

# BROADSWORD

ADVENTURES FOR FIFTH EDITION  
VOLUME 3 NUMBER 1 ISSUE 22



# VOLUME III NUMBER 1 ISSUE 22

## EDITORIAL

Welcome to the new, improved *BroadSword*. A lot of work has gone into making this the most useful gaming resource for 5E that we could manage. Hopefully you all enjoy the new layout. Special thanks go to Sarge, Lydia, and Laura for their efforts with the quick stat blocks for monsters.

-Scott Craig

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## THE WORLD OF MONKS

The stereotypical monk is an introspective ascetic who adventures in search of spiritual fulfillment. On this quest, they hone their bodies and minds to perfection. Their hands become weapons and their minds become fortresses. Many straddle a fine line between violence and peace; while dangerous, they prefer to diffuse conflict before it even begins.

Typically, the monk is a member of a monastery, temple, or another organization that encourages asceticism, the rejection of self-indulgence. As such, many monks practice vows of chastity, poverty, obedience, and stability. A monk might have a powerful master with whom they train or confide with. Or the monk themselves might lead a group of students, teaching them what they know.

### THE MONK'S ROLE

Monks are combat masters. With a dazzling array of attacks—and a better-than-normal action economy, even at early levels—a monk can serve many roles in the party. Their defensive capabilities allow them to draw attacks from enemies, while their powerful strikes let them deal considerable damage each round of combat. They have powers that allow them to control the flow of combat, stunning, tripping, and shoving foes when necessary. At higher levels, they need very little from healing companions, as they gain proficiency in all saving throws, ignore most negative conditions, and can even turn invisible.

Monks choose the life of adventure for a variety of reasons. Penitent monks undertake quests to compensate for some fault or flaw, real or imagined. Zen masters join adventuring parties to further hone their skills; only through challenges may they do so. Spiritual advisor monks work alongside adventuring parties to help guide them on the right path. Such monks might enter conflict with the party, especially if the party's ethics and/or morals differ wildly from the monk's. And spiritual enforcers join adventuring parties because the party's goals align with the monk's or the monk's order.

### FOR BOTH PLAYERS AND GAME MASTERS

This book serves as the ultimate guide to monks in Fifth Edition. It includes content written both for players who want to improve and enhance their monk characters and game masters who want to create new and exciting challenges for monk players.

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*There against anger Byrhtnoth stood ready,  
surrounded by warriors. He bade them with shields  
build the shield-wall and that force of men hold  
fast against foes. Then was the fight near,  
glory in battle. The time had come  
when fated men must fall there.  
Clamor was raised there. Ravens circled,  
eagles, eager for carrion. There was uproar on earth.  
From hands then they released file-hard spears;  
grim spears flew. Bows were busy; shield took spear-point.  
Bitter that battle-rush!*

-The Battle of Maldon, unknown Saxon poet, circa 991AD

# USING THIS BOOK

## DMDAVE ONLINE

### DMDAVE DISCORD SERVER

Discord is a gaming communication app for your phone and computer where you can connect with fellow 5e enthusiasts. There are thousands of DM-Dave patrons online—gaming, discussing all things 5e, and sharing memes. Join the community and stay for the banter! To access the server, you must be a DMDave Patreon member at any level.

### DMDAVE PATREON

Patreon is a membership platform that allows creators and artists like DMDave to release brand new content through a subscription service. DM-Dave offers exclusive Fifth Edition adventures and content, plus additional perks, to patrons at various monthly membership costs starting at 7 USD.



### BROADSWORD ONLINE STORE



You can purchase BroadSword Adventures for Fifth Edition books in the DMDave.com Shop! Digital downloads or physical books are offered as single books, special bundles, and even 3, 6, or 12 book subscriptions.

### ROLL20 ADVENTURES

DMDave adventures are available in the Roll20 library where you can purchase the complete VTT setup. The adventures include artwork, professional maps, dynamic lighting, and customization options. Save time and enhance your favorite parts of RPG tabletop play!



## ABBREVIATIONS

The following abbreviations are used in this book.

### General Abbreviations

GM = game master  
PC = player character  
NPC = nonplayer character  
APL = Average Party Level  
CR = Challenge Rating  
Save = saving throw  
≥ / ≤ = at least / at most  
DC = Difficulty Class  
XP = experience points  
pp = platinum piece(s)  
gp = gold piece(s)  
ep = electrum piece(s)  
sp = silver piece(s)  
cp = copper piece(s)

### Damage Types

Acid = Acid  
Bldg = Bludgeoning  
Cold = Cold  
Fire = Fire  
Frc = Force  
Ltng = Lightning  
Nec = Necrotic  
Prc = Piercing  
Psn = Poison  
Psy = Psychic  
Rad = Radiant  
Slsh = Slashing  
Thdr = Thunder

### Quick Stat Blocks

hp = hit points  
AC = Armor Class  
Tiny = Tiny  
Sml = Small  
Med = Medium  
Lrg = Large  
Huge = Huge  
Garg = Gargantuan  
PP = Passive Perception  
PB = Proficiency Bonus  
BA = Bonus Action  
Ac = Action

### Alignment

U = unaligned  
A = any alignment  
E = any Evil  
G = any Good  
C = any chaotic  
L = any lawful  
LG = Lawful Good  
LE = Lawful Evil  
LN = Lawful Neutral  
N = Neutral  
CG = Chaotic Good  
CE = Chaotic Evil  
CN = Chaotic Neutral  
NE = Neutral Evil  
NG = Neutral Good

## UNDERSTANDING THE FORMAT

A creature's name appearing in **bold type** is a visual cue informing the GM that the monster is present. Established creatures may be found in the *MM*. New creatures are fully detailed in the Appendix of this book. Also, see Quick Stat Blocks on page 5.

*Spells*, items of equipment, and *magic items* mentioned are likewise described either in the core rulebooks or the Appendix of this book.

Text that appears in brackets like this is meant to be read aloud or paraphrased for the players when appropriate.

Text that appears outside of the normal text flow in a shaded box like this is additional information meant for the GM.

## QUICK STAT BLOCKS

Truncated versions of monster stat blocks (“quick stat blocks”) appear in each adventure to serve as easy references for the GM. These quick stat blocks are efficiently compressed versions of full stat blocks. A busy GM is reminded with a quick glance of the most important data points of a monster during an encounter.

An example:

**Elephant** (1); Huge beast; **AC** 12; **hp** 76; **Spd** 40ft; **Str** +6, **Dex** -1, **Con** +3, **Int** -4, **Wis** +0, **Cha** -2; **PB** +2; **Senses** PP 10; **AL** U; **CR** 4; **XP** 1,100.

► Melee. Gore (+8, 5ft, 3d8+6 prc, if moved ≥ 20ft, target DC 12 Str save or prone. If target prone, 1 stomp as BA); Stomp (+8, 5ft, 3d10+6 bldg).

## MUST-HAVE TOMES

To run these adventures, you will need access to the three core Fifth Edition rulebooks, abbreviated herein as *PHB*, *DMG*, and *MM*.

## GENERIC DUNGEON KEY

1 square = ten feet. Art by Tim Hartin

Door	Trap
Double door	Stairs
Secret door	Bars/gate
Secret trap door in floor	Wooden planks
Concealed door	Dais/raised platform
False doors	Fountain
Pillar	Pool
Statue	Chute Trap
Altar	Throne
Covered pit trap	Magic circles
Open pits	Thaumaturgic circle
Wells	Pentagram
Tapestry/curtain	Elevation lines
Downward slope arrow	Brazier
Turn-around trap	Teleporter
Illusionary wall	Teleporting pillars
Rubble	
Sarcophagus	
Falling block trap	
Mirror	

## FACSS ICONS

The Fantasy Adventure Classification Semiotic Standard (FACSS) is used to communicate with a glance the particulars of the included adventures.

### Suggested Party Tier of Play



### Adventure Scope



### Dominant Theme



### Adventure Setting



# MONK PLAYER OPTIONS

Written by **Dave Hamrick**

Art by **Max Uak**

From the wintery Tathdarian monks of the Syhros Peninsula to the silent halfling monks of Hushridge, monks have long played an important part in Omeria's development. Some monastic groups offer shelter to Omeria's outcasts and exiles, such as the Monastery of the Broken Fang in Maer or the Way of the Gunmage in Vaskil Valley. Other monastic traditions, such as the monks of the White Pillar in Presson's Enclave and the Three Circles Clan in Dorithell involve themselves with the day-to-day affairs and politics of their home nation.

This section details different monk traditions that you can use in Omeria or in a campaign setting of your choice. It also explains how all of the monastic traditions from other Fifth Edition supplements fit into the Omeria campaign setting.

## MONASTIC TRADITIONS IN OMERIA

At 3rd level, your monk gains the Monastic Tradition feature, which grants you the choice of a subclass. Five new monastic traditions presented in this document are available when you make that choice: Way of the Adherent, Way of the Friar, Way of the Gun Mage, Way of the Tattooed Monk, and Way of the Winter Warrior. This section also details how other popular Fifth Edition monastic traditions fit into an Omeria campaign setting.

**Way of the Astral Self.** The demiplane Casar does not connect directly to the Astral Plane. Therefore, there aren't any Omerian monasteries that practice this tradition. The gamemaster might allow your monk to be an extraplanar visitor, or retheme the Way of the Astral Self so it reflects your ethereal self instead.

**Way of the Drunken Master.** The elven enclave of Olyothyir is home to a strange group of monks known as Faaldir's Chosen. Faaldir was an Olyothyrian alchemist who discovered that the consumption of Sabalona berry wine delayed the degenerative effects of the Olyothyrian Curse. So long as Faaldir's Chosen remain inebriated, they can venture away from Imfe Olyothyir without issue. Recognizing that persistent drunkenness may inhibit their combat abilities, Faaldir's Chosen developed a martial arts style that incorporates the consumption of alcohol.

**Way of the Four Elements.** Monasteries devoted to the four elements exist in multiple cities throughout Omeria. This is especially true in Central Omeria, where the inhabitants know all too well the destructive force of the elements. Murktown in the Kingdoms of Man has its own monastery devoted to the Four Elements as well. These less-than-ethical monks often accompany Murktown trade ships on the long journey around Omeria's east coast.

**Way of the Kensei.** Monks who train in martial weapons are common in most monasteries. However, The Faithful of Akreloka in Dorithell are the best-known monks of the kensei monastic tradition. Nearly all Akrelokan monks use warpicks as their favored weapons.

**Way of Mercy.** The Monks of Mercy hail from Steel Church. Instead of masks, they wear veils made from chainmail that conceal the lower half of their faces. The first of their kind were trained by the Adherents, a mysterious extraplanar organization dedicated to the divine ascension of mortals.

**Way of the Open Hand.** Monks who train in this tradition are not just rare in Omeria, but limited to only five of their kind, the Five Fists. When one of the Five Fists dies, priests of the Chapel of Frenzy in ancient Karnione embark on a quest to discover the Fist's replacement. Sometimes, it takes years to find a suitable replacement for a fallen Fist. In fact, the Frenzy priests currently seek a replacement for Azad Bonesetter who died during a drinking contest in Orbea.

**Way of Shadow.** While known throughout many parts of Omeria, shadow monks are most common among the warriors of the Pact of Tyrants. The Xenemese vampire master Zhang Xinyue developed the original style and taught it both to his spawn and humanoid slaves. The tradition then spread to Aegreya and Dar. Unsurprisingly, shadow monks are rarely of good alignment.

**Way of the Sun Soul.** Sun soul monks draw their power from the sun god Naeyer. While they are not particularly rare—supposedly, dozens of nomadic sun monks live in the Desolation of Diti-maya—they have curiously short life expectancies. The devilkin adventurer Dazen Sunstrong is Omeria's best-known sun soul monk.

## WAY OF THE ADHERENT

Nearly all of Steel Church's monks follow the oath of the Adherents, a belief that all sentient beings are capable of achieving divinity. While many of the ascetic brothers and sisters of the Adherents follow the Way of Mercy, a small sect follows the Way of the Adherent, dedicating themselves to the core concept.

Adherent monks take asceticism to the extreme. These monks may only own four possessions beyond their habit: a razor, a sewing needle, an alms bowl, and a water strainer. Both adherent monks and nones shave all their heads and all of their body hair. The only food they eat is that which is donated to them.

In addition to the extreme lifestyle to which they must adhere, these monks are required to spend a minimum of two hours per day in deep meditation or prayer.

While these tenets may seem extreme to outsiders, the most dedicated adherent monks do achieve the divinity that they seek, proof that their vigilance pays off.

### Sight Beyond the World

*3rd-level Way of the Adherent feature*

You learn the *guidance* cantrip and you can cast *detect magic* at will without expending a spell slot or using material components. Additionally, you can spend 1 ki point to cast *detect evil and good* without expending a spell slot or using material components.

### Mindfulness

*3rd-level Way of the Adherent feature*

When you meditate, you gain special benefits. You conduct an hour-long ritual that opens your mind to the future. You may meditate as part of a short rest. At the end of the hour, you gain a bonus to your AC equal to your proficiency bonus. If a creature hits you with an attack roll, you lose the bonus awarded by this benefit until you spend another hour in meditation.

### Deflect Magic

*6th-level Way of the Adherent feature*

When you are hit by a spell or other magical effect that deals damage, you can spend 1 ki to use your deflect missiles feature as if the attack was made by a ranged weapon attack.

If you reduce the damage you would take from a spell or magical effect to 0, you can absorb the energy from the attack. For the next hour, the next time you hit a creature with an unarmed strike, the attack deals one extra die of damage.

### Mind Outside Reality

*11th-level Way of the Adherent feature*

You can spend 3 ki points to cast *clairvoyance*.

### Path of the Ascended

*17th-level Way of the Adherent feature*

As a bonus action, you can spend 5 ki points to assume your divine form. For 10 minutes, you gain the following benefits:

- ▶ You glow with internal light, creating bright light in a 30-foot radius and dim light for an additional 30 feet. You can use your bonus action on your turn to snuff out the light or turn it back on.
- ▶ You gain a flying speed equal to your movement speed.
- ▶ You gain resistance to bludgeoning, piercing, and slashing damage.
- ▶ When you use your Flurry of Blows, you may make one additional unarmed attack as part of the same bonus action.



## WAY OF THE FRIAR

A friar is a monk that chooses to live the evangelical counsels (vows of poverty, chastity, and obedience) in service to society, rather than through cloistered asceticism. Monks usually live in self-sufficient communities. However, friars work among laypeople and are supported by donations and other charitable support. Whereas monks and nuns make their vows and commit to a particular community in a particular place, friars commit to a community spread across a wider geographical area, usually called a province. Therefore, friars move around much more, spending time in different homes of the community within the province.

In Omeria, friars are most often found along the Weysevain and Rinkel Coasts, and in certain parts of the Tadju Confederacy. The greatest order of friars in Omeria is the Guild of the Marked Chapter, whose largest monastery is found six miles east of Castlegrasp near the border of Doganaga.

### Bonus Proficiencies

*3rd-level Way of the Friar feature*

You gain proficiency in Medicine, cook's utensils, and one other tool proficiency of your choice.

### Purification Ritual

*3rd-level Way of the Friar feature*

You learn how to cast the *purify food and drink* spell, but you may only cast it as a ritual. Wisdom is your spellcasting ability for this spell.

