the south.

## 10 - TANK ROOM THREE

Containing an identical tank to those in rooms 3 and 4, pipes run from the specially-treated barrels filled with yellow acid into the tank. Many barrels are stacked to the south. A ledger, written in Goblin, sits on a crate to the south. It details the value of the treasure moved into the lair's treasury (see table below). Clever players may realise that, after the party kills The Motherload polyhedrooze, there is more treasure to be found than is listed in this ledger (and that they can get away with taking some!).

### BOGBOLZ'S LEDGER OF TREASURE LOST TO THE MOTHERLOAD

Adventure Level	Treasure Moved to Treasury
-----------------	----------------------------

1st	1,200 gp
-----	----------

6th	16,400 gp
-----	-----------

11th	56,000 gp
------	-----------

**Clue.** A note scratched in the margin of the ledger details that the goblins must carry the treasure by hand, so as not to be too heavy!

## 11 - LOADING AREA

This large cavern is home to empty stables, wheel tracks, and a cart filled with barrels in the midst of being removed. A tunnel leads to a room that glows with dim blue light to the north. A staircase leads away to the southwest, close to which is a crack large enough for a Small or smaller creature to squeeze through.

**Trap: Pressure Plate.** Dr. Stein adapted one of the kobolds' traps. Ask for your party's marching order before they attempt to navigate the stairs.

**Trigger.** If a creature that weighs more than 69 lbs walks on any of the top three steps, the stairs retract to form a steep slide and the floor at the bottom of the stairs retracts to reveal a 5-foot-wide, 10-foot-long, 20-foot-deep pool of mut-x.

**Falling.** This trap has the same consequences as Mut-x Pit in room 1 (page xx)

**Consequences.** Each creature that falls into the pool takes acid damage and must make a **Constitution saving throw** (see lair action damage and DC, page xx) or be subject to a random mutation from Table A in the Biomancy Traps section (page xx).

## 12 - THE PIT

This long corridor has several shallow cubbies in the walls along its length. A faint blue glow and objects that look like machinery can be seen at the far end. A chalk smiley face covers a 5-foot-square area of the floor.

**Trap: Pit.** The middle **25 feet** of this corridor is a pit covered with a flimsy substructure and blue clay baked to look like the surrounding stone. The chalk smiley face is drawn on the southernmost 5-foot-square of the trapped area. A successful **DC 14 Wisdom (Nature)** check identifies that this section of floor is different from the surrounding rock. If more than 69 lbs of weight is applied to any 5-foot-square space in the trapped area, the entire floor gives way. Each creature in the area must succeed on a **Strength saving throw** (see lair action DC) to press its feet and arms against the wall in an attempt to stop itself from falling. On a failure, a creature falls **10 feet**

onto sharpened metal spikes, taking piercing damage equal to the damage in the lair action table (page xx).

Once activated, a creature can stem its way down the tunnel by pressing its hands and feet against the opposite walls. To do so, it must succeed on two **DC 12 Strength (Athletics)** checks; each successful check allows it to move 10 feet down the hall. A creature with a climbing speed has **advantage** on these checks. Failing either check results in the creature falling onto the spikes as described above.

### 13 - TANK ROOM FOUR

This room is almost identical to the other tank rooms; it has a huge tank that glows with a dim blue light and four barrels of acid that feed the tank. It doesn't contain any traps.

### 14 - THE MAIN CHAMBER

This is the room in which the party can fight The Motherload. When the party first enters this room you can describe the space using the read-aloud on page xx. This 80-foot-square chamber is dimly lit by sparkling blue glowflies whose light reflects off the surface of a pool in the room's centre. A wall of fungus brightly lights the northern **10 feet** of the room, and sheds dim light for an additional 10 feet.

When the characters first enter the northernmost room, you can read the following:

This large chamber—some 80 feet across—is filled with irritating caustic fumes and floating iridescent flies that bathe the entire chamber in dim light. A wall of brilliant luminescent fungi covers the northern wall, shedding bright light for a short distance. A large pool of deep blue liquid fills the centre of the room, its surface some 5 feet below the ground on which you stand. The pool itself seems to be filled with all manner of treasures: coins, plates, jewellery. Oh... and many, many bones.

**Hazard: Acid Pool.** The pool of blue liquid in the centre of the room is **200 feet** deep and filled with acid. The ground around it is **5 feet** above the surface of the acid. A creature that enters the acid for the first time on a turn or starts its turn there takes acid damage equal to the damage in the lair action table. Oozes are invisible while under the acid's surface.

**Tracks.** A successful **DC 9 Wisdom (Survival)** identifies that the goblins' tracks lead to the room in the northeast corner.

**Traps: Glyphs of Warding.** Glyphs of warding can be found on the ceiling of the short corridors to the northeast and northwest. They are nearly invisible, requiring a **DC 19 Wisdom (Perception)** check to notice, and a **DC 11 Intelligence (Arcana)** check to recall how such glyphs function. If a creature weighing more than 69 lbs walks underneath the glyph, it detonates and each creature within **20 feet** of the glyph must make a **Dexterity saving throw** (see lair action DC). On a failure, a creature takes lightning damage (for the glyph in the northeast) or cold damage (for the glyph in the northwest) equal to the damage in the lair action table (see page xx). On a success, a creature takes half as much damage.

### 15 - THE TREASURY

Dragon heads set into the periphery of this room gush warm water into a series of natural pools, which drain through miniscule cracks. The water is warm and has only a slight sulphurous scent, perfect to wash off the dirt of battle and the stink of skunks. A few copper coins wedged in cracks in the floor indicate this was likely the lair's treasury.

**Hazard: Mutation Pool.** Unfortunately the water has been contaminated with mut-x. A creature that touches the water must succeed on a **Constitution saving throw** (see lair action DC) or gain a random mutation from Table A in the Biomancy Traps section (page xx).



## 16 - THE OFFICE

In the northwest corner, a desk is strewn with scrolls, papers, and books. The splash of water and scent of old eggs wafts from the southwest corner. A large safe sits nestled in an alcove of rock in the room's centre.

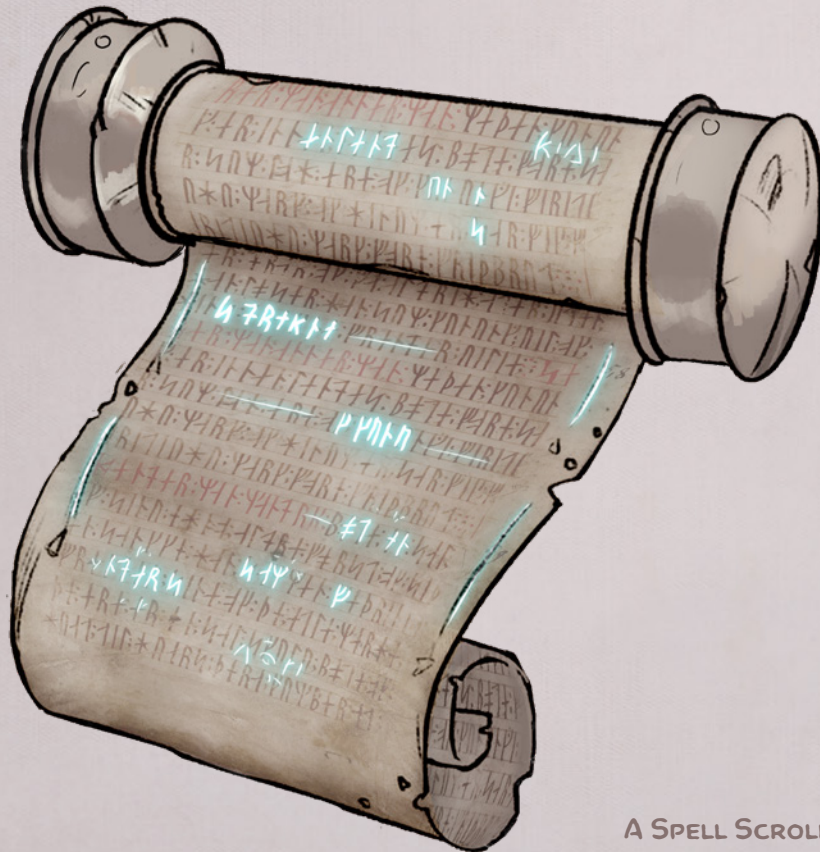
**Hazard: Mutation Pool.** A series of natural pools are fed by the warm, slightly sulphurous water that pours from the stone dragon heads around its periphery. The water is the perfect temperature in which to relax sore muscles and ring oil from clothes. Unfortunately, it has been contaminated with mut-x. A creature that touches the water must succeed on a **Constitution saving throw** (see lair action DC) or gain a random mutation from Table A in the Biomancy Traps section (page xx).

**Treasure: Spell Scrolls.** On the desk are several waxed and sealed vellum tubes: *spell scrolls*! There are two, three, and four scrolls in the 1st-, 6th-, and 11th-level versions of this adventure, respectively. Roll 2d4, 3d6, or 4d8 for the appropriate level of adventure and consult the Biomancy Treasure table to determine which *spell scrolls* are available.

**Treasure Safe: Spellbook.** Inside the safe (AC 19, 50 hit points, can be unlocked with a successful **Dexterity (thieves' tools)** check (see lair action DC)) is one of Dr. Stein's old spellbooks. It contains all the spells in the Biomancy Treasure table below (four at 1st level, six at 6th level, and eight at 11th level):

### BIOMANCY TREASURE

d4/6/8	Adventure Level	Spells	Spell Level	Page
1		<i>Pins &amp; needles</i>	Cantrip	xx
2	1st, 6th, 11th	<i>Chameleon skin</i>	1st	xx
3		<i>Endoleech</i>	2nd	xx
4		<i>Preserve</i>	2nd	xx
5	6th, 11th	<i>Zippit!</i>	3rd	xx
6		<i>Frogskin</i>	4th	xx
7	11th	<i>Bone Cage</i>	5th	xx
8		<i>Lungburst</i>	6th	xx



A SPELL SCROLL

# THE LAIR

The Motherload's lair is a third-hand affair, previously used as a biomantic laboratory by Dr. Frank N. Stein and, before him, as a lair for the dragon Tuckerthranx the Red (and his retinue of kobolds). It shows signs of all its different tenants, from biomantic apparatus to claw marks and kobold graffiti.

## REGIONAL EFFECTS

The area within 6 miles of The Motherload's lair has the following unique properties:

- ♦ **Biomantic Adaptations.** Polyhedroozes occur where biomantic magic, specifically mut-x, has been unleashed. This magic affects all sorts of fauna and flora, resulting in creatures and plants that have the morphology and traits of other specimens in the region. For example, a cloaker might have a roper's tendril attack.
- ♦ **Malleable Mood.** Creatures affected by mut-x often take on the psychological traits of any powerful creatures that occupied the area. Polyhedroozes near a former black dragon's lair may be especially cruel, while those in proximity to an archfey might be tricky. Here, for example, the polyhedroozes are especially greedy for treasure.
- ♦ **Reactive Mutations.** Some creatures have the Reactive Mutations trait, raising their CR by 1:
  - ◇ Whenever the creature takes damage, it gains **resistance** to that damage type immediately afterwards. The creature can have a number of resistances from this trait equal to its proficiency bonus. If the creature has its maximum number of resistances, the oldest resistance is lost when a new one is gained.
- ♦ **Polyhedrons.** Rocks, speleothems, and plants form in distinctly geometric patterns, often as perfectly symmetrical polyhedra.

### *Environmental Boon!: Biomantic Overload.*

Every **10 minutes** the party spends in the lair or its forecourt, each creature must make a **Constitution saving throw** (see lair action DC). On a failure, the creature becomes 'primed' and doesn't make any more Constitution saving throws for this hazard. The first time a creature takes damage after it becomes primed, it gains **resistance** to that damage type. This resistance fades when the creature spends **one hour** away from the lair.



**Helping Hand.** At any time during the battle, Bogbolz can appear, throwing a splash potion at a point she can see within 60 feet of her. Each creature in a **10-foot-radius sphere** centred on that point gains the effect on the *lesser restoration* spell and regains hit points equal to the damage in the lair action table. She then hobbles away grumbling "Gods damned health and safety nightmare...".

## LAIR ACTIONS

While The Motherload lives, it can invoke the ambient magic of Tuckerthranx and Stein's lair to take lair actions. The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure, as shown in the Level-Based Lair Action Statistics table.

### LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	Saving Throw DC	Dexterity (thieves' tools) DC	Damage
1st	11	12	2 (1d4)
6th	13	19	5 (2d4)
11th	15	26	10 (3d6)

### GM TIP

Write down the information in this table for your adventure level so you don't have to keep flicking back and forth!

**Lair Actions.** On initiative count 20 (losing initiative ties), The Motherload takes a lair action to cause one of the following effects. See the table above for the damage and save DC.

- ♦ **Acid Wave.** A **15-foot-wide, 15-foot-tall** wave of acid erupts from a pool in the lair, travelling 30 feet along the ground in a direction of The Motherload's choice. Each non-ooze creature in the area must make a **Dexterity saving throw**. On a failed save, a creature takes acid damage equal to the damage in the lair action table and is knocked **prone**. On a success, it takes half as much damage and isn't knocked prone.
- ♦ **Spiteful Adaptation.** Biomantic magic surrounds one creature in the lair, which must succeed on a **Constitution saving throw** or gain vulnerability to one random damage as its skin mutates to be susceptible to that type of damage. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

#### RANDOM DAMAGE TYPES

d6/12*	Damage Type
1	Acid
2	Bludgeoning
3	Piercing
4	Slashing
5	Cold
6	Fire
7	Lightning
8	Thunder
9	Necrotic
10	Radiant
11	Poison
12	Psychic

\*In the 1st-level adventure roll a d6; in the 6th- and 11th-level, roll a d12.

## THE BATTLE AHEAD

The Motherload needs to be coaxed out of the acid pool! The party must deploy bait to attract the ooze (see Clue 2). While waiting for the main culprit, smaller creatures—those in waves 1 and 2—are attracted to the bait and try to fight the party, whom they see as competitors. All three waves take place in the main chamber, with the first two waves lasting 3 rounds each.

**The Bait.** In order to start the battle (and attract The Motherload), the bait must have a value in gold pieces equal to fifty times the adventure level (50, 300, or 550 gp). Bigbolz provides rat meat and viscera to mix in with the treasure. Shortly after the bait is placed within 10 feet of the pool, Wave 1 begins.

### WAVE 1: OPPORTUNISTS

The Maphrok jungle is a dangerous place, and laying out treasure and meat is sure to attract unwelcome guests. The same is true here; oozes hanging out motionless on the ceiling drop down to attack the party, and various monstrosities in search of food and treasure emerge from dark places.

#### ENEMIES

The enemies in wave 1 are hunters and scavengers, creatures with no desire or compunction to fight together.

**Level 1.** At 1st level, the wave 1 combatant is:

- ♦ 1 **grey ooze** (CR 1/2)

**Level 6.** At 6th level, the wave 1 combatants are:

- ♦ 1 **xorn** (CR 5)
- ♦ 2 **ochre jelly** (CR 2)

**Level 11.** At 11th level, the wave 1 combatants are:

- ♦ 1 **behir** (CR 11)
- ♦ 2 **black puddings** (CR 4)

#### TACTICS

**Behir.** Though not detailed in its stat block, the behir is capable of travelling through narrow, twisting tunnels without squeezing. For this reason, you can have the behir emerge from a (Medium-sized) crack in the ceiling of the cavern. With a low Intelligence, the behir isn't capable of predicting individual creatures' strengths or weaknesses. However,

with its fairly high Wisdom, it fights tactically; it could retreat back into its crack after using its *Lightning Breath*, only to reappear elsewhere in the cavern on a subsequent round and try to Swallow an isolated creature.

**Xorn.** The xorn wants the gems and precious metals that are in the party's bait. If it's within reach of the bait, it uses its bonus action each turn to consume some of the treasure. After three rounds (and one-quarter of the treasure is consumed), it is satiated and leaves. Note: this doesn't affect the progress of the combat, it's just for flavour.