### Friar's Feast

*3rd-level Way of the Friar feature*

As part of a short rest, you can prepare a tasty meal that helps your companions regain their strength. If you or any friendly creatures who partake in the meal regain hit points at the end of the short rest by spending one or more Hit Dice, each of those creatures regains additional hit points equal to a roll of your martial arts die.

### Rousing Words

*3rd-level Way of the Friar feature*

As a bonus action on your turn, you can spend 2 ki points to inspire a creature within 60 feet of you that can hear you. That target gains a Rousing Words Die which is equal to your martial arts die. Once within the next minute, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Rouse die, but must decide before the GM says whether the roll succeeds or fails. Once the Rouse die is rolled, it is lost. A creature can have only one Rousing Words die at a time. If the creature has another die that grants its a bonus, such as a Bardic Inspiration die, Leadership die, or a die gained from the *guidance* or *bless*

spells, it cannot use more than one die on the check.

You can spend additional ki points to grant more creatures the use of your Rousing Words. Each additional ki point you spend increases the number of creatures that gain a Rousing Words die by 1. The maximum number of ki points (2 plus any additional points) that you can spend on this feature equals half your monk level.

### Healing Water

*6th-level Way of the Friar feature*

When you use your Purification Ritual feature to cast *purify food and drink* as a ritual, you can transform 1 gallon of water into your choice of four *potions of healing*, two *potions of greater healing*, or one *potion of superior healing*. These potions lose their potency if they are not consumed within 24 hours of creation. Once you use this feature to create potions this way, you can't do so again until you complete a long rest.

### Holy Touch

*11th-level Way of the Friar feature*

You can spend 3 ki points to cast the *lesser restoration* spell without expending a spell slot. When you use this feature to cast the spell on a creature, that creature also has advantage on saving throws against being blinded, deafened, paralyzed, or poisoned for the next 24 hours.

### Divine Will

*17th-level Way of the Friar feature*

You can spend 4 ki points to cast *revivify* without expending a spell slot or using material components. When you use this feature to cast this spell, the creature returns to life with a number of hit points equal to 1d10 + your levels in this class + your Wisdom modifier.





## WAY OF THE GUNMAGE

Perhaps the name mage is deceptive. After all, the Vaskil Warriorbrood are hardly mages. Certainly, magic flows through their veins, along their arm, into their trigger fingers, and through their firearms. But this magic is not the magic of the cloistered wizards of Odonburg or the stalwart abjurers of Presson's Enclave. Nor is it powered by the elementals who built Grand Casar. But their magic is the true magic: the magic of self, fueled by the purest existence.

Forbidden to use magic by their Pressonian masters, the Anorians were instead awarded the pistol, a primitive weapon invented during the Year of Fire by the azers. But they accepted this gift and made it their own. Guns in hand, the Warriorbrood is a force to be reckoned with. *Be thee damned if ye should stand in the path through which they ride.*

### Way of the Gun

*3rd-level Way of the Gunmage feature*

Your special martial arts training leads you to master the use of firearms (see below). You gain proficiency with firearms if you don't already have it, and these weapons are monk weapons for you. You also gain the following benefits:

- ▶ You ignore the loading and reloading properties for firearms with which you are proficient.
- ▶ Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- ▶ You can draw or stow two one-handed firearms when you would normally be able to draw or stow only one.

### Ki Aim

*3rd-level Way of the Gunmage feature*

As a bonus action, you can double your proficiency bonus on the next ranged weapon attack you make using a firearm so long as you make the attack before the start of your next turn.

### Bonus Proficiency

*3rd-level Way of the Gunmage feature*

You gain proficiency in smith's tools or leatherworker's tools (your choice).

### Quick Draw

*6th-level Way of the Gunmage feature*

During the first round of combat, on initiative count 20 plus your Dexterity modifier, you can spend 2 ki points to draw a one-handed firearm and make a single ranged attack with it. You can't use this feature when you are surprised.

### Magic Bullets

*6th-level Way of the Gunmage feature*

Your attacks with your firearms count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### Bulletproof Monk

*11th-level Way of the Gunmage feature*

You get a special reaction that you can take once on every creature's turn, except your turn. You can use this special reaction only to use your Deflect Missiles feature, and you can't use it on the same turn that you take your normal reaction.

### Rain of Bullets

*17th-level Way of the Gunmage feature*

You learn how to shower your enemies in a hail of gunfire few can avoid. As an action, you can spend 1 ki point to create a 30-foot cone of bullets. To do so, you must be wielding a firearm and it must be loaded. Each creature in the area must make a Dexterity saving throw against your ki save DC. A target takes the damage normal for your firearm on a failed saving throw, or half as much damage on a success. This attack expends only one piece of ammunition.

#### Ammunition

Ammunition Type	Cost	Weight
Pistol or Revolver Bullets (20)	5 gp	1 lb.
Rifle Rounds (20)	10 gp	1 lb.
Shotgun Shells (20)	15 gp	1½ lb.

#### Firearms

Firearm	Cost	Damage	Weight	Properties
Pistol	100 gp	1d10 piercing	3 lb.	Ammunition (range 30/90), loading
Revolver	350 gp	2d8 piercing	3 lb.	Ammunition (range 40/120), reload (6 shots)
Rifle	650 gp	2d10 piercing	8 lb.	Ammunition (80/240), reload (5 shots), two-handed
Shotgun	750 gp	2d8 piercing	7 lb.	Ammunition (range 30/90), blast (+1d8), reload (2 shots), two-handed

## WAY OF THE TATTOOED MONK

The Black Rose Clan of Greatwell is famous for its assassins and its masterminds. Although they prefer to strike from the shadows, sometimes they need to fight battles in the light. When they do, they turn to their highly trained warriors, the Tattooed Monks, to fight on their behalf.

Tattooed monks decorate their bodies with magically-infused inks that grant them special abilities that enhance their martial arts. Because these monks' reputations often precede them, it's not uncommon for an entire crowd of commoners to part for the monk out of respect—and fear.

### Mystic Tattoos

*3rd-, 6th-, 11th-, and 17th-level Way of the Tattooed Monk feature*

You gain two tattoos when you choose this subclass, chosen from the list below. You then gain 1 additional tattoo when you reach 6th, 11th, and 17th level in this class. Additionally, when you gain a level that grants you an Ability Score Improvement, you can choose to take a new tattoo instead.

Each tattoo grants you special abilities, all of which are described below. The tattoos are presented in alphabetical order. If a tattoo requires a level, you must be that level in this class to gain that tattoo.

**Arrowroot.** As a bonus action, you can spend 1 ki point to touch a creature and restore a number of hit points equal to your Wisdom modifier.

**Bamboo (6th Level Required).** Increase your Constitution score by 2, and increase the maximum for your Constitution score by 2.

**Bat (6th Level Required).** Increase your Dexterity score by 2, and increase the maximum for your Dexterity score by 2.

**Bellflower.** As a bonus action, you can spend 1 ki point to add your Wisdom modifier to any ability check that you make (a minimum of +1), including those that use Wisdom.

**Black Rose (11th Level Required).** In Omeria, only members of the Black Rose Clan may choose this tattoo. You are immune to any effect that would sense your emotions or read your thoughts, as well as any divination spell that you refuse. Wisdom (Insight) checks made to ascertain your intentions or sincerity have disadvantage.

**Butterfly (6th Level Required).** Increase your Wisdom score by 2, and increase the maximum for your Wisdom score by 2.

**Centipede (6th Level Required).** You can cast *misty step* at will without expending a spell slot or using components.

**Chameleon.** You can expend 3 ki points to cast *alter self* without expending a spell slot or using material components.

**Cloud (17th Level Required).** You can expend 5 ki points to cast *commune*.

**Crab (17th Level Required).** You gain resistance to bludgeoning, piercing, and slashing damage.

**Crane.** You have advantage on Constitution saving throws.

**Crow.** You have advantage on Wisdom saving throws.

**Chrysanthemum.** If you complete a short rest while in direct sunlight, you regain the maximum number of hit points possible when you expend Hit Dice.

**Dragon.** As an action, you can spend 2 ki points to cast the spell *burning hands* without expending a spell slot. Each additional ki point you spend increases the spell's level by 1. The maximum number of ki points (2 plus any additional points) that you can spend on the spell equals half your monk level.

**Dragonfly.** As a bonus action, you gain a +2 bonus to your AC. You can increase the bonus to your AC by spending ki points. Each point you spend, to a maximum of 3, increases the AC bonus by +1. The bonus to your AC remains for 1 minute or until you use this tattoo's feature again.

**Falcon (6th Level Required).** You are immune to the frightened condition. Additionally, all friendly creatures within 10 feet of you gain a bonus to saving throws they make against becoming frightened equal to your Wisdom modifier (a minimum of +1).

**Lion.** When you hit a creature with an unarmed strike, you can expend 3 ki points to deal 2d8 radiant damage to the target, in addition to the damage from your unarmed strike.

**Monkey.** You gain proficiency in two of the following skills of your choice: Athletics, Acrobatics, Sleight of Hand, or Stealth. You can choose thieves' tools in place of one of these skills. You add double your proficiency bonus to ability checks made with either chosen skill. The chosen skill may not already benefit from a similar feature such as Expertise.

**Moon, Crescent.** You gain darkvision out to 60 feet unless you already have it. While in darkness, you are invisible to any creature that relies on darkvision to see you in that darkness.

**Moon, Full.** When you make an ability check, attack roll, or saving throw, you can expend 1 ki point to give yourself a +2 bonus to the check. You can use this bonus after you roll the die, but before the GM shares the outcome. This ability cannot be used during daylight hours.

**Mountain.** You have advantage on Strength saving throws.

**Nightingale.** As a bonus action, you can expend ki points to regain hit points. For each ki point you spend, you regain a number of hit points equal to



your Wisdom modifier plus your proficiency bonus. The maximum number of ki points that you can spend while using this feature equals half your monk level.

**Ocean (11th Level Required).** You no longer require sleep. Instead, you meditate deeply, remaining semiconscious, for 4 hours a day (or 2 hours if you are an elf). After resting in this way, you gain the same benefit that a human does from 8 hours of sleep. Additionally, magic cannot put you to sleep.

**Phoenix (11th Level Required).** You gain resistance to damage from spells.

**Pine (11th Level Required).** You have advantage on death saving throws. Also, when you roll three successes on your death saving throw, you regain 1 hit point. If you roll a 20 on the d20 for a death saving throw, you regain a number of hit points equal to your monk level plus your Wisdom modifier.

**Scorpion.** When a creature that you can see targets you with an attack, you can use your reaction to expend 2 ki points to impose a disadvantage on the attack roll.

**Spider.** Your touch and unarmed strikes deal poison damage equal to your Constitution modifier (minimum of 1). When you hit a creature with your unarmed strike, you can expend 1 ki point to force the creature to make a Constitution saving throw.

On a failed saving throw, the target becomes poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

You can use your action to suppress your poisonous touch for 1 hour.

**Sun.** When you make an ability check, attack roll, or saving throw, you can expend 1 ki point to give yourself a +2 bonus to the check. You can use this bonus after you roll the die, but before the GM shares the outcome. This ability cannot be used at night.

**Tiger (11th Level Required).** You can use your bonus action to expend 4 ki points to enter a ferocious state. For the next minute, your unarmed strikes deal additional damage equal to your Wisdom modifier (a minimum of +1).

**Tortoise.** You can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

**Unicorn.** When you roll an ability check, attack roll, or saving throw, you can expend 2 ki points to reroll the result. You can use this feature after you roll the die, but before the GM shares the outcome. You may choose which of the two rolls to keep.

**Wasp.** You can expend 4 ki points to cast *haste*, targeting only yourself.

## WAY OF THE WINTER WARRIOR

Monks who follow the Way of the Winter Warrior train in the harshest parts of the world, particularly those subject to year-round freezing conditions. These disciplined fighters hone their skills to become defensive combatants capable of withstanding extreme punishment from the large and dangerous creatures native to polar environments.

The most famous school of Winter Warriors in Omeria were the Brothers of Xidar. Now extinct, this exclusively Tathdarian elven monastery created hundreds of monks who followed this tradition until they mysteriously vanished sometime around 500 AT.

### Cold Strike

*3rd-level Way of the Winter Warrior feature*

Whenever you take the Dodge action on your turn, you can use your bonus action to make one unarmed strike.

### Winter's Armor

*3rd-level Way of the Winter Warrior feature*

You can use an action to spend 1 ki point to encase yourself in a protective layer of hard ice. When you do, you gain 4 temporary hit points for each level you have in this class.

While this feature is active, you gain immunity to cold damage and vulnerability to fire damage. The ice lasts for 10 minutes or until you lose all your temporary hit points. When you reach 6th level in this class, you can spend 1 additional ki point to increase the duration to 1 hour, and when you reach 11th level in this class, you can spend another ki point to increase the duration to 8 hours.

### Fog of Frost

*6th-level Way of the Winter Warrior feature*

You can use your bonus action to spend 2 ki points to create a chilly fog that extends from you 10 feet in all directions. The area inside the fog is lightly obscured. While the fog is active, any hostile creature that ends its turn in the fog must make a Constitution saving throw against your Ki save DC. On a failed saving throw, a creature takes cold damage equal to your martial arts die and its movement speed is reduced by half until the end of its next turn. On a successful saving throw, the creature takes half as much damage and its movement isn't affected. The fog lasts for as long as you concentrate (as if concentrating on a spell), up to 1 minute.

### Ice Shield

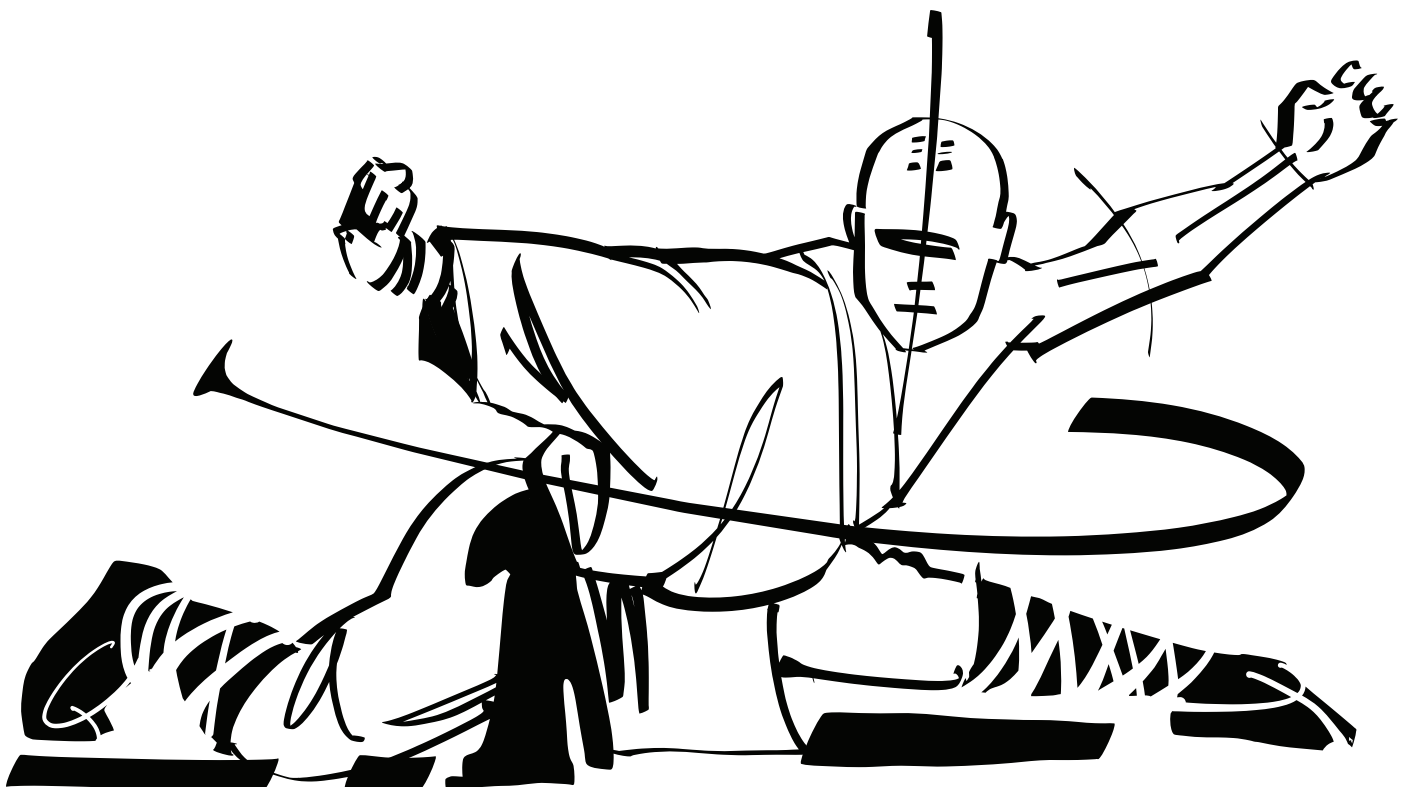
*11th-level Way of the Winter Warrior feature*

If you are hit with an attack while using your Winter's Armor feature, you can spend 1 ki point as a reaction to create a shield of solid ice. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus.

### Cold Absorption

*17th-level Way of the Winter Warrior feature*

You gain immunity to cold damage, even while you aren't using your Winter's Armor feature. Whenever you are subjected to cold damage, you can spend 1 ki point to absorb the damage. When you do, you take no damage and instead you regain hit points equal to the damage dealt.



## FEATS

New feats are presented here in alphabetical order for groups that use them. Feats marked with the Secrets of the Master tag require a character to complete a stage of the Training with the Master downtime activity described on page 20 before they take the feat. A character may have no more than four Secrets of the Master feats.

### Ancestor of Flame and Ash

*Prerequisites: Secrets of the Master, 5th-Level Monk*

You learn the secrets of the Elemental Plane of Fire. You gain the following benefits:

- ▶ Increase your Dexterity or Intelligence score by 1, and increase the maximum for that score by 1.
- ▶ You can cast the *hellish rebuke* spell without expending a spell slot. Once you use this benefit to cast the spell, you can't do so again until you complete a long rest.
- ▶ You gain resistance to fire and cold damage.

### Ancestor of Stone and Sand

*Prerequisites: Secrets of the Master, 5th-Level Monk*

You learn the secrets of the Elemental Plane of Earth. You gain the following benefits:

- ▶ Increase your Strength or Constitution score by 1, and increase the maximum for that score by 1.
- ▶ Your carrying capacity (including maximum load and maximum lift) is doubled, and you have advantage on Strength checks made to push, pull, lift, or break objects.
- ▶ You gain resistance to bludgeoning, piercing, and slashing damage.

### Ancestor of Rivers and Tides

*Prerequisite: Secrets of the Master, 5th-Level Monk*

You learn the secrets of the Elemental Plane of Water. You gain the following benefits:

- ▶ Increase your Constitution or Wisdom score by 1, and increase the maximum for that score by 1.
- ▶ When a creature hits you with a melee attack, you can use your reaction to add a bonus to your AC equal to your proficiency bonus. To do so, you must see the attacker and be wielding a monk weapon or have at least one hand free.
- ▶ You gain resistance to acid and necrotic damage.

### Ancestor of Wind and Rain

*Prerequisites: Secrets of the Master, 5th-Level Monk*

You learn the secrets of the Elemental Plane of Air. You gain the following benefits:

- ▶ Increase your Dexterity or Wisdom score by 1, and increase the maximum for that score by 1.

- ▶ You are immune to falling damage.
- ▶ You gain resistance to lightning and thunder damage.

### Choke Hold

You can render creatures with whom you are grappling unconscious. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ Whenever you hit a creature you are grappling with one of the attacks granted by your Flurry of Blows, you can force the creature to make a Constitution saving throw against your ki save DC. On a failed saving throw, the creature falls unconscious until the end of its next turn. On subsequent turns, you can use your action to maintain this effect, extending the duration of the creature's unconsciousness until the end of your next turn. However, the effect ends for it if the creature takes damage.

### Dance of the Six Winds

*Prerequisites: Secrets of the Master, 5th Level*

You learn how to move like the wind. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, and increase your maximum for that score by 1.
- ▶ You can take the Dash action as a bonus action on each of your turns with expending a ki point.
- ▶ Increase your movement speed by 10 feet.

### Defensive Strike

*Prerequisite: Ki feature*

You are exceptionally good at capitalizing on an enemy's failed attack. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ When a creature within 5 feet of you attacks you with a melee weapon attack and misses, you can use your reaction to expend 1 ki point to make a melee weapon attack against that creature.

### Defensive Throw

*Prerequisite: Ki feature*

You can use your enemy's momentum to knock it prone. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ When a creature within 5 feet of you attacks you with a melee weapon attack and misses, you can use your reaction to expend 1 ki point to force the creature to make a Strength or Dexterity saving throw (the creature's choice) against your Ki saving DC. On a failed saving throw, the creature is knocked prone.

## Eagle Claw Attack

*Prerequisite: Ki feature*

You are a master at disarming your opponents. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can force the creature to make a Strength or Dexterity saving throw (the target's choice) against your ki save DC. On a failed saving throw, the creature drops one weapon or item it is holding (your choice). If the target is using two hands to hold the item, it makes its saving throw with advantage. The target has advantage on the saving throw if it is larger than you, and disadvantage if it is smaller than you.

## Fangs of the Viper

*Prerequisite: Secrets of the Master, 11th-Level Monk*

You master the art of quick strikes and poison. You gain the following benefits.

- ▶ Increase your Dexterity or Intelligence score by 1, and increase the maximum for that score by 1.
- ▶ You can cast the spell *detect poison and disease* at will without expending a spell slot or using material components.
- ▶ When you hit another creature with an unarmed strike, you can spend 1 ki points to attempt a viper strike. The target must succeed on a Constitution saving throw or be poisoned for 1 minute. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

## Falling Star Strike

*Prerequisite: Stunning Strike feature*

When a target fails its saving throw against your stunning strike, you can expend ki points to deal additional damage to the target. For every 1 ki point spent in this way (to a maximum of 5), the target takes psychic damage equal to a roll of your martial arts die.

## Fist of Ages

*Prerequisite: Secrets of the Master, 20th Level*

You master the Fist of Ages, a rare martial arts form that allows you to deliver devastating hits. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, and your maximum for this score also increases by 1.
- ▶ Your martial arts die becomes 1d12.
- ▶ Your ki points maximum increases by 5.

## Fists of Iron

*Prerequisite: Ki feature*

Your fists are supernaturally strong, capable of delivering devastating blows. You gain the following benefits.

- ▶ Increase your Strength or Constitution score by 1, to a maximum of 20.
- ▶ Once per turn, immediately after you hit a creature with an attack roll, you can spend 1 ki point to roll your martial arts die and add the result to the total damage dealt.

## Five Finger Death Strike

*Prerequisite: Secrets of the Master, 17th Level*

When you hit another creature with a melee weapon attack, you can attempt the Five Finger Death Strike. The target must succeed on a Constitution saving throw or be stunned until the end of its next turn when it must repeat the saving throw. If it succeeds on the second saving throw, the effect ends for it. Otherwise, the creature's hit points are reduced to 0.

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

## Flying Kick

*Prerequisite: Ki feature*

With a running start, you can deliver a dazzling kick capable of knocking enemies prone. You gain the following benefits:

- ▶ Increase your Strength or Constitution score by 1, to a maximum of 20.
- ▶ Once per turn, if you move at least 10 feet straight toward a target and then hit it with an unarmed strike on the same turn, the target takes extra damage equal to one roll of your martial arts die. If the target is a creature, it must succeed on a saving throw against your ki save DC or be knocked prone.

## Fortress of the Mind

*Prerequisite: Secrets of the Master, 11th Level*

You learn to protect your mind from certain conditions. You gain the following benefits:

- ▶ Increase your Intelligence or Wisdom score by 1, and increase your maximum for that score by 1.
- ▶ You gain resistance to psychic damage.
- ▶ You are immune to becoming charmed or frightened.
- ▶ You have advantage on Intelligence saving throws as well against effects that would cause you to be blinded, deafened, paralyzed, or stunned, and magic can't put you to sleep.

## Freezing the Lifeblood

*Prerequisite: Stunning Strike feature*

Your stunning strike is much deadlier than those made by other monks. When a creature fails a saving throw against your unarmed strike, it is stunned for 1 minute instead of until the end of your next turn. The target can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

## Grappling Block

*Prerequisite: Ki feature*

You can turn your enemy's attack into your advantage. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ When a creature within 5 feet of you attacks you with a melee weapon attack and misses, you can use your reaction to expend 1 ki point to grapple the creature.

## Great Ki Shout

*Prerequisite: Ki feature, Ki Shout feat*

Your voice is a weapon. You gain the following benefits:

- ▶ Increase your Constitution or your Wisdom score by 1, to a maximum of 20.
- ▶ You can spend 2 ki points to cast *shatter* as a 2nd-level spell without expending a spell slot or using material components. Wisdom is your spellcasting ability for this spell.

## Karmic Strike

*Prerequisite: Ki feature*

You can turn your enemy's attack into an advantage. You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ When a creature within 5 feet of you hits you with a melee weapon attack, you can use your reaction to expend 1 ki point to make a melee weapon attack against the creature.

## Ki Mind

*Prerequisite: Secrets of the Master, 5th Level*

You can manifest your ki as psionic powers. You

can expend ki points to cast certain spells, as shown on the Ki Mind table below, without expending a spell slot or using material components. Some of the spells require you to be at a certain level before you can cast them.

## Ki Shout

*Prerequisite: Ki feature*

Your voice is a weapon. You gain the following benefits:

- ▶ Increase your Constitution or your Wisdom score by 1, to a maximum of 20.
- ▶ You can spend 2 ki points to cast *thunderwave* as a 1st-level spell without expending a spell slot. Wisdom is your spellcasting ability for this spell.

## Pain Touch

*Prerequisite: Ki feature*

You gain the following benefits:

- ▶ Increase your Strength or Constitution score by 1, to a maximum of 20.
- ▶ Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can force the creature to make a Constitution saving throw against your ki save DC. On a failed saving throw, the creature is wracked with intense pain. The target has disadvantage on attack rolls until the start of your next turn.

## Prone Attack

*Prerequisites: Ki feature, Dexterity 13 or higher\**

Falling prone doesn't affect your position in combat. You gain the following benefits:

- ▶ When you are prone, standing up uses only 5 feet of your movement.
- ▶ Fighting from the prone position does not impose disadvantage on your attack rolls.
- ▶ An attack roll made against you by an attacker within 5 feet of you does not gain advantage due to being prone.
- ▶ When you are knocked prone by another creature, you can use your reaction to expend 1 ki point to make a single melee weapon attack against the creature.

### *Ki Mind*

Monk Level	Ki Point Cost	Spells
2nd	2	<i>charm person, sleep</i>
5th	3	<i>calm emotions, detect thoughts, misty step, suggestion</i>
9th	4	<i>clairvoyance, nondetection</i>
13th	5	<i>arcane eye, divination, resilient sphere</i>
17th	6	<i>arcane hand, contact other plane, dominate person, scrying, telekinesis, telepathic bond</i>

## Remain Conscious

*Prerequisites: Constitution 13 or higher, Ki feature*

Your tenacity knows no bounds. You gain the following benefits:

- ▶ Increase your Constitution score by 1, to a maximum of 20.
- ▶ When your hit points are reduced to 0, you can immediately spend 4 ki points to regain 1 hit point.

## Roundabout Kick

*Prerequisites: Strength 13 or higher*

When you score critical hits, you don't hesitate to capitalize upon it. You gain the following benefits:

- ▶ Increase your Strength score by 1, to a maximum of 20.
- ▶ After you score a critical hit against a creature on your turn, you can immediately make one additional melee weapon attack against the same target as part of the same attack. If this extra attack scores a critical hit, the target takes the damage normal for the critical hit and is stunned until the start of your next turn.

## Soul of the Mountain

*Prerequisites: Secrets of the Master, 11th Level*

When you take damage from another creature, you can use your reaction to reduce the damage you would take to 0 unless the damage is from a critical hit.

You can use this feature a number of times equal to your Wisdom modifier and regain all expended uses when you finish a long rest.

## Superior Grappler

*Prerequisites: Grappler feat, Strength 13 or higher*

You've further improved the skills necessary to hold your own while grappling. You gain the following benefits:

- ▶ Increase your Strength or Constitution score by 1, to a maximum of 20.
- ▶ When you start your turn grappling a creature, the creature grappled by you automatically takes the damage normal for your unarmed strike. If this damage reduces the creature's hit points to 0, the target is stable but unconscious for 1 minute. The target wakes early if it takes damage or another creature uses its action to slap or shake the sleeper awake.

## Superior Unarmored Defense

*Prerequisite: Unarmored Defense feature*

While you are not wearing any armor, you gain a +2 bonus to your AC. You can use your Unarmored Defense feature and still gain this benefit.

## Unbalancing Strike

*Prerequisite: Ki feature*

You gain the following benefits:

- ▶ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ▶ Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can force the creature to make a Constitution saving throw against your ki save DC. On a failed saving throw, the creature is thrown off balance. Until the start of your next turn, the target has disadvantage on Dexterity saving throws, and attacks made against it are made with advantage.

## Vanishing Monkey

*Prerequisite: Secrets of the Master, 5th-Level Monk*

You are as quick and clever as a monkey. You gain the following benefits:

- ▶ Increase your Dexterity or Intelligence score by 1, and increase your maximum for that score by 1.
- ▶ You gain proficiency in the Stealth skill and you double your proficiency bonus when you make ability checks that use Stealth. If you already possess a feature or trait that allows you to double your proficiency bonus, such as Expertise, these effects do not stack.
- ▶ You can take the Hide action as a bonus action on each of your turns with expending a ki point.
- ▶ As an 18th-level monk, you only need to spend 3 ki points to become invisible using the Empty Body feature.

## Wrath of the Dragon

*Prerequisite: Secrets of the Master, 17th-Level Monk*

Whenever you take the Attack action on your turn, you can attack three times, instead of twice.





## GROUP PATRONS

Group patrons are a way to bind a party together and help set the tone of the party's entire campaign. Patrons influence the characters' relationships, their backstories, and even the types of dangers they face.