**Fleeing.** The behir or xorn has a good survival instinct and will flee when it has fewer than 40% of its hit points remaining. The oozes have a much weaker sense of self-preservation and will flee only when reduced to 25% of their hit points or fewer. All creatures use the Dash action rather than the Disengage action; they have a low Intelligence and no combat training.

## WAVE 2: POLYHEDROOZES

The smaller polyhedroozes have been moulded by Tuckerthranx's greed and float to the surface of the acid pool to engulf the bait. Unfortunately they aren't very clever or observant and emerge closer to the characters than the treasure. In addition, ambush predators hiding in the shadows choose this moment to unveil themselves, trying to abscond with a good meal. Roll initiative at the end of the third round, having the new enemies join the fray on their initiative count of the fourth round. You can read the following:

With nary a ripple, multi-sided oozes roll their way up the bank of the pool. Within each are a few minor trinkets—some silver coins, a locket, and bones aplenty.

## ENEMIES

The enemies in wave 2 are smaller polyhedroozes that have been plaguing the goblins, as well as one ambush predator.

**Level 1.** At 1st level, the wave 2 combatants are:

- ♦ 1 **darkmantle** (CR ½)
- ♦ 2 **tetrahedroozes** (CR ¼)

**Level 6.** At 6th level, the wave 2 combatants are:

- ♦ 1 **roper** (CR 5)
- ♦ 3 **tetrahedroozes** (CR ¼)
- ♦ 2 **hexahedroozes** (CR 3)

**Level 11.** At 11th level, the wave 2 combatants are:

- ♦ 1 **cloaker** (CR 8)
- ♦ 2 **hexahedroozes** (CR 3)
- ♦ 1 **octahedroozes** (CR 6)
- ♦ 1 **decahedrooze** (CR 9)

OOZE

## TACTICS

**Polyhedroozes.** During the third round, the polyhedroozes position themselves in the acid pool so that, on the turn they emerge, they are able to reach the adventurers on the fourth round. In practice, this means they emerge wherever you, as GM, desire. The oozes aren't intelligent enough to coordinate attacks, nor adjust a poor tactic that isn't working. The oozes in the 6th- and 11th-level adventure have legendary actions which you can distribute as you wish; all three after one character's turn, or a different ooze after each character's turn.

**Ambush Predators.** These predators aren't out to eat the entire party; one victim will suffice. They focus all their efforts on one individual, aiming to kill it and/or drag it away for dinner. These predators can appear wherever you like; they have lain dormant and unseen, roosting on the ceiling or in a crevice.

**Darkmantle and Roper.** The darkmantle or roper is unintelligent, picking a target at random. In fact, the darkmantle is so stupid you might have it intentionally target the adventurer

with the highest Strength and AC. It is advantageous for the roper to be attached to a ceiling or wall on the opposite side of the acid pool to the adventurers. This way an adventurer that succeeds on a check to free itself of the tendril is more likely to fall into a pool of acid if they escape from its grapple.

**Cloaker.** Conversely, the cloaker chooses its target astutely. Creatures with low Strength and fewer hit points than the cloaker are a favourite target; due to the cloaker's Damage Transfer trait, a creature it grapples is likely to be killed before the cloaker dies. However, above all else, the cloaker targets a creature away from sources of bright light, and away from the rest of the group. As soon as creatures come within **60 feet** of the cloaker, it uses its Moan action in an attempt to frighten them, preventing them from getting closer.

**Fleeing.** As in the previous wave, the oozes flee only when close to death (25% of their hit points or fewer), while the ambush predators retreat when below 40% of their hit points. Both use the Dash action rather than the Disengage action.



## WAVE 3: THE MOTHERLOAD

The Gargantuan polyhedrooze that stole the treasure finally emerges! It rolls initiative on initiative count 0 of the sixth round, appearing on its initiative count during the seventh round.

A huge, multi-faceted mass of pale green ooze floats to the surface of the pool, causing a slight swell to splash up onto the surrounding ground. Inside the ooze are all manner of precious objects: coins, gems, goblets, and more. The ooze rolls its mass onto the treasure pile, adding the meagre hoard to the riches within it, and rapidly dissolving the chunks of rat offal.

### ENEMIES

In wave 3, the enemy is the Gargantuan polyhedrooze known as The Motherload. Regardless of the size in the creature's stat block, The Motherload ooze is Gargantuan, and can use its Engulf action on Gargantuan or smaller creatures. In addition, in the 1st- and 6th-level adventures, The Motherload has 1 and 2 legendary actions, respectively. Its only legendary action option is the following: "**Attack.** The ooze makes one pseudopod attack". These changes add a more epic feel to the encounter and increase the CR of the creatures to that indicated in the bullets below.

**Level 1.** At 1st level, the wave 3 combatant is:

- 1 **hexahedrooze** (Gargantuan, with 1 legendary action and a walking and climbing speed of 30 feet; CR 3)

**Level 6.** At 6th level, the wave 3 combatant is:

- 1 **dodecahedrooze** (Gargantuan, with 2 legendary actions and a walking and climbing speed of 30 feet; CR 12)

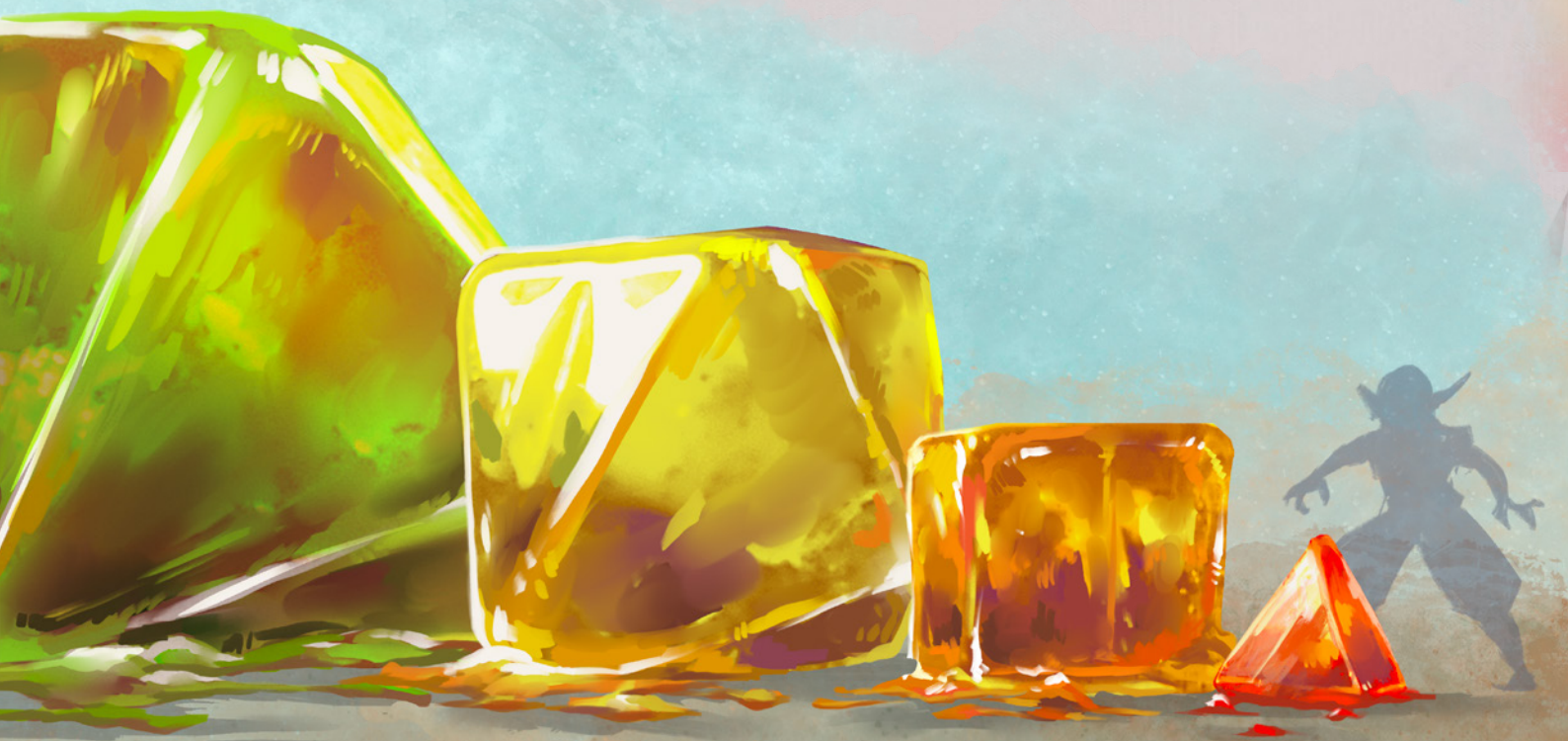
**Level 11.** At 11th level, the wave 3 combatant is:

- 1 **icoasahedrooze** (CR 20)

### TACTICS

The Motherload is a simple creature with low Intelligence. It initially uses its Engulf action (as part of its Multiattack) to move onto the treasure, and then immediately turns its attention to the party. It chooses targets for its pseudopod attacks at random and moves towards the nearest creature. When it has 25% of its hit points or fewer, it tries to retreat back into the acid pool, using the Dash action rather than the Disengage action.