During character creation, every player has the opportunity to tie their character to the other members of the party. Instead of creating a network of established relationships, players can work with the GM to choose a group patron. Other Fifth Edition books include examples of group patrons, and the monastic order group patron identified below offers another example.

The description of the patron provides an overview of the monastic order's perks of membership, contacts within the organization, how character backgrounds tie to the order, and quests the order encourages adventurers to undertake.

### MONASTIC ORDERS

Often, monks are people who dedicate themselves to a life serving other beings or to being an ascetic who voluntarily chooses to leave mainstream society and live their life in prayer and contemplation. Many monks choose to live together in small walled cloisters, tiny refuges from the flow of ordinary life where time seems to stand still. Others live as hermits, separating themselves entirely from the surrounding population.

Your group is bound to either an entire monastic order or a single grandmaster. You might serve as the monks' face to the world, or you might serve as their direct agents. Good-aligned monasteries may task you with aiding the nearest communities, while an evil-aligned monastery may force you to bring terror to the locals.

#### Types of Monastic Orders

Monks vary from region to region, but usually have a few things in common with each other, regardless of their core ideologies. Nearly all monks prac-

tice a form of asceticism, severe self-discipline and avoidance of all forms of indulgence. Many monks also have certain vows to which they must uphold. Generally, these vows include non-violence, non-stealing, truth, celibacy, and non-possession. Other extreme forms of vows include silence, flagellantism, and ritual tattooing.

Roll or pick from the Monastic Order Type table to determine the institution with which you're aligned.

#### Monastic Order Perks

With a monastic order as your group's patron, you gain the following perks.

**Compensation.** So long as you are recognized as a member or ally of the monastic order, you can find a place to hide, rest, or recuperate among those who respect (or fear) the order in the region. They will shield you from your enemies, including the law, though they will not risk their lives for you.

**Research.** Monks often harbor ageless secrets which they share with very few outside their order. So long as you can speak with members of the order and access their resources, your group makes ability checks made to research lore related to the order's interests with advantage.

**Sanctuary.** Generally, the monastic order lacks wealth, as non-possession is one of its tenets. However, the order may allow you to stay within the monastery itself, providing food and basic comforts. Instead of paying for certain tasks, the order rewards you with more of its perks.

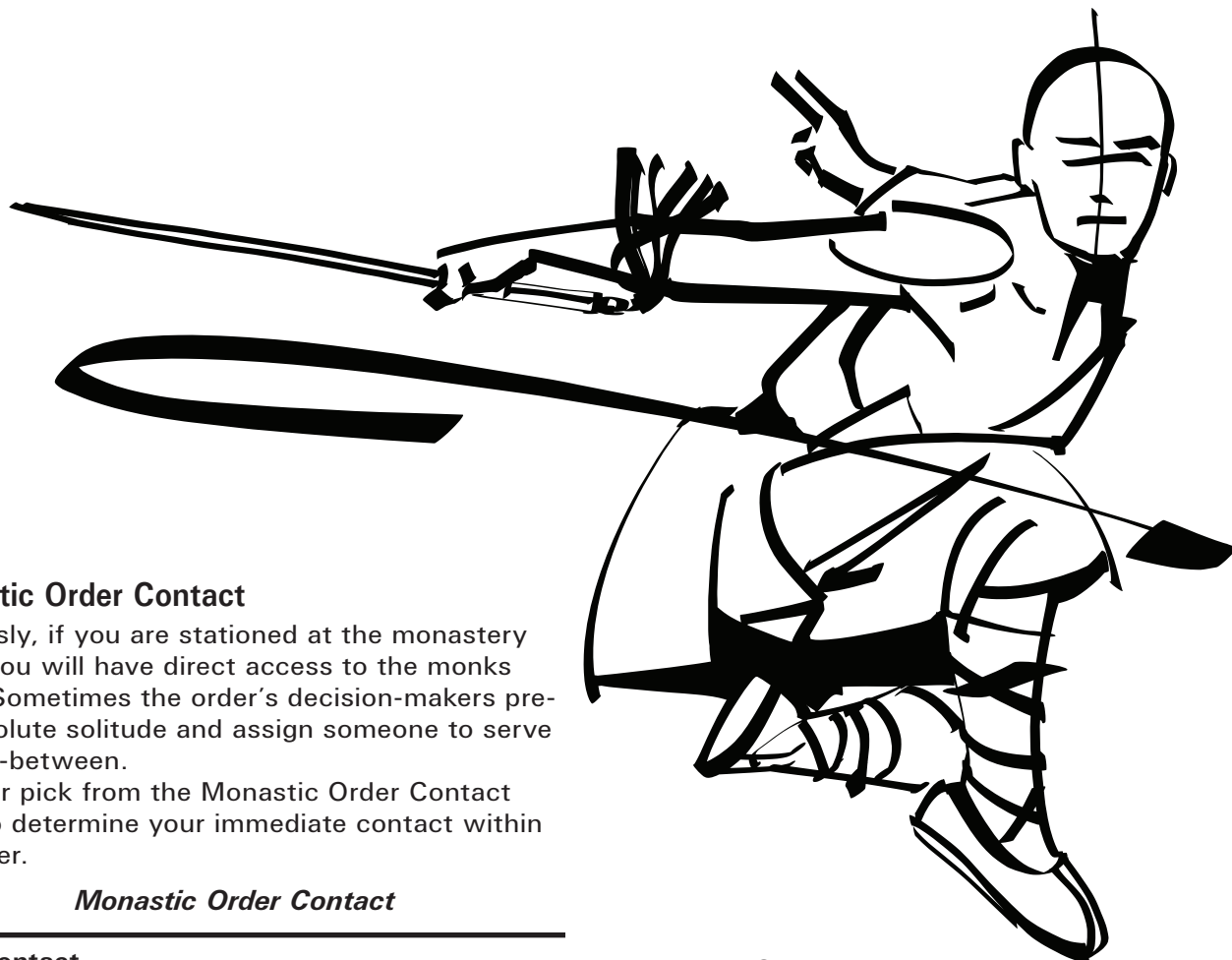
**Training.** Members of the order spend much of their time training, honing their crafts in various skills and talents. So long as you help the order with its interests, the cost to learn a language or pick up proficiency with a tool does not cost you anything. In addition, you can gain proficiency in the Athletics, Acrobatics, History, Nature, or Religion skill by this method, as if you were learning a language. A character can learn only one of these skills in this way.

#### Monastic Order Type

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d6	Monastic Order Types
1	<b>Hermit.</b> A lone monk who lives far from the noise and stress of society. This monk may have others who serve them in addition to your group.
2	<b>Order of Friars.</b> Friars are monks who practice their vows in service to society rather than to a community.
3	<b>Elite Warriors.</b> The monastic order trains the world's deadliest warriors, accepting those with promise into their ranks.
4	<b>Extra-Planar Monastery.</b> The monks live in a distant realm far from the material world.
5	<b>Secret Monastery.</b> The greater world possesses no knowledge of this monastery, where their monks contemplate and train in secret.
6	<b>Government Body.</b> The monks lead a theocracy where the eldest members make the decisions.

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## Monastic Order Contact

Obviously, if you are stationed at the monastery itself, you will have direct access to the monks there. Sometimes the order's decision-makers prefer absolute solitude and assign someone to serve as a go-between.

Roll or pick from the Monastic Order Contact table to determine your immediate contact within the order.

### *Monastic Order Contact*

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#### d6 Contact

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- 1 **Traditionalist.** Your contact believes that the ancient traditions of worship, sacrifice, and asceticism must be preserved and upheld. This idea extends to you, too.
  - 2 **Charitable Supporter.** No matter the personal cost, your contact always tries to help you when you're in need. This makes them very easy to take advantage of.
  - 3 **Agent of Change.** Rarely happy with the decisions made by the order's elders, your contact is obsessed with change within the organization. They hope that you and your allies will be a catalyst for such a change.
  - 4 **Powermonger.** Nothing would make your contact happier than ascending to the highest rank of the order. Hopefully, you and your companions' work will allow them to do just that.
  - 5 **The Faithful.** Your contact trusts that the order, its gods (if any), and their tenets will guide their actions. Through hard work and discipline, things will go well.
  - 6 **Tireless Devotee.** Beyond all else, your contact seeks to prove their worth in the eyes of the order's elders or their god by matching their actions—as well as your actions—against the order's teachings.
- 

## Monastic Order Members

Monastic orders admit people who seek to better themselves, their community, and their world through discipline and avoidance of indulgences. You might serve the monastic order simply for a roof over your head. Or you could truly commit yourself to their ideals, becoming a monk yourself. Regardless of your desires, most monastic orders accept people of all backgrounds, as they see value in everyone and everything.

The Monastic Brothers and Sisters Roles table suggests a variety of roles you might play within a monastic order and the backgrounds frequently associated with each role.

### *Monastic Order Member Roles*

Role	Backgrounds
Anchorite	Acolyte, Entertainer, Hermit, Sage, Soldier
Defender	Acolyte, Criminal, Folk Hero, Soldier
Guide	Acolyte, Folk Hero, Hermit, Sage, Outlander, Urchin
Messenger	Acolyte, Charlatan, Entertainer, Sailor
Researcher	Acolyte, Criminal, Guild Artisan, Sailor, Sage
Chosen One	Any

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## Monastic Order Quests

The services you provide the monastic order vary depending on the order's general outlook on society and that of which your party is capable. Benevolent monastic orders might ask you to spend time helping the monastery and its brothers and sisters, or they might ask you to serve the nearby community. Monasteries led by cruel masters and served by warriors might ask you to evoke fear and command obedience from the people of the surrounding region.

The Monastic Order Quests table presents a few examples of how you can honor and serve your monastic order.

### Monastic Order Quests

d6	Quest
1	<b>Vampire Church.</b> A ruined church serves as a lair for vampires, shadows, and other foul undead. You must rid the church of the creatures within. This adventure is detailed further on page 46.
2	<b>Ogre Attack.</b> A band of vile ogres continues to demand tribute from a nearby village. The order asks you to protect the village and handle the ogres.
3	<b>Ophidian Monastery.</b> An extra-planar monastery has a rivalry with yours. The order wants you to either gather their knowledge or dispose of their leader. This adventure is detailed further on page 88.
4	<b>Ninja Clan Hold.</b> The order wants you to prove your abilities to them. They are sending you into one of their or their allies' hold to be tested. This adventure is detailed further on page 64.
5	<b>Hidden Assassin.</b> Clues emerge that point to the presence of a traitorous assassin within the order's ranks. You must find the assassin and stop them before they kill one or more of the elders.
6	<b>Hand of the Eight.</b> The order asks you to meet with the resident sage of a small fishing village. The sage recently came into possession of a strange, unreadable tome. Learn more about the <i>Hand of the Eight</i> on <a href="http://DMDave.com">DMDave.com</a> .

## Monastic Order/Martial Arts Clan Name Generator

Need a quick name for a monastic order or martial arts clan? Using the table below, roll a d10 three times referencing each of the three columns. Feel free to drop any column you like. For example, you can omit rolling on the second and third columns and name your order "The Order." Or you can drop the first part and name the order "The Golden Serpents." And so forth. You can also drop the "of the" from the first column and add the first part to the second and third parts, such as "Golden Serpents Society."

### Monastic Order/Clan Name Generator

d10	First Part	Second Part	Third Part
1	Band of the	Crimson	Dagger
2	Clan of the	Crouching	Dragon
3	Gang of the	Dancing	Eagle
4	Faction of the	Drunken	Fist
5	House of the	Eighty-eight	Lion
6	Guild of the	Golden	Master
7	Mob of the	Jade	Serpent
8	Order of the	Roaring	Scorpion
9	School of the	Shrieking	Turtle
10	Society of the	Still	Wind



# MONK GAME MASTER RESOURCES

Written by **Dave Hamrick**

Art by **Max Uak, Hoika Mikhail, and Alexandr Doroshenko**

## MONK TRAINING

The training through which a monk must subject themselves is the stuff of legend and rarely a straightforward process. If you wish to create additional story opportunities for a monk's training, use the rules in this section.

### DOWNTIME ACTIVITIES

The training activities detailed in this section uses the downtime activities rules. You can learn more about downtime activities and how they function in the Fifth Edition SRD. The new activities presented here represent a monk's quest to hone their skills.

In addition to the downtime activities found in other books, a monk character can undertake the new activities presented in this section. The length of time required for these new downtime activities varies, typically taking one or more workweeks. All the normal rules for downtime must be followed by the character undertaking the downtime activity, including spending 8 hours each day engaged in that activity for the day to count toward the activity's completion. The character must also pay the associated costs before executing the task.

**Complications and Rivals.** The downtime tasks presented in this section might introduce an ongoing complication to the campaign. Plus, some of the complications take the form of rivals, other creatures or NPCs that stand to gain from the characters' and their respective faction's failures. Ultimately, complications are used as a tool to advance and lead the ongoing plot of your campaign. If you already have a good idea of where you want the campaign to go then feel free to omit complications altogether. The text tells you how to introduce complications to the campaign.

### Seek the Master

Before a monk begins training, they must seek a master capable of teaching them. Usually, such masters are not easy to find and require the monk to spend a considerable amount of time searching for them.

**Prerequisites.** A character who undertakes this activity must be a monk of at least 5th level.

**Resources.** The monk must spend a minimum of one workweek searching for a master and must pay 1,000 gp in expenses related to travel. Spending more time and money increases the chance that the character finds a master capable of training them.

**Resolution.** The character makes three checks: Intelligence (Investigation), Wisdom (Perception), and Wisdom (Survival). The DC for each check equals 10 + the character's level. The higher the character's level, the harder it is for them to find a master capable of teaching them. Consult the Seek the Master Results table to see how the character did.

#### *Seek the Master Results*

Result	Value
0 successes	The character fails to find a master capable of training them.
1 success	The character fails to find a master, but finds a minor clue that points them to finding a worthy master. The character gains a cumulative +1 bonus to all future checks made to seek the master.
2 successes	The character fails to find a master, but finds a major clue that points them to finding a worthy master. The character gains a cumulative +2 bonus to all future checks made to seek the master.
3 successes	The character finds a master capable of training them.

**Complications.** A character who seeks a master might attract attention to themselves during their quest. Every workweek spent seeking a master brings a 10 percent chance of a complication, examples of which are on the Seek the Master Complications table.

### Seek the Master Complications

d6	Complication
1	An old enemy of the master learns that you are searching for the master. They threaten or bribe you to give them any clues you find that lead to the master's final location.
2	The master you seek hears about your quest to find them and decides to make things more difficult. You must spend one additional workweek searching for the master.
3	Recognizing that you must be a fighter of some skill, a group of thugs attempts to challenge your fighting skills.*
4	A rival master offers to train you. Although the master is talented, their morals and ethics are opposite your own.*
5	You just realized that the strange old fool you met on the road was the master you seek—you now regret how you treated them.
6	A local crime boss takes notice of you and offers you a top position as one of the group's top fighters.*

\*Might involve a rival



### Prove Worthiness

Of course, finding the master is only half the battle. Once the character finds a suitable master, they must convince the master to take them on as a student.

**Prerequisite.** The character must successfully complete the Seek the Master downtime activity.

**Resources.** Engaging in this activity requires one workweek of effort from a character.

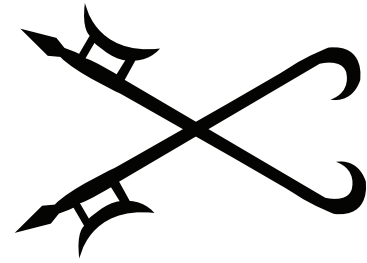
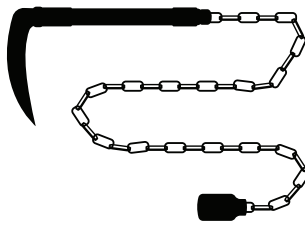
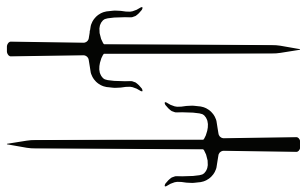
**Resolution.** After a workweek of trying to convince the master to accept them as a student, the character must make a Charisma (Persuasion) check. The DC for the check equals 10 + the character's level as a monk. On a failure, the character fails to convince the master to take them on as a student, but gains a cumulative +1 bonus to all future checks they make to convince this master to take them on as a student. On a success, the character convinces the master to take them on as a student.

**Complications.** Martial arts masters are fickle beings that are notoriously difficult to read. Every workweek spent proving your worthiness to a master brings a 10 percent chance of a complication, examples of which are on the Prove Worthiness Complications table.

### Prove Worthiness Complications

d6	Complication
1	You anger the master and they refuse to train you. You must seek another master.
2	You must complete a special quest or task to prove your worthiness to the master. Otherwise, you must seek another master.
3	The master requires that you pay a bribe or donation of 1,000 gp per your character level before they take you on as a student. Otherwise, you must seek another master.
4	The master agrees to take you on as a student, but you must wait at least a year for them to finish with another student or matter that requires their attention.
5	After you prove your worthiness, it turns out that the master is a phony. You must seek another master.*
6	The master will only train you if you can survive three rounds of one-on-one combat with them.

\*Might involve a rival.



## Training with the Master

After the character finds their master and convinces them to take the character on as a student, their training begins.

**Prerequisites.** The character must successfully complete the Seek the Master and Prove Worthiness downtime activities. There are four stages of training, all of which require the character to have a certain number of levels as a monk, as shown on the Monk Training Prerequisites table.

A monk character must start their training at stage 1, even if they meet the requirements for a higher stage. After the monk character completes a particular stage of training, they may train for the next available stage so long as they meet the stage's level prerequisites. A monk character may only complete training for each stage once.

The monk does not have to complete all of their training in one go, and may leave the master and return at any time without repeating the Seek the Master and Prove Worthiness downtime activities—assuming their master is still alive and willing to train, of course.

### Monk Training Prerequisites

Training Stage	Minimum Monk Level
Stage 1	5th
Stage 2	11th
Stage 3	17th
Stage 4	20th

**Resources.** Training is a lengthy, arduous process that requires intense effort on the character's part. Training requires a minimum of four workweeks.

**Resolution.** After four workweeks of training, the character makes four checks: Strength (Athletics), Dexterity (Acrobatics), a special Constitution check that has a bonus equal to a roll of the character's largest Hit Die (this roll doesn't spend that die), and an attack roll using one of the character's weapons. The DC for each check equals 10 + the character's level. The higher the character's level, the harder it is for them to hone their skills. Consult the Monk Training table to see how the character did.

If a character does not achieve four successes

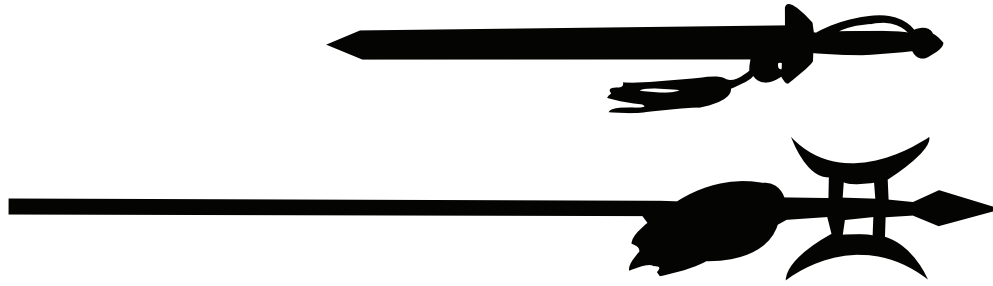
after four workweeks of training, they may repeat the training attempt as many times as they like, applying any applicable bonuses they earned through the process. Once a character successfully completes a stage of training, they cannot repeat training for that stage, but may start training for the next stage. The bonuses for training in an earlier stage do not carry over to the next stage of training; the character must begin the process anew.

### Monk Training Results

Result	Value
0 successes	The character fails to complete their training.
1 success	The character fails to complete their training; however, they show minor improvement. The character gains a cumulative +1 bonus to all future checks made to complete this stage of training.
2 successes	The character fails to complete their training; however, they show moderate improvement. The character gains a cumulative +2 bonus to all future checks made to complete this stage of training.
3 successes	The character fails to complete their training; however, they show major improvement. The character gains a cumulative +3 bonus to all future checks made to complete this stage of training.
4 successes	The character completes their training. The gain one of the benefits detailed below.

**Benefits.** When a character successfully achieves four successes with the Training with the Master activity, they may choose one of the following benefits:

- ▶ The character may gain one Secrets of the Master feat so long as their group uses feats and they meet the prerequisites for that feat.
- ▶ The character may gain any other feat of their choice so long as their group uses feats and they meet the prerequisites for that feat.



- ▶ The character may increase one ability score by 2, or two ability scores by 1 each.

**Complications.** Training as a monk is an exhausting affair that drains a character's endurance and willpower. Every four workweeks a character spends training with the master brings a 10 percent chance of a complication, examples of which are on the Training with the Master Complications table.

### *Training with the Master Complications*

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#### **d6 Complication**

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- 1 The master treats you like an animal during this training period, forcing you to live outdoors and eat off the ground. You suffer a -1 penalty to the next series of checks related to Training with the Master. This penalty is not cumulative.
  - 2 An emergency draws the master's attention, forcing them to pause your training. If you choose to wait for the master to return, at the end of each workweek, roll a d20. On a result of 18-20, the master returns. Otherwise, you spend another workweek waiting for the master to return.
  - 3 A powerful enemy of the master attacks the master during your training.\*
  - 4 You injure yourself during training. You spend one workweek recovering from your injury before you can continue your training.
  - 5 Your master injures you during training, leaving a permanent scar. You have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of 6th level or higher, such as *heal* and *regenerate*, removes the scar. Of course, there is a chance that your master will no longer be willing to train you if you remove the scar.
  - 6 You anger your master to the point where they refuse to continue your training unless you successfully undertake the Prove Worthiness activity again. You lose all bonuses related to your previous undertaking of the Prove Worthiness activity.
- 

\**Might involve a rival.*

### **Train a Student**

As a monk character reaches higher levels, they may want to start training others, passing on what they learned from their own master and journeys.

**Prerequisites.** The character must be at least a 5th-level monk in order to adequately train others, and the student must have fewer hit dice than the monk character.

**Resources.** Training is a lengthy, arduous process that requires intense effort on both the character's and their student's part. Training a student requires a minimum of four workweeks of effort and 50 gp per workweek spent training. The gold cost covers special gears, tools, and other implements vital to the process.

**Resolution.** After four workweeks of training, the character makes three checks: Strength (Athletics), Dexterity (Acrobatics), and Charisma (Performance). The DC for each check equals 10 plus the number of Hit Dice the student has. Reference the table below to determine the outcome of training.

### *Monk Training Results*

Result	Value
0 successes	The student fails to complete their training.
1 success	The student fails to complete their training; however, they show minor improvement. The character gains a cumulative +1 bonus to all future checks made to train the same student.
2 successes	The student fails to complete training; however, they show moderate improvement. The character gains a cumulative +2 bonus to all future checks made to train the student.
3 successes	The student fails to complete their training; however, they show major improvement. The character gains a cumulative +3 bonus to all future checks made to train the student.
4 successes	The student completes their training. The character gains one of the benefits shown below.

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## MONK STRONGHOLDS

Inevitably, a monk reaches the zenith of their skills and wants to establish their own school or monastery. When this happens, the monk needs to establish their own stronghold. This location allows the monk to rest between journeys, continue their training or train others, and even acquire additional ascetics to follow their spiritual guidelines.

Of course, the drawback of having such a school or monastery is that it can draw unwelcome attention from enemies, competing schools, and other deadly masters.

### ESTABLISHING THE MONK'S STRONGHOLD

The first thing a monk who hopes to establish a stronghold needs to do is to find a suitable location for it. A monk might choose an abandoned structure discovered during their journeys, or they might acquire one from a retiring master. Using a prebuilt structure saves considerable time in construction, but also requires that the monk and their companions spend time cleaning the structure and preparing it for its intended use.

Cleaning the stronghold requires at least one workday of downtime plus 50 gp spent for each upgrade block the structure has (see upgrade blocks below). While cleaning the stronghold doesn't require an ability check, there is a chance that there might be flaws inherent in the building's design.

**Benefits.** When a character successfully achieves four successes with the Train a Student activity, they may choose one of the following benefits:

- ▶ The student owes the character a favor, a promise of future assistance. So long as the student is alive and friendly with the character, once per downtime activity, the character gains advantage on one skill check. Once a character uses this benefit, they can't use it again for 5 workdays.
- ▶ The character gains expertise in the Performance skill, which means the character's proficiency bonus is doubled for any ability check they make with it. If the character already benefits from a feature that doubles proficiency, such as Expertise, they may not take this benefit, nor may they later take such a feature.
- ▶ The character may increase their Wisdom or Charisma score by 1, to a maximum of 20.
- ▶ The character earns the respect of their monastic order. The character may take the Training with the Master downtime activity without completing the Seek the Master or Prove Worthiness downtime activities. Once the character uses this benefit, they can't use it again until they successfully Train a Student again.

**Complications.** Training a student is an exhausting affair for both the character and their student. Every four workweeks a character spends training their student brings a 10 percent chance of a complication, examples of which are on the Training a Student Complications table.

#### *Train a Student*

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##### **d6** Complication

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- 1 You injure the student during the training.
  - 2 Another master poaches the student in the middle of training.\*
  - 3 A powerful enemy attacks you and your student during training.
  - 4 The student dislikes your training methods and resents you.
  - 5 Someone related to the student, such as a parent or lover, commands you to stop their training.
  - 6 Your student actually performs better than expected; potentially better than you. This could bring you dishonor and humility.
- 

*\*might involve a rival*





To determine the location's flaw, roll on the Stronghold Flaws table below. Each flaw is detailed after the table.

### Stronghold Flaws

d6	Flaw
1	Claimed by another
2	Corpses
3	Faulty construction
4	Haunted
5	Hazards
6	Infestation

**Claimed by Another.** Someone else owns or has claims to the structure. The GM decides the nature of the stronghold's owner. The character might have to bribe the previous owner to relinquish their claim or fight them for ownership. Until this flaw is resolved, there is a chance of legal and physical conflict between the character and the person claiming the stronghold as theirs.

**Corpses.** Bodies of the dead riddle the stronghold. This could make the character a suspect in a cold case mystery or potentially invite corporeal undead into the stronghold.

**Faulty Construction.** The stronghold suffers from a leaky roof, brittle structures, cracked floors, or some other trouble. Repairing these faults requires four workweeks of downtime and 1d4 x 10 gp in supplies for every 500 square feet the stronghold covers. If the character has proficiency in carpenter's or mason's tools, they can reduce the time and costs by half. So long as this flaw persists, the character cannot gain the benefits of the stronghold.

**Haunted.** Some sort of apparition haunts the stronghold. The GM decides the nature of the ghost and whether or not it is friendly, indifferent, or hostile toward the character.

**Hazards.** The stronghold is regularly impacted by some sort of natural hazard such as extreme hot or cold, volcanic eruptions, earthquakes, forest fires, floods, etc. The GM decides the nature of the hazard.

**Infestation.** Rats, insects, or even small monsters inhabit the location. Removing the infestation requires the character to spend one workweek of downtime for every 500 square feet the stronghold covers. At the end of the workweek, the character must make an Intelligence (Nature) check; the DC for the check equals 5 + 2d10. On a success, the character rids the location of the infestation. On a failure, the infestation continues. So long as this flaw persists, the character cannot gain the benefits of the stronghold.

## BUILDING A NEW STRONGHOLD

If the character doesn't wish to deal with cleaning a stronghold and removing its flaws, the character can build a stronghold scratch. To do this, the character must spend considerable time and money to do so.

### Purchasing Deeds

To build a stronghold, the character must first purchase the land upon which the stronghold will stand. The cost for a deed depends on its proximity to a high-traffic area or one of great importance to the region in which it exists. The maximum upgrade blocks column limits the size of the structure that can be built in a given area. If the character wishes to build a larger structure with more blocks, they must go through the process of purchasing a new deed. Refer to the table below to determine how much the deed costs.

#### Deed Costs

Location	Deed Cost (gp)	Max Upgrade Blocks
In a large town.	3d6 x 1,000	5
Within 5 miles of a large town	1d8 x 1,000	10
10+ miles from a large town	2d4 x 100	20
A remote locale	—	—

### Building Time and Costs

After the character secures a deed, they must build the actual structure. The length of time it takes and relative cost depends largely upon the location's distance from the nearest major city or town.

The time and costs assume that the character is not directly involved in the construction of the stronghold. However, if the character oversees construction, reduce the time and money spent by half.

#### Construction Time and Costs per Upgrade Block

Location	Construction Time	Cost (gp)
In a large town.	2 months	1,000
Within 5 miles of a large town	3 months	2,500
10+ miles from a large town	6 months	5,000
A remote locale	1 year	10,000

## BENEFITS OF A STRONGHOLD

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So long as the stronghold is clean and devoid of flaws, it offers the character the following benefits:

- ▶ The character can use the stronghold as a place to rest and recover without fear of being attacked. It also saves them the cost of staying at an inn.
- ▶ The character can upgrade the stronghold, granting themselves and their allies additional benefits as determined by the upgrade.
- ▶ The character can employ hirelings to work in the stronghold, providing even more benefits to the character and their allies.

## UPGRADES

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The stronghold's owner may develop the stronghold in a variety of ways. Monk characters may wish to add places for meditation, training, and prayer. They might also use it as a place for their students to stay and study and feel safe. Some of the most common upgrades for monk strongholds are detailed below. Additional upgrades will be provided in future installments of *BroadSword*.

**Existing Strongholds.** When the character decided to transform an existing structure into their stronghold, the stronghold may already contain upgrades. The GM decides what upgrades are already inside an existing stronghold.

**Upgrade Block.** An upgrade block represents approximately 400 square feet of space a stronghold covers (or a square room measuring 20x20 feet). Each block allows the characters to implement one or more upgrades based on its upgrade block cost. If the stronghold does not have enough available upgrade blocks to build an upgrade, an upgrade cannot be built until a previous upgrade is demolished or the size of the stronghold is increased.

**Implementing Upgrades.** Each upgrade lists the time and costs required to implement the upgrade. The time and costs assume that the character is not directly involved in the construction of the stronghold. However, if the character oversees construction, reduce the time and money spent by half. Additionally, the stronghold must have enough free upgrade blocks to build the upgrade. If a stronghold does not have enough remaining upgrade blocks, the character cannot build the upgrade until they increase the size of the stronghold using the same Building Time and Costs rules detailed above or demolish an existing upgrade.