**Retreat.** If The Motherload successfully retreats back into the acid pool, it is almost impossible to attack: it is invisible while in the acid, which is also very deep. It can be coaxed into reemerging after 1 hour (after it finishes a short rest) if the party lays out treasure of an equal value to what was first used as bait and each creature is at least 40 feet from the edge of the acid pool. The Motherload uses its movement to move onto the new treasure pile and Engulf it. If it starts its turn with less than 25% of its hit point maximum, it immediately re-retreats into the pool.



## OPTIONAL ENDING: RISING TIDE

If you're running a one-shot, there might not be much point in continuing the game after the epic boss battle. Instead, you can use this optional ending to give an epic, climactic conclusion to the hunt.

When The Motherload is slain, a wave of biomantic magic thrums through the lair in an ethereal teal wave. You can read the following:

A disc-like wave of teal energy erupts from The Motherload as the enormous ooze melts into a puddle of goop, the metal and bone within it clattering to the ground. A sound like aged machinery grinding off layers of rust echoes through the lair's walls and the pool at the centre of the room begins to bubble. Like a storm-driven high tide, the blue, gelatinous liquid rises higher and higher, threatening to overflow.

Each creature in the lair must immediately succeed on a **Constitution saving throw** (see lair action DC) against the wave of teal biomantic energy or develop one of the random mutations on Table A in the Biomancy Traps section (page xx). In addition, the pool of acid begins to rise and flood the lair. It spreads 30 feet outward on initiative count 0 of each round, finding cracks under doors and through barricades. A creature that starts its turn in the acid, or moves into the area for the first time on a turn takes acid damage equal to the damage in the lair action table and must succeed on a **Constitution saving throw** or develop a random mutation from Table A.

A character that makes it to the forecourt is deemed safe and has survived the adventure.

## AFTERMATH

Here are some possible outcomes of the adventure:

- The goblins talk a lot and soon biomantic magic is seen more and more frequently throughout the world. People remark with wonder when the player characters use biomantic magic.
- The Frockit clan offers the party a 10% discount on any rooms or buildings they may want constructed in their dungeon/castle/lair/base.
- According to Bogbolz's ledger, The Motherload stole a certain quantity of gold from their client's treasury (see the Bogbolz's Ledge of Treasure table on page xx). Upon the adventurers' emergence into the forecourt, Bogbolz immediately sends a team to count the treasure. If there is less treasure than in the ledger, Bogbolz will accuse the party of stealing it and dock the difference from their pay. Note: The Motherload carries more gold than the amount in the treasury, so the party can take some without drawing Bogbolz's ire
- If the party argues with Bogbolz about this, she quickly has several hundred goblins at her back.
- The Frockit clan pays the agreed reward, less any deductions, and continues work converting the lair.
- Heliana is proud of the party for helping what civilised folks call a 'monstrous race' and prepares them a classic goblin dish. It's disgusting.
- Murdob'narob is actually Baron Bodrum, who's decided to try his hand at being a villain. If the base is cleared, he does some villainous stuff.

# TREASURE

In addition to the *spell scrolls* and spellbook in the office (room 16), The Motherload drops a wealth of treasure. Note, the Motherload has consumed more than just Murdob'narob's stash; the actual treasure that the Motherload drops is greater than what is recorded in Bogbolz's ledger (see page xx). A quick thinking character can easily pocket the difference.

## MOTHERLOAD'S TREASURE

Adventure Level	Treasure Objects	Coins	Gems	Total Treasure Value
1st	4 x 100 gp	1,000 gp	5 x 50 gp	1,650 gp
6th	30 x 200 gp	4,900 gp 400 pp	20 x 150 gp	17,900 gp
11th	50 x 400 gp	7,500 gp 2,300 pp	30 x 300 gp	59,500 gp

## HARVEST

The Motherload (and any Gargantuan polyhedrooze you may use in the future) has the following unique components. In addition, the Motherload drops a *pair of gelatinous dice*, a common, socketable

item that can be equipped on any mount or weapon granting it a small amount of luck.

## GARGANTUAN POLYHEDROOZE HARVEST TABLE

Component DC	Components
5	<i>Goopy wishbone</i> (up to 5), <i>phial of biomantic acid</i> ( $\infty$ ),
10	<i>phial of polyhedrooze ooze</i> ( $\infty$ )
15	<i>Polyhedrooze vesicle</i>
20	<i>Polyhedrooze membrane</i> (up to the number of sides the ooze had)
25+	<i>Essence</i>

## CRAFTING

For the sake of this standalone hunt, you can use the following, abridged crafting rules. The players can bring the harvested components to L'Arsène in the Loot Tavern, or another crafting master, buy the *essence* (*frail*, 150 gp; *fair*, 750 gp; *potent*, 3,000 gp; *mythic*, 7,500 gp), and pay the crafting cost. Components from the pygmy rakshasa can be sold for 10 times their component DC, and *essence* can be sold for half the purchase cost.

## POLYHEDROOZE CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Magical Components	Essence	Cost
<i>Bomboozler</i>	Wondrous item (consumable)	Uncommon	—	<i>Phial of biomantic acid</i>	<i>Frail</i>	100 gp
		Rare			<i>Fair</i>	400 gp
<i>Caltrooze</i>	Wondrous item	Uncommon	—	<i>Phial of polyhedrooze ooze</i>	<i>Frail</i>	100 gp
<i>Ventilation Unit D-20</i>	Wondrous Item	Rare	Required	<i>Phial of biomantic acid, phial of polyhedrooze ooze,</i>	<i>Fair</i>	1,600 gp
<i>Flooze</i>	Weapon (flail)	Uncommon	Required	<i>Goopy wishbone, polyhedrooze membrane</i>	<i>Frail</i>	400 gp
		Rare			<i>Fair</i>	1,600 gp
<i>Slime-in-a-Skull</i>	Wondrous Item	Uncommon	Required	<i>Goopy wishbone, polyhedrooze membrane</i>	<i>Frail</i>	400 gp
		Very rare			<i>Potent</i>	6,400 gp
<i>Robe of the Membrane</i>	Wondrous Item	Uncommon	Required	<i>Phial of polyhedrooze ooze, polyhedrooze membrane</i>	<i>Frail</i>	400 gp



# APPENDIX A - MAGIC ITEMS

## SOCKETING

One of the familiar gaming concepts *Heliana's Guide* introduces to 5e is socketing. Charms, runes, and other socketable wondrous items enhance weapons, armour, and items that you wear. A creature with proficiency in any of the following tools can take 1 hour to attach a socketable item to a host weapon or worn item in such a way as to confer its benefits to the bearer of that item:

- ♦ Carpenter's tools;
- ♦ Cobbler's tools;
- ♦ Glassblower's tools;
- ♦ Leatherworker's tools;
- ♦ Smith's tools;
- ♦ Tinker's tools;
- ♦ Weaver's tools;
- ♦ Woodcarver's tools.

**Sockets.** Items have a number of slots based on their rarity. Common, uncommon, and artifact level items have no slots:

- ♦ **Rare:** 1 slot;
- ♦ **Very rare:** 2 slots;
- ♦ **Legendary:** 3 slots.