**Demolishing Upgrades.** To free up upgrade blocks in a stronghold, the character can spend 1 workweek plus 50 gp per upgrade block the upgrade consumes (minimum of one).

**Repeat Upgrades.** As a general rule, the character's stronghold can only have one instance of a certain function. Certain upgrades make exceptions to this rule, as noted in their description.

## HIRELINGS

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As a stronghold expands, more and more people are required to maintain it. If the character spends all their time taking care of their stronghold, they won't be able to go on adventures. Therefore, it's imperative that they employ hirelings.

**Searching for Hirelings.** Finding a hireling takes at least one workweek of scouting and interviewing candidates for a given position. At the end of the workweek spent searching for hirelings, make a Charisma (Persuasion) check. The DC for the check depends on the role of the hireling, as shown under the hireling's description under Rarity. On a success, the hireling comes on board.

**Paying for Hirelings.** At the end of a hireling's first week serving the stronghold and every week thereafter, you must pay the hireling the wage listed in their description. Failure to pay the hireling's salary may result in complications involving the hireling. Each week you fail to pay a hireling, make a Charisma (Deception, Intimidation, or Persuasion) check (your choice). The DC for the check is equal to the hireling's Rarity plus the number of previous weeks you failed to pay the hireling. On a success, the hireling continues to work for you without pay, but you must repeat the check if you fail to pay the hireling again the following week. On a failure, the hireling creates a complication. Roll a d4 and reference the Non-Payment Complication table below to determine what happens.

**Work Hours.** Hirelings work for 5 workdays and usually take two days off each week.

**Food, Water, and Room and Board.** You are not required to provide food, water, or room and board to your hireling. It is assumed that the hireling uses the earnings paid by you to fulfill their own basic needs.

### Non-Payment Complication

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d4	Effect
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- |   |  |
|---|--|
| 1 | The hireling quits and spreads rumors of your inability or refusal to pay. You have disadvantage on checks to employ hirelings for the next month.   |
| 2 | The hireling quits and steals something valuable as they go, as determined by the GM.  |
| 3 | The hireling rallies other hirelings at the stronghold to quit. You must make a Charisma (Deception, Intimidation, or Persuasion) check contested by the hireling's Charisma (Persuasion) check. On a success, the other hirelings remain. On a failure, all the other hirelings quit. |
| 4 | The hireling continues working but performs poorly. The hireling cannot be used to produce benefits until they are paid again.   |
-

## GUARDS

While incredibly useful for the party, strongholds are also a liability. If the characters leave the stronghold and go on an adventure, there is a risk that someone will come and attack and loot it while they are gone. A stronghold requires at least one guard hireling to protect it, regardless of its size. Other hirelings won't protect your stronghold against intruders and flee at the first sign of trouble.

Each week a stronghold remains unguarded, roll a d10 and reference the Unguarded Stronghold Complications table below to determine what happens to it.

### *Unguarded Stronghold Complications*

d10	Complications
1	A local warlord discovers the unguarded stronghold and occupies it. All hirelings flee. When the characters return, the stronghold is guarded by hostile soldiers the nature of which is determined by the GM.
2	Another band of adventures assumes ownership of the unguarded stronghold. All hirelings flee. The characters must force out the intruders or negotiate with them.
3	A gang of monsters assumes control of the unguarded stronghold. The monsters steal everything and chase off all the hirelings. When the adventurers return, they must fight the creatures and clean out the stronghold (as if they just took possession of it) before they can use it again.
4	A large animal (bear, bulette, or other appropriate creature as selected by the GM) moves into the stronghold and makes a den there. Choose a random upgrade—the upgrade does not function until the creature is removed.
5	A group of travelers squat in the stronghold. They make a mess and steal valuables. Otherwise, the stronghold is left untouched. The GM determines the nature of the commoners.
6+	No one disturbs the unguarded stronghold.

## MAINTENANCE

A stronghold requires a lot of upkeep. The rooms must be cleaned, repairs must be made, gardens tended to, and other tasks that could potentially consume the characters' downtime, preventing them from going on adventures.

Maintenance requires one character to spend 4 hours per upgrade (minimum of 4 hours) performing these tasks (minimum of 1) each week. If the characters fail to spend the minimum amount of time performing maintenance on their stronghold, roll on the Lack of Maintenance Complications table to determine what happens.

You can hire a maintenance person to maintain the stronghold. Doing so absolves the party of such tasks so long as the maintenance person continues to work for the party.

### *Lack of Maintenance Complications*

d10	Complications
1	A fire breaks out in the stronghold, destroying 1d6 random upgrades in the stronghold. In addition, roll 1d4. On a result of 4, all of the hirelings survive. On a result of 2 or 3, one-quarter of the hirelings perish (rounded up, minimum of 1). And on a result of 1, half of the hirelings perish (rounded up).
2	A random upgrade breaks, collapses, or is ruined in some manner. It must be rebuilt.
3	A hireling is injured in an accident. The hireling cannot assist in the stronghold's functions for 1d4 weeks while recovering.
4	An infestation occurs. See page 25 for details on infestations.
5	Part of the structure becomes faulty. See page 25 for details on faulty construction.
6+	Nothing bad happens.



## STRONGHOLD UPGRADE DESCRIPTIONS

This section contains the stronghold upgrades for characters. Additional upgrades will appear in future installments of *BroadSword Monthly*.

**Upgrade Slots.** This is the number of empty upgrade slots that the upgrade uses (if any).

**Time.** This is the length of time required to implement the upgrade.

**Cost.** This is the cost in gold pieces to implement the upgrade.

### Dojo

**Upgrade Slots.** 1

**Time.** 1 workweek

**Cost.** 500 gp

When a character performs the Train a Student downtime activity, the character may reroll one failed skill check related to that instance of the activity. Once a die is rerolled in this way, the result must be kept and cannot be rerolled during the instance in which it was rolled.

**Additional Upgrades.** The characters can implement this upgrade up to three times, improving the dojo with each upgrade. Each additional upgrade grants an additional reroll that can be applied to the Train a Student downtime activity (to a maximum of three).

### Dorms

**Upgrade Slots.** 1

**Time.** 1 workweek

**Cost.** 2,000 gp

Reduce the salary of the stronghold's hirelings by 10%. Hireling salaries may not ever go below 50% of the base cost.

**Additional Upgrades.** The characters can take this upgrade multiple times, improving the condition of the dorms with each upgrade. Each additional upgrade further reduces the hireling's salary by 10% (to a maximum discount of 50%).

### Garden

**Upgrade Slots.** 1

**Time.** 2 workweeks

**Cost.** 500 gp

Each week during the summer and spring, a character can spend one workday of downtime harvesting vegetables from the garden. The character must make a DC 10 Intelligence (Nature) check. On a success, the character harvests 5d10 pounds of food. On a failure, the character only harvests 2d10 pounds of food. Once a character harvests a garden, they cannot harvest the garden again until 7 days pass. The stronghold can have multiple gardens, each one producing its own supply of food.

### Shrine

**Upgrade Slots.** 1

**Time.** 1 workweek

**Cost.** 1,000 gp

A character may spend one workweek of downtime to perform religious service in the shrine. To do so, the character must make a DC 15 Intelligence (Religion) check or a Charisma (Persuasion) check. On a success, the character gains a favor from a religious organization related to the shrine. The favor can be expended to ask the organization for help in dealing with a specific problem, for general political or social support, or to reduce the cost of cleric spellcasting by 50%.

**Additional Upgrades.** The characters may take this upgrade a second time, upgrading the shrine into a temple. Doing so reduces the DC of the check to gain a favor by 5 (DC 10).

### Training Grounds

**Upgrade Slots.** 1

**Time.** 2 workweeks

**Cost.** 1,000 gp

The characters can hire special hirelings that help them improve their ability scores, learn new skills, and gain other benefits.

### Well

**Upgrade Slots.** 1

**Time.** 2 workweeks

**Cost.** 1,000 gp

The well provides clean drinking water. Each week, the characters can draw 30 gallons of drinking water from the well. The stronghold can have multiple wells, each one producing its own supply of drinking water.

## STRONGHOLD HIRELINGS DESCRIPTION

This section contains the hirelings available for the characters to hire. Additional hirelings will appear in future installments of *BroadSword Monthly*.

**Search DC.** This is the DC required to find the hireling and keep them from leaving the stronghold due to lack of payment.

**Salary.** This is the weekly cost to keep the hireling employed by the stronghold. Certain upgrades and features may allow a discount to this cost. The hireling's salary can never drop below 50%, regardless of the upgrades the stronghold has.

**Stat Block.** This is the Fifth Edition NPC stat block that the hireling uses. Most of the stat blocks are included in the *MM*, however, some reference new NPCs featured in this book.

**Prerequisites.** Some hirelings can only work at a stronghold if the stronghold has sufficient facilities in which they can work.

## Gardener

**Search DC.** 12

**Salary.** 5 gp/week

**Stat Block.** commoner

**Prerequisites.** Garden upgrade

Once per workday, a gardener can harvest one garden on the stronghold's grounds and automatically passes the ability check required to do so, harvesting 5d10 pounds of food in the process. A single gardener can harvest up to three gardens per week.

## Guard

**Search DC.** 12

**Salary.** 5 gp/week

**Stat Block.** guard

While the characters are away, the guard protects the stronghold, preventing mishaps from the Unguarded Stronghold Complications table from occurring.

## Engineer

**Search DC.** 15

**Salary.** 10 gp/week

**Stat Block.** noble

Each engineer present at the stronghold reduces the cost to build upgrades in the stronghold by 10%.

## Maintenance Person

**Search DC.** 12

**Salary.** 5 gp/week

**Stat Block.** commoner

The maintenance person maintains the upkeep of the stronghold, preventing mishaps from the Lack of Maintenance Complications table from occurring.

## Martial Arts Trainer

**Search DC.** 16

**Salary.** 15 gp/week

**Prerequisite.** Dojo or Training Grounds upgrade

**Stat Block.** martial arts master (see the Appendix)

While a trainer is present at the stronghold, a character can spend 16 workweeks working with the trainer to gain one of the following benefits:

- ▶ Proficiency in one simple or martial weapon of the character's choice.
- ▶ Proficiency with shields.
- ▶ Proficiency in one of the following skills: Acrobatics, Athletics, or Stealth.
- ▶ Increase Strength or Dexterity by 1, to a maximum of 20.

A character does not need to perform all of the downtime at once, and can break up the workweeks required to gain the benefit into separate parts. However, the character does not gain the desired benefit until all the training is completed.

# NEW MONASTIC FACTION

## THE MIST

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*Scabs, disruptors*

The Mist is a faction found exclusively in the trade town of Malembia in eastern Aspaeth. In many ways, The Mist is a monastic order. The faction's leader, Doyen Nimes, demands asceticism from his followers in the form of celibacy, non-possession, and truthfulness. The scabs serve the community as servants to wealthy lords. What meager earnings they secure, they turn into Nimes and The Mist. As such, The Mist is the fifth wealthiest organization in Malembia, securing Doyen Nimes a spot as a Malembian trade governor.

### Faction Leader

*"Only when you look away does The Mist gather."*

**Name.** Doyen Nimes

**Statistics.** NE male Ditimayan human martial arts master (see the Appendix)

**Personality Trait.** "I feel tremendous empathy for all who suffer; even when I am the cause of their suffering."

**Ideals.** "Solitude and contemplation are paths toward wealth and power."

**Flaws.** "I harbor dark, bloodthirsty thoughts that my isolation and meditation failed to quell."

**Notes.** Having spent most of his life in isolation as a hermit, Doyen Nimes recently entered Malembia with the intent to build a following. Calling his people The Mist, Nimes believes that Malembia's untouchables are his path to greatness. Nimes appears as a thirty-something man of Ditimayan descent. He's remarkably handsome and charismatic but harbors a dark side he often fails to hide. A true ascetic, Nimes never wears more than a half robe, sandals, and a necklace of large, wooden beads.

### Primary Area of Influence

The Mist operates solely in Malembia, specifically the section of Old Town known as Scabville. Malembia and its neighborhoods are detailed further later in this book.

### Allies and Enemies

The Mist holds considerable influence in Malembia, but not because they're friendly to the other factions who operate there. In the eyes of those who support The Mist, The Mist and Doyen Nimes never do wrong. And any who confront The Mist are immediately labeled traitors, no matter how much evidence of Nimes' despicable nature the other factions offer. Malembia's largest faction, the Company of the Many, especially loathes The Mist, viewing Nimes and the scabs as a detriment to their progress in Omeria. As such, factions out-

side of Malembia view The Mist as a way to strike back at the Company, particularly The Sunken who recognize the best way to disrupt Omeria is by destroying its trade routes and lines of communication, the Company's areas of expertise.

### Eligibility

All those who hope to join The Mist must completely surrender their worldly desires and possessions to The Mist and Doyen Nimes. Members are required to always be truthful, own nothing more than what they absolutely need to survive, and practice celibacy. Most of The Mist were already poor to begin with, so most of these demands are easy for them to meet.

### Faction Benefits

The benefits provided to The Mist's members are detailed below.

### Earning and Losing Renown

Below are a few ways in which you can increase your renown score among the scabs:

- ▶ Evangelize on behalf of the faction
- ▶ Work on behalf of the faction and surrender your income to Doyen Nimes
- ▶ Fight back against those who speak ill of the faction or Doyen Nimes

Your renown score to The Mist decreases when you perform acts such as these:

- ▶ Hold on to material possessions
- ▶ Lie to members of The Mist, especially Doyen Nimes
- ▶ Allow those who speak ill of the faction or Doyen Nimes to go unpunished for their heresy

### Initiate

*Renown 3+ The Mist trait*

All initiates must be diligent workers willing to offer their services to Malembia's wealthy. You gain proficiency in one set of artisan's tools or one instrument of your choice. Also, initiates use their work to spy on The Mist's enemies. You gain proficiency in one of the following skills of your choice: Investigation, Insight, or Perception. You double your proficiency bonus for ability checks made using either of these proficiencies. If you have another feature or feat that allows you to double your proficiency bonus, such as the rogue's Expertise trait, these features do not stack.

### Laybrother or Sister

*Renown 10+ The Mist trait*

Your tireless devotion to The Mist walls your mind against those who would try to steal your attention. While you are within 30 feet of another member of The Mist, you have advantage on Wisdom saving throws.

### Monk or Nun

*Renown 25+ The Mist trait*

True members of The Mist are called monks (note: not all of The Mist's monks are actually members of the monk class) or nuns. These elite members work closely with the lamas and Doyen Nimes.

You can cast the spell *beacon of hope* without expending a spell slot. When you use this feature to cast this spell, affected creatures regain a number of hit points equal to your Wisdom modifier at the start of each of their turns. You can cast the spell a number of times per day equal to your Wisdom modifier and regain all expended uses after you finish a long rest. Wisdom is your spellcasting ability for this spell.

### Lama

*Renown 50+ The Circle Unbroken trait*

You can increase your Wisdom or Charisma score by 2, and also increase your maximum for that score by 2.