**Attunement.** Socketable items specify whether the items they're slotted on must be attunable or not. If a socketable item marked as 'attunable' is slotted onto a magic item that doesn't require attunement, the item gains the 'Optional Attunement' property (see "New Attunement Options", below). The benefits of the slotted item are gained only while attuned to that host item.

**Removal.** A creature can make a **DC 10 Dexterity** or **Intelligence** check using proficiency in any of the above tools to try and safely remove a socketable item. On a success, the socketable item is removed and can be reused. On a failure, the socketable item is broken during removal and can no longer be used.

## NEW ATTUNEMENT OPTIONS

Some items in *Heliana's Guide* have two new types of attunement: optional and enhanced.

**Optional.** Properties described as being 'Optional Attunement' or 'OA' grant their benefits only when a character attunes to the item. Any other properties the item has (i.e. those not marked 'OA') are granted to the item's user even if they aren't attuned.

**Enhanced.** Items with the enhanced attunement

property have additional magical features that can be unlocked. Usually, this requires the player to fulfill a pre-requisite, such as the completion of a task, or, more simply, accepting some downsides associated with the enhancement. Working the pre-requisite into your campaign can add depth to your world and provides a cost that offsets the significant power increase enhancement can afford.

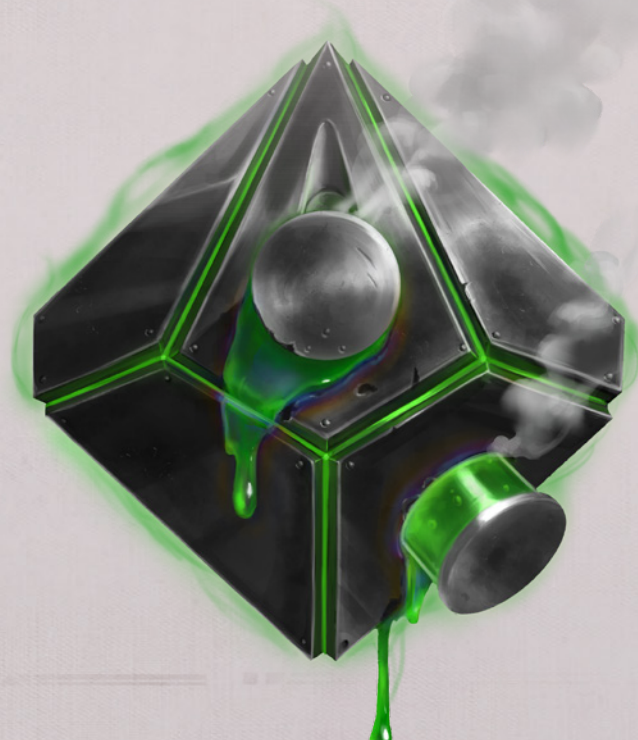
## NEW MAGIC ITEMS

### BOMBOOZLER

*Wondrous item, rare*

Within this sturdy, corrosion resistant polyhedron is a **phial of polyhedrooze ooze**; a caustic substance with remarkable powers of biological alteration.

**Caustic Calamity.** As an action, you can press a button on the polyhedron, crushing the phial, and toss the device up to **60 feet** away. The resulting chemical reaction produces an explosion of acid in a **20-foot radius**. Each creature in the area must make a **DC 15 Dexterity saving throw**, taking **4d6** acid damage on a failed save, or half as much damage on a successful one. In addition, the reaction produces unpredictable biomantic effects on a failed saving throw. Roll a **d10** and consult the table below to determine the effect. If a creature comes under an effect lasting **1 minute**, it can make a **DC 15 Constitution saving throw** at the end of each of its turns, ending the effect on itself on a success.



## d10 Components

- 1 The acid stops creatures' natural regeneration. The creature can't regain hit points for **1 minute**.  
The acid coats creatures, dissolving them. The creature takes **2d6** acid damage at the start of each of its turns for **1 minute**.
- 3 Parts of creatures' bodies meld together. The creature has **disadvantage** on attack rolls for **1 minute**.  
The acid fuses the feet and footwear to the ground.
- 4 The creature is **restrained** until the end of your next turn.
- 5 The acid fuses the eyelids shut. The creature is **blinded** until the end of your next turn.  
The acid causes creatures' skin to become phosphorescent. The creature is under the effect of the *faerie fire* spell for **1 minute**.
- 7 The acid causes cancerous growths to appear and disappear on creatures' bodies, hindering their actions. The creature is under the effect of the *bane* spell for **1 minute**.  
The acid causes creatures to shrink. Affected creatures are under the reduce effect of the *enlarge/reduce* spell for **1 minute**.
- 9 The acid fuses mouths shut. The creature is under the effect of the *zippit!* spell for **1 minute**.
- 10 Roll twice on the table, re-rolling any further 10s and duplicate results.

Once this property of the item has been used, it can't be used again until the next dawn and a new *phial of polyhedrooze ooze* has been installed in the device.

**Very rare variant:** You can roll twice on the table, ignoring any duplicate results. The item has the Trigger Warning property.

**Trigger Warning.** Instead of throwing the bomb, you can use an action to plant it on a surface and set it to detonate in a specific situation. Choose one of the following options. As an action, a creature can disarm a bomb set to explode in this way with a successful **DC 16 Dexterity (Sleight of Hand)** check. On a failed check, the bomb goes off and the creature that made the check automatically fails the saving throw.

- ♦ **Proximity Trigger.** Choose a range between 0 and 20 feet. The first Small or larger creature to move within that distance of the bomb after you leave the area sets it off. A creature that succeeds on a **DC 16 Dexterity (Stealth)** check can approach the bomb without triggering it.
- ♦ **Time Bomb.** Choose an amount of time ranging from 1 to 100 rounds. On initiative count 20 of the round you choose, the bomb explodes.



## CALTROOZE

*Wondrous item, uncommon*

Filled with a caustic mixture that discharges when stepped on, these tetrahedral caltrops present a much more dangerous hazard than their mundane variety. A typical bag of these 1-inch health and safety nightmares contains 20 caltroozes.

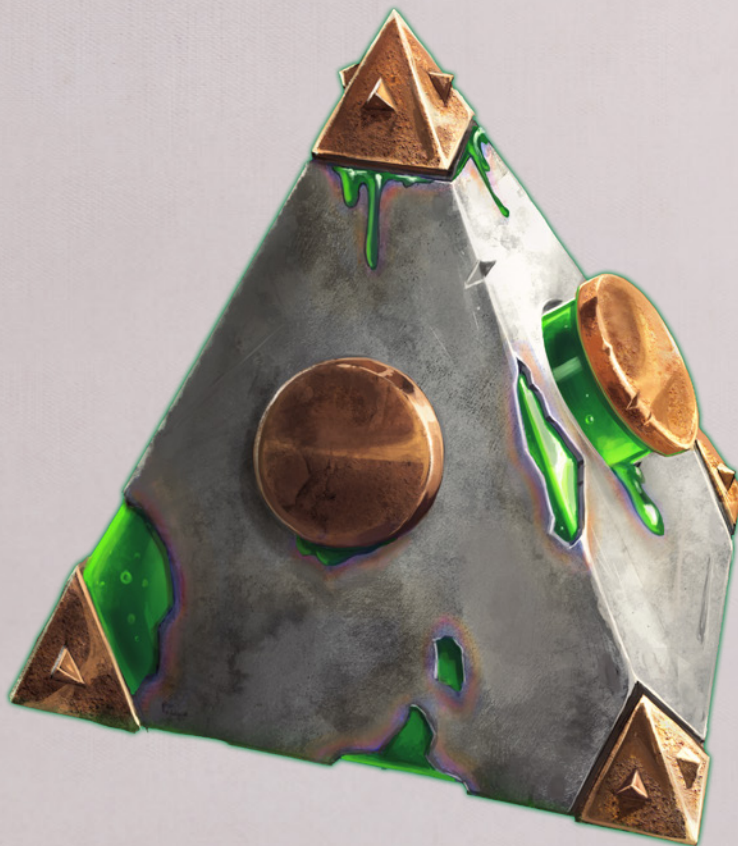
**Moving Caltrops.** As an action, you can spread a single bag of *caltroozes* to cover a **5-foot-square** area. Any creature that enters the area must succeed on a **DC 15 Dexterity saving throw** or stop moving and take **1** piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by **10 feet**. Small bubbles of acid forming and bursting inside the *caltroozes* cause them to roll and shift. A creature that moves through the area of the *caltroozes* at half speed makes the saving throw against them with **advantage**.

**Corrosive Chaos.** If a creature fails the **Dexterity saving throw**, roll a **d4** and consult the table below to determine what additional effects take place:

### d4 Components

- |   |   |
|---|---|
| 1 | The acid in the <i>caltroozes</i> discharges in a single burst. The creature takes an additional <b>6d6</b> acid damage.  |
| 2 | The acid takes on lubricating qualities. While the creature's speed is reduced by the <i>caltroozes</i> , it must succeed on a <b>DC 15 Dexterity saving throw</b> at the end of each of its turns or fall <b>prone</b> . |
| 3 | The acid coats the creature's feet, continuously eating away at them. While the creature's speed is reduced by the <i>caltroozes</i> , it takes <b>1d6</b> acid damage for every <b>5 feet</b> it walks or climbs.        |
| 4 | The acid causes a creature's feet to temporarily deform. While the creature's speed is reduced by the <i>caltroozes</i> , it has <b>disadvantage</b> on <b>Dexterity saving throws</b> .                                  |

After a creature fails a saving throw against the *caltroozes*, they are emptied of acid, and you can't use this property again until you spend **10 minutes** decanting a phial of biomantic acid into all the caltrops. The *caltroozes* can still be used as regular caltrops that deal magical piercing damage.



## FLOOZE

Weapon (flail), uncommon (requires attunement)

The versatility of the magically-enhanced ooze used to craft this flail can't be overstated. Its high tensile strength allows its 'chain' to stretch in response to its wearer's thoughts, while the flail's head boasts a hardness and density comparable to steel.

This magic flail deals an extra **1d6** acid damage to the first target it hits on each of your turns. The flail has **8 charges** and regains **1d4 + 4** expended charges daily at dawn.

**Reachier.** While holding the flail, you can expend up to **4 charges** (no action required) to increase your reach with this weapon by **5 feet** for each charge expended until the end of your turn.

**Very rare variant:** The flail deals an extra **1d8** acid damage to any target it hits, instead of the first target you hit on each of your turns. The flail gains the Sticky Fingers property:

**Sticky Fingers.** When you hit a Medium or smaller creature that is holding a weapon or item with an attack using the *flooze*, you can choose to disarm it of one weapon instead of dealing damage to it. The target must succeed on a **DC 16 Strength saving throw** or let go of its item, which becomes stuck in the flail. A creature within reach of the *flooze* can use an action to make a **DC 16 Strength** check, liberating the stuck weapon on a success. Success or failure, a creature takes **1d4** acid damage when it takes this action.. The flail can only hold 2 weapons at a time, and a nonmagical weapon that remains in the flail for **1 minute** is completely dissolved. While the flail has weapons in it, you can choose to deal your choice of piercing or slashing damage with it on each hit, instead of the usual bludgeoning damage.





## GOO LUCK DICE

*Wondrous item, common (socketable)*

A sticky string connects this pair of translucent dice, which jiggle enthusiastically with the slightest movement. Their vibrant colour is sure to turn heads, making them an excellent accessory.

**Lucky.** These dice impart luck when socketed on weapons, mounts, or vehicles. Once they've been used to reroll a 1, they can't be used again until the next dawn.

**Flashy Fashion.** When applied to the handle of a weapon, its wielder can reroll a 1 on an attack roll, and must use the new result.

**Pimp my Ride.** When hung from a Small or larger object or willing, non-humanoid creature that is serving as a mount or vehicle, the vehicle/mount can reroll a 1 on an attack roll, ability check, or saving throw, and must use the new result.

## OOZEMAT COAT

*Wondrous item, rare (requires attunement)*

Woven from a ooze-based, biosynthetic polymer, this practical garment is the number one choice for field researchers and lab workers alike. It provides the high adaptability and resilience necessary to protect its wearer from any unfortunate accidents that may occur during the noble pursuit of science.

**Adaptive Resistance.** The versatile fabric of the coat is capable of modifying itself to best suit your needs. After you finish a long rest while attuned to the coat, choose one of the following damage types: acid, fire, lightning, or poison. You gain **resistance** to the chosen damage type until you finish your next long rest.

**Occupational Hazards.** While you wear this item, you have resistance to any damage you would take as the result of failing a harvesting check.



## SLIME-IN-A-SKULL

*Wondrous item, uncommon (requires attunement)*

Within this humanoid skull resides a friendly ooze who wishes only to be helpful to the owner of its home. Joyful gurgling sounds can occasionally be heard emanating from the eye sockets and, very rarely, a curious eye will peek out of the mouth.

The skull has **2 charges** and regains all expended charges daily at dawn.

**Summon Ooze.** While holding the skull, you can use an action to expend **1 charge** and call forth the ooze that lives within. It expands into its normal Large size in an unoccupied space within **5 feet** of you. The ooze uses the **saddle slime** stat block and returns to the skull when it drops to 0 hit points or after **1 hour**. If the ooze is reduced to **0** hit points, it can't be summoned again for **1 hour**. The ooze is an ally to you and your companions. In combat, it shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger.

**Very rare variant:** The ooze resides in a magically shrunk wyvern's skull. When the ooze is summoned, the skull is enlarged and serves as a skeletal structure for it. The ooze uses the **wyrmskull ooze** stat block.

## SADDLE SLIME

*Large ooze, unaligned*

**Armour Class** 8

**Hit Points** 51 (6d10 + 18)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

**Damage Immunities** acid

**Condition Immunities** charmed, deafened, exhaustion, frightened, poisoned

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 8

**Languages** understands the languages its summoner speaks

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Born for the Saddle.** The ooze grips firmly on to any object that is inserted into its body to be used as a saddle. A creature riding the ooze on one such saddle has **advantage** on saving throws made to avoid being dismounted.

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

### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

**Corrode Object (3/Day).** The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of **1 minute**.





## WYRMSKULL OOZE

Large ooze, unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	7 (-2)	10 (+0)	5 (-3)

**Damage Immunities** acid

**Condition Immunities** charmed, deafened, exhaustion, frightened, poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive Perception 13

**Languages** understands the languages its summoner speaks

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

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

### ACTIONS

**Multiattack.** The ooze makes two attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage, and the target is **grappled** (escape DC 14). A creature grappled by the ooze takes 3 (1d6) acid damage at the start of each of its turns. The ooze can only grapple one creature at a time and, while it does so, it can't use its bite against another creature.

**Pseudopod.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

**Corrode Object (3/Day).** The ooze touches a Medium or smaller nonmagical object that isn't being worn or carried, causing it to corrode and dissolve over the course of 1 minute.

## VENTILATION UNIT D-20

Wondrous item, rare (requires attunement)

A magically-refilling reservoir of ooze is contained within this icosahedral helmet. Two chemicals are distilled from the ooze, piped through the tubes and mixed together into an oxygen analogue, allowing its wearer to breathe in otherwise impossible conditions.

**Breathe Easy.** While wearing this helmet, you can breathe normally in any environment, and you have **advantage** on saving throws made against harmful gases and vapours that you inhale (such as the *stinking cloud* effect, inhaled poisons, and the breath weapons of some dragons, but not contact toxins like *cloudkill*).

**Biomantic Overload.** While wearing this helmet, you can use a bonus action to ingest the chemicals in it before they are combined into a gas, causing your body to go into a mutated state of enhanced adaptability for 1 minute. During this time, whenever you take damage from any source, you gain **resistance** to that damage type. This resistance lasts until you take damage of another type (at which point you gain resistance to that new damage type) or until the effect ends. If you take damage of multiple types simultaneously, the damage type to which you become resistant is determined randomly (GM's discretion). Once this property of the helmet has been used, it can't be used again until the next dawn.