### The Mist NPCs

The scabs are often just as fanatical—if not more so—as cultists. They're easily identifiable due to their general lack of clothing. Because so many work in the houses of wealthy Malembians, they take great pride in their personal hygiene.

### Recommended NPCs

**Commoner, cultist, cult fanatic, monk** (see the Appendix)

### Faction NPC Features (GM's Choice)

**The Gathering Mist.** The NPC has advantage on Wisdom saving throws so long as there is at least one other member of The Mist within 30 feet of the NPC that isn't incapacitated.

**Innate Spellcasting (1/Day).** The NPC can cast *healing word*. Wisdom is the NPC's spellcasting ability for this spell (DC 13).

**Righteous Fury (1/Day).** When a creature within 15 feet of the NPC damages an ally of the NPC that the NPC can see, the NPC can use its reaction to gain advantage on the attack roll it makes against that creature so long as the attack roll is made before the end of the NPC's next turn.

# MONK FIGHTING TOURNAMENTS

Fighting tournaments are a staple of many classic martial arts stories. Whether by their own volition or because they were forced to, the protagonist enters a tournament and must fight their way through multiple rounds of combatants. If you wish to run a fighting tournament in one of your Fifth Edition games, the rules below explain how.

## ENTERING THE TOURNAMENT

When you create the tournament for your campaign or adventure, decide what the characters need to do to enter the tournament. Below are a few suggestions. Choose one you like, or roll on the Entering the Tournament table to decide.

### *Entering the Tournament*

d10	Reason for Entry
1	<b>Accident.</b> A case of mistaken identity or being in the wrong place at the wrong time lands the character in the tournament.
2	<b>Attack.</b> The character fights one of the tournament's participants not realizing that doing so automatically enters them into the tournament.
3	<b>Backstory.</b> It is the character's destiny to enter the tournament.
4	<b>Clue.</b> An artifact, birthmark, or other clue points toward the character's inevitable participation in the fighting tournament.
5	<b>Curiosity.</b> The character witnesses one of the tournament matches and is encouraged by spectators to join.
6	<b>Honor.</b> The character must enter the tournament on behalf of their faction or organization.
7	<b>Imprisoned.</b> The character (and potentially the other characters) are imprisoned by a villain or local law enforcement. The only path to freedom is through winning the competition.
8	<b>Invitation.</b> A powerful noble or martial arts master personally invites the character to participate in the tournament.
9	<b>Open Enrollment.</b> Anyone can enter the tournament so long as they can pay an entry fee (usually 1d4 x 100 gp).
10	<b>Teleportation.</b> The character is magically transported to the tournament's location. The only way to return is by winning the tournament.

## TOURNAMENT RULES

Once the character enters the tournament, they must familiarize themselves with the tournament's rules. Usually, a fighting tournament has rules regarding boundaries, equipment, magic usage, mortality, punctuality, time, and rest and recovery.

### Boundaries

Most fighting tournaments require that the combatants fight within the limits of boundaries as determined by the tournament's host. Other tournaments may allow combatants to fight wherever they like, so long as they continue their combat.

Modern boxing, martial arts, and wrestling rings usually measure between 200 to 700 square feet. Ancient gladiatorial arenas, such as the Roman Coliseum, measure as large as 50,000 square feet. Choose a size and area that best fits your tournament.

### Equipment

Fighting tournaments may allow any equipment available to the character or only limit the character to nothing more than a set of common clothes and their fists. The most common limitations on equipment are given below. Choose one that best suits your tournament.

**No Items Barred.** The combatants may use any gear or weapons that they can get their hands on, including magic items, consumables, and other items that they can use to aid themselves in combat.

**Nonmagical Items.** The combatants may only use nonmagical gear and weapons. Combatants will be inspected by diviners before the start of each combat round to ensure that their gear is nonmagical. Those who smuggle in magical items or mask a magic item's true nature using spells such as *arcanist's magic aura* will be disqualified.

**Limited Items.** The combatants may only use items from a preapproved list supplied by the tournament's sponsors. Those who smuggle in unapproved items into the match will be disqualified.

**No Items.** The combatants may only wear a set of common clothes and must rely only on their natural weapons. Any combatant caught smuggling items into the match will be disqualified.

### Magic Usage

Some fighting tournaments allow any magic available to the combatants, while others may limit the characters only to their nonmagical capabilities. The most common limitations on magic usage are given below. Choose one that best suits your tournament.

**No Limits.** There are no limits to the spells and magical effects that the combatants can use during the tournament.

**Level Limitations.** Magic is allowed, but only up to a certain level, typically no spells greater than 5th level may be used. Casting spells of a level greater than allowed results in disqualification.

**No Material Components.** The combatants may use any spells or magical effects available to them but only so long as the spell does not require the use of material components. This limits the caster only to spells with verbal and somatic components. Casting spells that use material components results in disqualification.

**School Limitations.** The tournament bans spells from one or more schools of magic. Typically, enchantment spells are banned because of how quickly they might end a combat round—and potentially make it boring to the spectators. Casting spells from banned schools results in disqualification.

**No Magic.** The tournament bans all spells and magical effects. If a combatant uses a spell or magic effect, they are disqualified.

## Mortality

Some fighting tournaments require that a combatant fight until their opponent surrenders or falls unconscious. Other, more extreme tournaments, require that a combatant fight until their opponent is dead. You must decide the level of mortality for the tournament when you create it. Of course, a tournament where only the grand prize winner survives may wind up killing one of the player's characters, so choose wisely.

## Punctuality

While some tournaments may allow a combatant to temporarily postpone a match, failure to show up or arrive on time results in disqualification. Some tournaments require the combatants to stay in or around the location hosting the tournament to ensure the fighters show up.

## Rest and Recovery

Most fighting tournaments require combatants to fight multiple matches. When you create your tournament, decide how much time the character has between each match. Below are some of the most common rules for rest and recovery in fighting tournaments.

**No break.** Matches occur only a few minutes apart from each other, making even short rests impossible.

**Short breaks.** After each stage of the tournament, combatants are allowed enough time to take short rests to recover some of their hit points and recharge abilities.

**Long breaks.** Combatants are given a full day between each stage of the tournament to take a long rest and fully recover.

**Extreme breaks.** Matches occur seemingly at random, sometimes days, months, or even years

apart. The combatants may have little to no notice to the start of the next match.

**Mixed.** The tournament uses a mix of the above, generally requiring rapid and short matches during the early stages of the tournament, and then allowing the finalists a long break before the final match.

## Time

Most fighting tournaments grant each match a particular length of time. Some tournaments offer no time limits, and continue until one combatant emerges victorious. As general rule of thumb, limit the length of time of each round to 1 minute of game time (10 rounds of combat).

If a timed combat ends without a victor, usually, the combatant with the highest percentage of their maximum hit points remaining is the winner.

## HOW TO RUN THE MATCHES

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Usually, the tournament is divided into a series of stages, each with a set number of bouts in each stage. As the stages progress, the number of combatants halves until there are only two combatants who remain for the final stage. To calculate the number of combatants you wish to have, expound 2 by the number of stages you wish to have. For example, in a tournament with five stages, you will need a number of combatants equal to 25, or 32.

The tournament may have rules for a combatant's starting rank, typically how well they performed in preliminary bouts. In such cases, the best performing combatant faces the worst performing combatant during the first stage of the tournament, the second best performing combatant faces the second worst performing combatant, and so on until all combatants are matched. If there is no ranking system, choose the combatants randomly.

## Player Characters Bouts

In bouts that include one or more player characters, run the fight as normal using the rules determined in the Tournament Rules section. Because one on one fights in Fifth Edition are generally imbalanced by initiative position, considering implementing the following rules:

**First Round Non-Aggression.** During the first round of combat, the only actions the combatants may perform are Dash, Dodge, Hide, Ready, Search, and Use an Object.

**Speed Factor.** Using this option, the participants in a battle roll initiative each round. Before they roll, both combatants must declare the action they wish to take.

The action the combatant chooses to take may add a penalty or bonus to the combatant's initiative check. The Speed Factor Initiative Modifiers table below shows the modifiers used with this rules variant. If more than one modifier applies



(such as wielding a two-handed, heavy melee weapon) apply them all to the initiative roll.

Don't apply the same modifier more than once on a creature's turn. For example, a goblin that attacks twice with a scimitar gains the +2 bonus for using a light or finesse weapon only once. In the case of spellcasting, apply only the modifier from the highest-level spell.

Apply any modifiers for bonus actions to that creature's turn, remembering never to apply the same modifier twice. For example, a mage casts a 3rd-level spell as a bonus action and then attacks with a light crossbow. The mage takes a -3 penalty for the spell and gains an additional -5 penalty for the light crossbow, for a total modifier of -8.

If a combatant performs an action not on the list, use the table as a reference. Quick, easy actions should grant a bonus, while slow, complicated ones should impose a penalty. As a rule of the thumb, the bonus or penalty should be between 2 and 5 for a given action.

### *Speed Factor Initiative Modifiers*

Action	Initiative Modifier
Casting a Spell	Subtract the spell's level
Attack with a heavy melee weapon	-2
Attack with a light or finesse melee weapon	+2
Attack with a two-handed melee weapon	-2
Attack with a loading ranged weapon	-5

Creature Size	Initiative Modifier
Tiny	+5
Small	+2
Medium	+0
Large	-2
Huge	-5
Gargantuan	-8

After each combatant decides on their action, everyone rolls initiative and applies modifiers, keeping the result secret. The GM then announces initiative numbers, starting with 30 and working down. Break ties by having the combatant with the highest Dexterity act first. Otherwise, roll to determine who goes first.

On its turn, a combatant moves as normal but must take the action it selected or take no action at all. To ensure that everyone remains honest, the GM

and players should write their actions on a slip of paper and only reveal it when it is their turn to act.

Once everyone has acted, the process repeats. Everyone in the battle selects an action, rolls initiative, and takes turns.

### **Non-Player Characters vs. Non-Player Characters**

There are two ways to you can run tournament combats that involve two NPCs. First, you can determine the outcome by rolling three checks for each of the NPC combatants: Strength (Athletics), Dexterity (Acrobatics), and a special Constitution check that has a bonus equal to the NPC's Challenge Rating (rounded down). Write each combatant's results in a single column with the highest result first, then the next highest, then the lowest. Compare both combatants' columns. Go down each row and compare the combatants' results. The combatant with the highest result gains one success. If one combatant earns two or more success, that combatant wins the bout. If there is a tie result, the combatant with the highest CR wins. If both creatures' CR is the same, then dice off to determine who wins.

For example, a CR 3 **knight** fights a CR 3 **minotaur**. The knight's rolls result in 15, 13, and 7. The minotaur's rolls result in 16, 12, and 8. Comparing the results, the minotaur gets two successes—its 16 beats the knight's 15 and its 8 beats the knight's 7—and one failure—the knight's 13 beats the minotaur's 12. The minotaur moves on to the next round of combat.

The other way to run a round of combat involving two NPCs is to allow the players to play the part of the combatants. Ideally, these will players who are not already involved in the competition.



## COMPETITORS

Depending on the number of matches in the tournament, you will need to determine the nature of the other candidates. The character's adversaries should be of a challenge rating appropriate for the character's level. The Combatant CR by Character Level table below matches challenge ratings to the character's current level. These CRs assume that it is only one character fighting the combatant alone. If you want a more difficult fight, use the CR of a creature that is appropriate for a character whose level is one level higher than the character's current level. And if you want an easier fight, use the CR of a creature that is appropriate for a character whose level is one level lower than the character's current level.

*Combatant CR by Character Level*

Character Level	Appropriate CR
1st	1/4
2nd	1/2
3rd	1
4th	1
5th	2
6th	3
7th	3
8th	4
9th	4
10th	4
11th	5
12th	5
13th	6
14th	6
15th	7
16th	7
17th	8
18th	8
19th	9
20th	10

## REWARDS

Sometimes, simply winning a tournament is its own reward, especially in tournaments where a character's own mortality is on the line. Still, having a chest fat with gold coins waiting the tournament's winner is a nice bonus, too.

A tournament should offer a gold prize based on the difficulty of its challengers. If you aren't sure

how much to reward, the Prize by Challenge Rating table below lists the suggested gold prize for the grand prize winner of a fighting tournament.

*Gold Prize by Challenge Rating*

Average Combatant CR	Gold Prize
0-4	1d6 x 50 gp
5-10	1d6 x 1,000 gp
11+	1d6 x 10,000 gp

## FIGHTING TOURNAMENTS IN OMERIA

Multiple nations in Omeria employ fighting tournaments, all with their own sets of rules and preference for combatants. Three of the most popular tournaments are detailed below.

### Arruquetta's Contest of Champions

Arruquetta is known across the Long Continent for their mighty warriors. So it's no surprise that Arruquetta hosts a fighting tournament that pits Omeria's greatest fighters against one another. This special tournament is only held once every four years. Those who win the tournament are often regarded as the greatest fighters in Casar.

There are 128 competitors who enter the tournament, fighting in seven stages.

**Entry.** The Contest of Champions is by invitation only. Contestants are hand-picked by scouts who work for the tournament.

**Boundaries.** Arruquetta has no less than six arenas. The highest ranked competitor in each bout may select the arena in which they will fight.

**Equipment.** Only nonmagical weapons and gear are allowed during the fights.

**Magic Usage.** Spells are forbidden, but innate magical abilities are free to use so long as they do not violate the Codes of Ushan (no conjuration, enchantment, or transmutation).

**Mortality.** Killing is frowned upon, but not illegal.

**Punctuality.** A challenger may postpone a schedule match for up to 24 hours. If the challenger fails to arrive at the agreed upon time of postponement or is late to their match, they are disqualified.

**Rest and Recovery.** Competitors have between three and seven days to rest and recover between each stage of the tournament.

**Time.** Each match must be completed within two minutes (20 rounds). If neither combatant is knocked unconscious or surrenders at the end of the two-minute period, the combatant with the highest percentage of maximum hit points remaining wins.

**Competitors.** Competitor Challenge Ratings range between 5 and 8.

**Grand Prize.** The grand prize winner is awarded 10,000 gp and the title of Arruquettan Champion.

## The Boscan Brawl

While Odonburg is well known for its magic, it also has its fair share of brawlers. Each year, the Dinzer state of Boscos puts on its Boscan Brawl, one of the roughest and rowdiest tournaments in the land.

The Boscan Brawl accepts sixty-four challengers from all over Omeria.

**Entry.** Entrants must demonstrate their fighting skills in front of a panel of judges. If an entrant impresses the judges, they are allowed entry, no fee required.

**Boundaries.** Boscan Brawls are fought on the deck of the famous Boscan vessel, The Revenant.

**Equipment.** Competitors may only wear trousers and use their natural weapons.

**Magic Usage.** Only evocation cantrips that don't require material components are allowed during matches.

**Mortality.** Killing is not allowed during matches; combatants must fight until their opponent goes limp or surrenders and no further.

**Punctuality.** Failure to show up to one's scheduled match results in disqualification and humiliation.

**Rest and Recovery.** Bouts start early in the morning and continue through the night, leaving no time for even short rests.

**Time.** There are no time limits. Fights continue until one combatant is knocked unconscious or surrenders.

**Competitors.** Competitor Challenge Ratings range between 1/8 and 2.

**Grand Prize.** The grand prize varies from year to year, but is often an assortment of gifts granted by the Boscan Merchant Princes and other well-known Dinzer nobles.