# APPENDIX B - SPELLS

## PINS AND NEEDLES

*Biomancy\* cantrip (\*can be replaced with evocation)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

**Mechanism:** Damage; **Con save**

**Class:** Druid, Sorcerer, Warlock, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see within range, before overstimulating it and causing crippling pain. The creature must succeed on a **Constitution saving throw** or take **1d8** psychic damage. If the target fails its saving throw by 5 or more, it has **disadvantage** on the next attack roll it makes within the next minute as it temporarily loses full control of a part of its body.

This spell's damage increases by **1d8** when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

## CHAMELEON SKIN

*1st-level biomancy\* (\*can be replaced with transmutation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (red, yellow, and blue pigment)

**Duration:** Concentration, up to 10 minutes

**Mechanism:** Buff; –

**Class:** Bard, Druid, Ranger, Tamer, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action as a bonus action on each of its turns, even when only lightly obscured.

If the target did not move during its last turn, creatures have **disadvantage** on any **Wisdom (Perception)** checks made to see the target. Creatures who do not rely on sight, such as those with tremorsense, are immune to this effect.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## ENDOLEECH

*2nd-level biomancy\* (\*can be replaced with evocation)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (red, yellow, and blue pigment)

**Duration:** Concentration, up to 10 minutes

**Mechanism:** Buff; –

**Class:** Bard, Druid, Ranger, Wizard

You touch a creature, absorbing the energy from its body and bolstering your metabolism. Make a **melee spell attack** against a creature you can reach. On a hit the target takes **4d8** cold damage and can't take reactions until the end of its next turn. In addition, until the end of its next turn, its speed is reduced by 15 feet and your speed is increased by 15 feet.

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

## PRESERVE

*2nd-level biomancy\* (\*can be replaced with abjuration)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (some ether)

**Duration:** 24 hours

**Mechanism:** Utility; **Cha save**

**Class:** Artificer, Bard, Cleric, Druid, Paladin, Ranger, Sorcerer, Tamer, Warlock, Wizard

With a flare of brilliant ocarine light, each creature within a **10-foot-radius sphere** centred on a point you can see within range must succeed on a **Charisma saving throw** or become soulbound for the duration, its magical essence tied to its physical (or incorporeal) form. If a creature dies while soulbound, its magic is bound to its components for **24 hours** allowing harvesting to start at any time within this period (see page XX for the rules on harvesting). Once harvesting starts on a corpse under the effect of this spell, the spell ends for that corpse. Creatures possessing frail or more powerful essence (typically, those of CR 7 or higher) automatically succeed on this saving throw.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the essence of



creature that automatically succeeds on the saving throw increases by one tier for each slot level above 2nd. Creatures with *potent* or more powerful *essence* (typically CR 12) at 3rd level, *mythic* (typically CR 18) at 4th level, and *deific* (typically CR 25) at 5th level.

## ZIPPIT!

3rd-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 reaction, which you take when a creature within range vocalises

**Range:** 60 feet

**Components:** V, S

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

**Mechanism:** Debuff; **Con save**

**Class:** Bard, Sorcerer, Warlock, Wizard

In response to a creature vocalizing, you make a sharp sound and hold a finger up in an attempt to interrupt them. The target must succeed on a **Constitution saving throw** or become silenced as its mouth is fused shut for the duration. If you silence a target that is casting a spell with verbal components, the target's spell slot isn't expended but its action is wasted.

As a bonus action on each of its turns, the target can make a **Strength saving throw** against your spell save DC as it tries to tear open its mouth. On a success, the target takes **1d8** slashing damage and is no longer silenced. Alternatively, as an action, the target can use a bladed implement to cut open its mouth, taking **1d8** slashing damage and ending the silence.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd.

## FROGSKIN

4th-level biomancy\* (\*can be replaced with transmutation)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S, M (some frogspawn)

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

**Mechanism:** Buff, Damage, ☞ Debuff; **MSA** ☞

**Con save**

**Class:** Druid, Sorcerer, Tamer, Warlock, Wizard

You morph your skin and clothing into that of a slimy, poisonous frog. Make a **melee spell attack** against a creature within your reach. On a hit, the

target takes **3d10** poison damage, and is **poisoned** until the end of your next turn. Until the spell ends, you can make the attack again on each of your turns as an action.

**Slimy.** For the duration, you have **advantage** on checks and saves made to avoid being **grappled** or **restrained**, and **disadvantage** on any attempts you make to grapple a target. Each creature grappling you, or that you are grappling, must make a **Constitution saving throw** at the start of each of its turns, taking **3d10** poison damage on a failure, or half as much damage on a success.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, both damages increase by **1d10** for each slot level above 4th.

## BONE CAGE

5th-level biomancy\* (\*can be replaced with necromancy)

**Casting Time:** 1 action

**Range:** Self (20-foot radius)

**Components:** V, S, M (the bones of at least one non-animated corpse, which the spell consumes)

**Duration:** 1 minute

**Mechanism:** Buff and Damage; **Dex save**

**Class:** Cleric, Druid, Paladin, Warlock, Wizard

You draw the bones from all corpses within range, forming a carapace of ribcages and femurs. You gain temporary hit points for each Small or larger corpse wholly or partly within range, according to its size:

Sizes	Temporary Hit Points Gained
Small	<b>1d6+1</b>
Medium	<b>1d8+2</b>
Large	<b>1d10+5</b>
Huge	<b>1d12+12</b>
Gargantuan	<b>1d20+25</b>

As an action on a subsequent turn you can cause your armour of bones to erupt, expending all remaining temporary hit points. Each other creature within range must make a **Dexterity saving throw**, taking **piercing** damage equal to your expended temporary hit points on a failure, or half as much damage on a success. Whatever the manner in which the temporary hit points are lost, the bones shatter and cannot be used in this way again.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the range of this

spell increases by **10 feet** for each slot level above 5th.

## LUNGBURST

6th-level biomancy\* (\*can be replaced with evocation)

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S

**Duration:** Instantaneous

**Mechanism:** Damage & Debuff; Con save

**Class:** Sorcerer, Warlock, Wizard

You cause rapid and unpredictable changes in the internal air pressure of a creature you can see, rupturing its breathing apparatus. The creature must make a **Constitution saving throw**. A creature that is holding its breath has disadvantage on this saving throw. On a failure, a creature takes **7d6** thunder damage and **7d6** necrotic damage, and immediately begins suffocating. On a success, a creature takes half as much damage and doesn't begin suffocating. A suffocating creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A creature that doesn't need to breathe is **immune** to the effects of this spell. A *greater restoration*, *heal*, or *regenerate* spell can restore a creature's ability to breathe, and end its suffocation.

**At Higher Levels.** When you cast this spell using a slot of 7th level or higher, the thunder and necrotic damage each increase by **1d6** for each slot level above 6th.

# APPENDIX C - CREATURES

## BIOMANTIC POLYHEDROOZES

### ICOSAHEDROOZE

*Gargantuan ooze, unaligned*

**Armour Class** 14 (natural armour)

**Hit Points** 350 (20d20 + 140)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	25 (+7)	3 (-4)	6 (-2)	3 (-4)

**Saving Throws** Dex +6, Con +13

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 120 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 20 (25,000 XP)

**Proficiency Bonus** +6

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

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to six resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

### ACTIONS

**Multiattack.** The ooze uses Engulf and makes three pseudopod attacks.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Gargantuan or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 20 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 21 (**2d20**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 42 (**4d20**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 20 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+12** to hit, reach 15 ft., one target. *Hit:* 14 (**4d6**) acid damage and the target suffers one of the following random effects (roll a d20):

1. The target takes 10 (**1d20**) force damage.
2. The target takes 10 (**1d20**) bludgeoning damage.
3. The target takes 10 (**1d20**) piercing damage.
4. The target takes 10 (**1d20**) slashing damage.
5. The target takes 10 (**1d20**) fire damage.
6. The target takes 10 (**1d20**) cold damage.
7. The target takes 10 (**1d20**) lightning damage.
8. The target takes 10 (**1d20**) thunder damage.
9. The target takes 10 (**1d20**) necrotic damage.
10. The target takes 10 (**1d20**) radiant damage.
11. The target takes 10 (**1d20**) poison damage.
12. The target takes 10 (**1d20**) psychic damage.
13. The target must succeed on a **DC 21 Strength saving throw** or be **restrained**. The target or a creature within reach of the target can use its action to make a **DC 21 Strength** check, freeing the restrained creature on a success.
14. The target must succeed on a **DC 21 Wisdom saving throw** or be afflicted by the *confusion* spell for **1 minute**\*.
15. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the reduce effect of the *enlarge/reduce* spell for **1 minute**\*.
16. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the enlarge effect of the *enlarge/reduce* spell for **1 minute**\*.
17. The target must succeed on a **DC 21 Constitution saving throw** or be afflicted by the *zippit!*\*\* spell for **1 minute**\*.
18. The target must succeed on a **DC 21 Constitution saving throw** or its hit points maximum is reduced by 10 (**1d20**) until it next finishes a long rest. The ooze regains a number of hit points equal to this value. A creature whose hit point maximum is reduced to 0 dies.
19. The target must succeed on a **DC 21 Strength saving throw** or be engulfed by the ooze.
20. Roll twice more on this table.

\* These spells don't require concentration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

\*\*See Appendix B.

### LEGENDARY ACTIONS

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

**Attack.** The ooze makes one pseudopod attack.

# DODECAHEDRON

Huge ooze, unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 200 (16d12 + 96)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	23 (+6)	2 (-4)	6 (-2)	2 (-4)

**Saving Throws** Dex +3, Con +10

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze uses Engulf and makes two pseudopod attacks.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 17 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **13 (2d12)** acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes **26 (4d12)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 17 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+9** to hit, reach 10 ft., one target. *Hit:* **10 (3d6)** acid damage and the target suffers one of the following random effects (roll a d12):

1. The target takes **6 (1d12)** force damage.
2. The target takes **6 (1d12)** bludgeoning damage.
3. The target takes **6 (1d12)** piercing damage.
4. The target takes **6 (1d12)** slashing damage.
5. The target takes **6 (1d12)** fire damage.
6. The target takes **6 (1d12)** cold damage.
7. The target takes **6 (1d12)** lightning damage.
8. The target takes **6 (1d12)** thunder damage.
9. The target takes **6 (1d12)** necrotic damage.
10. The target takes **6 (1d12)** radiant damage.
11. The target takes **6 (1d12)** poison damage.
12. The target takes **6 (1d12)** psychic damage.

## LEGENDARY ACTIONS

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

**Attack.** The ooze makes one pseudopod attack.

# DECAHEDROOZE

Large ooze, unaligned

**Armour Class** 13 (natural armour)

**Hit Points** 136 (13d10 + 65)

**Speed** 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	2 (-4)	6 (-2)	2 (-4)

**Saving Throws** Dex +3, Con +9

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to four resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes two pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 16 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **11 (2d10)** acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes **22 (4d10)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 16 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* **9 (2d8)** acid damage and the target suffers one of the following random effects (roll a d10):

1. The target takes **5 (1d10)** force damage.
2. The target takes **5 (1d10)** bludgeoning damage.
3. The target takes **5 (1d10)** piercing damage.
4. The target takes **5 (1d10)** slashing damage.
5. The target takes **5 (1d10)** cold damage.
6. The target takes **5 (1d10)** fire damage.
7. The target takes **5 (1d10)** lightning damage.
8. The target takes **5 (1d10)** thunder damage.
9. The target takes **5 (1d10)** necrotic damage.
10. The target takes **5 (1d10)** radiant damage.

## LEGENDARY ACTIONS

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

**Attack.** The ooze makes one pseudopod attack.

# OCTAHEDROOZE

Medium ooze, unaligned

**Armour Class** 12 (natural armour)

**Hit Points** 110 (13d8 + 52)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	7 (-2)	19 (+4)	2 (-4)	6 (-2)	2 (-4)

**Saving Throws** Dex +1, Con +7

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 6 (5,000 XP)

**Proficiency Bonus** +3

**Reactive Mutations.** Immediately after the ooze takes damage, it gains **resistance** to that damage type. The ooze can have up to three resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes pseudopod two attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 14 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **9 (2d8)** acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes **18 (4d8)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 14 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* **4 (1d8)** acid damage and the target suffers one of the following random effects (roll a d8):

1. The target takes **4 (1d8)** force damage.
2. The target takes **4 (1d8)** bludgeoning damage.
3. The target takes **4 (1d8)** piercing damage.
4. The target takes **4 (1d8)** slashing damage.
5. The target takes **4 (1d8)** cold damage.
6. The target takes **4 (1d8)** fire damage.
7. The target takes **4 (1d8)** lightning damage.
8. The target takes **4 (1d8)** thunder damage.

## LEGENDARY ACTIONS

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

**Attack.** The ooze makes one attack with its pseudopod.

# HEXAHEDROOZE

*Small ooze, unaligned*

**Armour Class** 12 (natural armour)

**Hit Points** 58 (9d6 + 27)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	1 (-5)

**Saving Throws** Dex +0, Con +5

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 3 (700 XP)

**Proficiency Bonus** +2

**Reactive Mutations.** Whenever the ooze takes damage, it gains **resistance** to that damage type immediately afterwards. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Multiattack.** The ooze makes two pseudopod attacks. It can replace one attack with Engulf.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Small or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 13 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes **7 (2d6)** acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes **14 (4d6)** acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 13 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 3 (1d6) acid damage and the target suffers one of the following random effects (roll a d6):

1. The target takes 3 (1d6) force damage.
2. The target takes 3 (1d6) bludgeoning damage.
3. The target takes 3 (1d6) piercing damage.
4. The target takes 3 (1d6) slashing damage.
5. The target takes 3 (1d6) cold damage.
6. The target takes 3 (1d6) fire damage.

## LEGENDARY ACTIONS

The ooze can take 1 legendary actions, choosing the option below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ooze regains spent legendary actions at the start of its turn.

**Attack.** The ooze makes one pseudopod attack.

# TETRAHEDROOZE

*Tiny ooze, unaligned*

**Armour Class** 11 (natural armour)

**Hit Points** 18 (4d4 + 8)

**Speed** 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	15 (+2)	1 (-5)	6 (-2)	1 (-5)

**Saving Throws** Dex -1, Con +4

**Damage Resistances** see Reactive Mutations

**Damage Immunities** acid

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, prone, restrained

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** —

**Challenge** 1/4 (50 XP)

**Proficiency Bonus** +2

**Reactive Mutations.** Whenever the ooze takes damage, it gains **resistance** to that damage type immediately afterwards. The ooze can have up to two resistances from this trait. If the ooze has its maximum number of resistances, the oldest resistance is lost when a new one is gained.

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

## ACTIONS

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Tiny creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a **DC 12 Dexterity saving throw**.

On a successful save, the creature can choose to be pushed **5 feet** back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 5 (**2d4**) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 10 (**4d4**) acid damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a **DC 12 Strength** check. On a success, the creature escapes and enters a space of its choice within **5 feet** of the ooze.

**Pseudopod.** *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 2 (**1d4**) acid damage and the target suffers one of the following random effects (roll a d4):

1. The target takes 2 (**1d4**) force damage.
2. The target takes 2 (**1d4**) bludgeoning damage.
3. The target takes 2 (**1d4**) piercing damage.
4. The target takes 2 (**1d4**) slashing damage.



# LEGAL

Alright folks, legalese is intimidating. This first bit is plain English. The harvesting and crafting mechanics, as well as all characters, items, creatures, and spells in this book, are original creations of Plane Shift Press (also known as PSP). Please don't replicate or distribute this unless it is a direct link to where we host it (this is our livelihood!). All spells, items, and monsters are designated product identity and are not open content, including but not limited to: "Heliana", "Polyhedrooze", "Bobolz", "Murdoob'narob", and "Dr. Francis N. Stein". The maps are copyright of Cze & Peku. This builds on basic mechanics set out in Wizard of the Coast's System Reference Document 5.1 © 2016. Here's the OGL text:

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

### 1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
- (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor
- (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content.
- (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royal-

ty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

- ♦ Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
- ♦ System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
- ♦ Polyhedrooze © 2021, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.
- ♦ Heliana's Guide to Monster Hunting © 2022, Max Wartelle, Mohammed Bellafquih, and Jess Jackdaw, Plane Shift Press, a.k.a. PSP.