## Mundaa Maan's Tournament of Blood

The human-dominant village of Mundaa Maan in Aegreya boasts Aegreya's large gladiatorial arena, the Bowl. The majority of the combatants in the arena are slaves owned by the drakeblood tyrants of Aegreya. However, there are some brave souls who travel to the accursed dragon isle to test their mettle against the Bowl's greatest champions.

Once per season, the Bowl hosts a thirty-two-person tournament, The Tournament of Blood.

**Entry.** Aegreyan prisoners can fight for their freedom, and outsiders can enter the tournament by paying a 50 gp entry fee.

**Boundaries.** The Bowl is exactly what it sounds like—a large, 200-foot-diameter crater. Spectators watch from its 50-foot-high edges. Combatants who leave The Bowl during the fight are disqualified.

**Equipment.** The Bowl's host supplies nonmagical weapons and gear to the combatants.

**Magic Usage.** Magic is forbidden in The Bowl's tournament.

**Mortality.** Killing is permitted and encouraged in The Bowl, but not required.

**Punctuality.** Failure to show up to one's scheduled match results in disqualification. Prisoners who fail to show up to their match are put to death.

**Rest and Recovery.** There is one day of rest between each stage of the tournament.

**Time.** There are no time limits. Fights continue until one combatant is knocked unconscious or killed, or leaves the Bowl.

**Competitors.** Competitor Challenge Ratings range between 1/8 and 3.

**Grand Prize.** Imprisoned fighters who take the grand prize are awarded freedom. Non-prisoners win 1,000 gp or may choose to free one prisoner.



# CYCLOPÆDIA OMERIA : MALEMBIA

Written by **Dave Hamrick**

Cartography by **Dave Hamrick**

Art by **Andrew Krahnke, David L. Johnson, Maciej Zagorski, and Eric Basir**

Malembia is one of the few Aspaethan settlements to avoid total annihilation during The Transmuter Wars of the 5th century. Its strategic position at Aspaeth's western border transformed it into the trade capital of southern Central Omeria. In fact, it is frequently referred to as "Port Deadrunner," as most of Omeria's deadrunners cross through Malembia on their long journeys. Although Malembia has a small council of representatives, the wealthy are Malembia's true rulers. Malembia's elite are given the unofficial title of trade governor. These robber barons' influence stretches beyond Malembia's sand-torn outer walls, past the Three Great Wastelands, and into the far reaches of both Northern Omeria and Odonburg. There is an old saying in Omeria: "Gold coins are born in Tadju but raised in Malembia."

## MALEMBIA BASICS

**Population.** 11,000 (84% human, 9% ogre, 3% elf, 2% orc and half-orc, 2% other)

**Government.** Publicly, the Chorus of Concerns acts as Malembia's small council. Members of the Chorus represent Malembia's seven major facets: diplomacy, health, industry, logistics, magic, military, and trade. However, these representatives are more or less appointed by Malembia's wealthy elite, the trade governors.

**Defense.** Thanks to the overwhelming presence of private bodyguards, mercenaries, and adventurers, Malembia is one of the best-defended towns in all Central Omeria. Attacks on Malembia from outside forces such as rogue ogre gangs and the Loyal of Graak, are usually stamped out as swiftly.

**Commerce.** In Malembia, if it exists, you can buy it. This goes for illegal items, too. Despite the fact the Codes of Ushan were drafted in Malembia three hundred years prior, Malembia does little to respect the Codes' antimagic policies.

**Organizations.** Dozens of major Omerian guilds have bases in Malembia. In fact, the Company of the Many originated in Malembia. As the second-largest power in Malembia, their influence here is undeniable. Although its might has waned over the last few decades, the Central Omeria Trade Company still maintains an impressive grip on Deadrunning.

## ATMOSPHERE

The three words best used to describe Malembia are busy, expensive, and comfortable.

### MALEMBIA IS BUSY

As one of Omeria's most important trade locations, Malembia's streets are literally packed with merchants, transporters, nobles, urchins, soldiers, cutthroats, and more. There's an old joke in Malembia that says Malembia isn't a town—it's a toll booth. For every person who actually lives in Malembia, there are three who will spend less than 24 hours there.

### MALEMBIA IS EXPENSIVE

Malembia's businesses recognize that Malembia is a veritable oasis between the nigh-interminable wasteland that is The Wither to its east and the ruined nation of Aspaeth to the west. With the exception of a few villages here and there, it is the only stopover point for miles around. As such, the cost of living in Malembia is much higher than it would normally be in another settlement. The Malembia Lifestyle Expenses table below shows the costs one can expect to incur while staying or living in Malembia for extended periods of time. Fortunately, prices on mundane goods and services are on par with what they are in other parts of Omeria thanks to heightened competition.

#### *Malembia Lifestyle Expenses*

Lifestyle	Price/Day
Wretched	—
Squalid	2 sp
Poor	5 sp
Modest	2 gp
Comfortable	5 gp
Wealth	10 gp
Aristocratic	25 gp minimum

Because black market goods are readily available in Malembia, the chance to find illegal items increases significantly. See the "Things to Do" section for details.



## MALEMBIA IS COMFORTABLE

Of course, the vast amount of wealth that pours through Malembia allows for it to provide far more comforts than other settlements in and around The Wither. A stay in one of Malembia's mighty inns is akin to staying in a king's palace. Its restaurants offer some of the finest food and drink in Omeria. And its architecture is a feast for the eyes. Great marble columns line the main streets. Massive statues depicting the humanoid and ogre saviors of Malembia post Transmuter Wars decorate its fountains and walls. Musicians, actors, magicians, and other entertainers flood the streets, most of whom are on the payroll of the town's trade governors.

## LOCATIONS IN MALEMBIA

The map on page 38 shows Malembia and its surroundings. Malembia was originally part of the Izu empire in pre-Pressonian Aspaeth. The Izuni built Malembia into a series of purple clay cliffs overlooking the Sea of Chimes. Like its modern incarnation, pre-war Malembia grew into a major trade center nestled between Karnione, Ditimaya, and Aspaeth. The Sea of Chimes also gave it access to Odonburg's capital, N'chiya Dinzer. Confident in its ability to repel attackers through magic and trained warriors, pre-war Malembia did not use walls. It wasn't until a gnoll army, the Loyal of Graak, rose out of the ruins of Karnione that they recognized the need to improve their defenses. That is when they built the town's main wall. Everything inside the wall became known as Old Town.

Originally, Northgate and the surrounding ward that shares its name served as the only way in and out of Malembia. But as the deadrunner trade grew, the need for exits at the eastern end of the city grew with it. Built from the dark purple clay surrounding the Sea of Chimes, the eastern gate soon gained the nickname Winewalk. Finally, Hayhall sprung up around the Southern Road. No one remembers how Hayhall got its name, but suspect it has something to do with the similarly mysterious castle at Malembia's center.

## OLD TOWN

Malembians believe Old Town once had another name, but over the centuries that name was forgotten since all Malembians referred to it as "the old town." Despite the prefix, Old Town is one of the cleanest and healthiest parts of the city, where the immeasurable wealth that flows through its businesses ensures that visitors with deep pockets are comfortable during their stay.

### 1. The Forgotten Castle

Malembia isn't without its mysteries. At the town's center, a tall, Pressonian-style castle stands upon a steep hill. No one in Malembia remembers where the castle came from or when it was built. Even its true name is unknown. It isn't haunted, nor are there dangerous monsters lurking in its undercroft. It's just *there*. Despite the enigmatic nature of this fortress, the Malembians use the building as the town hall. It's here that the Chorus of Concerns meets every Fant.

# MALEMBIA, PORT DEADRUNNER

## MALEMBIA OVERVIEW

**Population.** 11,000 (84% human, 9% ogre, 3% elf, 2% orc and half-orc, 2% other)

**Government.** Publicly, the Chorus of Concerns acts as Malembia's small council. These representatives are more or less appointed by Malembia's wealthy elite, the trade governors.

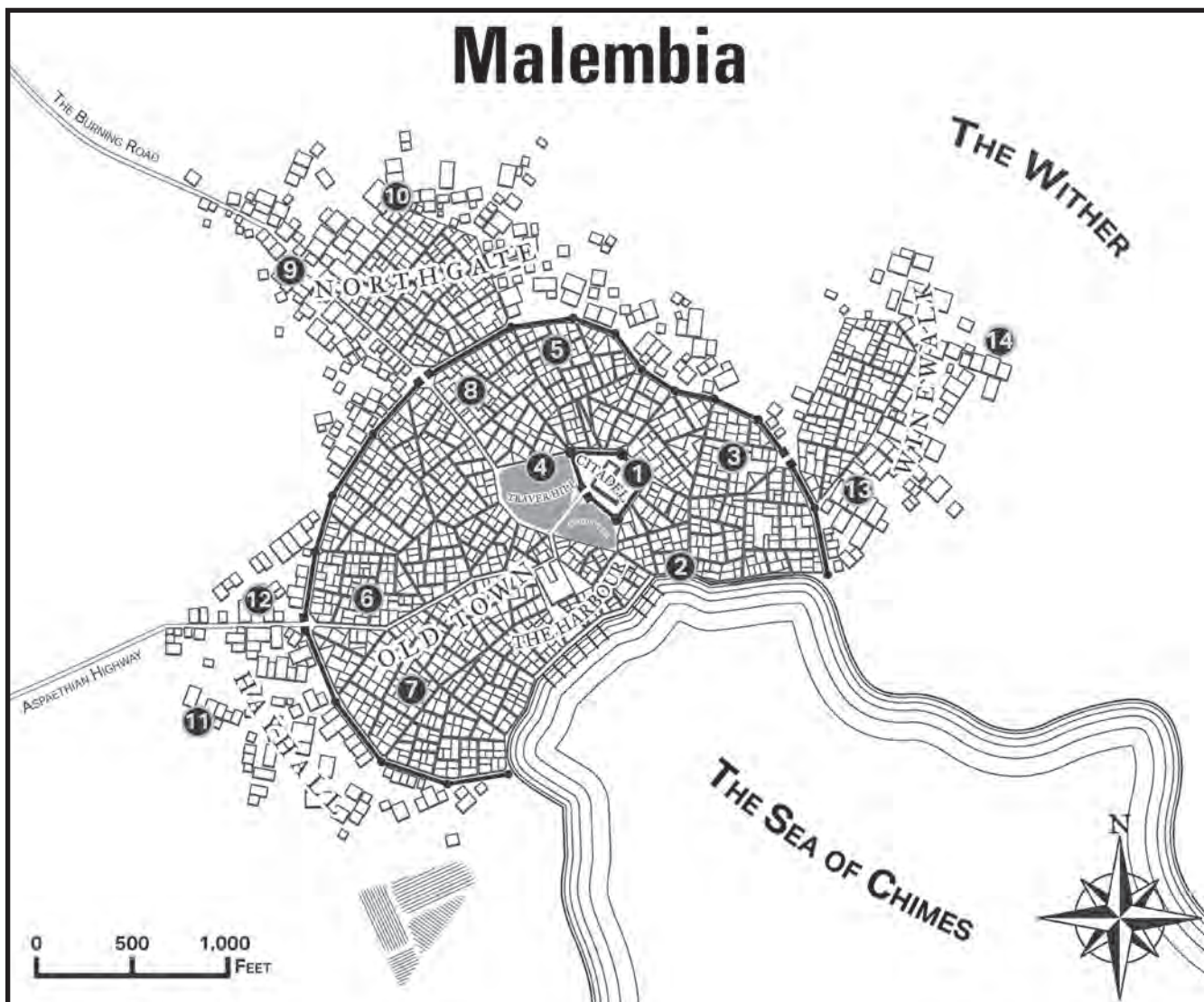
**Defense.** 400+ private bodyguards, mercenaries, and adventurers of various experience levels, Malembia is one of the best-defended towns in all Central Omeria.

**Commerce.** If it exists, you can buy it.

**Organizations.** Dozens of major Omerian guilds have bases in Malembia. The Company of the Many is the second largest power in Malembia. The Central Omeria Trade Company maintains a near-monopoly on Deadrunning.

## NOTABLE LOCATIONS

1. **The Forgotten Castle.** Now the town hall.
2. **The Purple Cliff.** Expensive inn.
3. **The Harbor.** Central Omeria Trade Company headquarters fortress.
4. **The Parks.** Large open-air bazaar.
5. **Scabville.** Workers' shanty town.
6. **Manor of Six Gazelles.** Black Rose Clan HQ.
7. **Laatiwala Palace.** Domicile of Prince Arshak.
8. **Barracks.** 200 trained mercenary fighters.
9. **Gnoll's Head.** Popular inn.
10. **Temple of Yrena.** Goddess of destruction.
11. **Another Step.** Answers for the Righteous HQ.
12. **Dinzer Embassy.** Grand and well-fortified.
13. **Company of the Many Headquarters.**
14. **Rubbish Hill.** Deadrunner repairs etc.



## 2. The Purple Cliff

Malembia's most impressive (and expensive) inn is The Purple Cliff, found near the harbor on the town's east end. The inn has only six suites, each one named for a shade of purple. All of the suites come with an antechamber, bathroom, bed chamber, dining room, library, parlor, and sitting room. Each suite has ten attendants, all of whom perform special duties in service to the guests. Needless to say, a single night at the Purple Cliff costs a king's ransom, ranging between 500 gp to 2,000 gp depending on the time of year—and that's assuming they accept you.

Prince Laatiwala owns The Purple Cliff, but it's managed by an unusual, ten-foot-tall, blue-skinned woman named La Dame Immaculée. Popular rumors say she comes from another world far from Omeria, beyond even the edge of dreams. No one knows for sure. No one dares to ask.

## 3. The Harbor

Non-Malembians are forgiven if they confuse this impressive trade fortress with the town's actual harbor. The Harbor is the headquarters of Malembia's oldest business, the Central Omeria Trade Company. The building gets its name from the deadrunner-congested courtyard that surrounds it. This is the so-called "Building That Launched a Million Deadrunners," and the birthplace of Malembia's Central Omerian trade dominance. The trade governor Alexander Cohol lives on the topmost floor of The Harbor, where he keeps a close watch on the comings and goings below.

## 4. The Parks

Traver's Hill and Suggary's Grove are two large areas at the Forgotten Castle's south end. While these areas were originally intended to serve as open air parks for the town's inhabitants, they are now the site of its bazaars. What can't be found within Malembia's business establishments can be found here. The bazaar is home both to lifestyle merchants, those who just want to earn a modest living, and aspiring trade governors, those who hope to capture the same level of success as Malembia's elite.

Those new to Malembia who ask for directions to the bazaar are told by locals to "follow the sound of the war drums," and they aren't being coy. Each day, a trio of ogre veterans named Ketl, Toz, and Trong enliven the bazaar with the beat of their gargantuan taiko drums.

## 5. Scabville

The northernmost part of Old Town owns the despicable nickname Scabville. Here, Malembia's poor, most of whom pay homage to Doyen Nimes, live in shanties and hostels. Nearly all of them work as servants in Malembia and what meager



earnings they collect they give to Nimes and The Mist. While the other trade governors despise Scabville's presence, Nimes' impressive wealth keeps them from eradicating the blight. Very few people outside of Nimes' monastic order, The Mist, enter Scabville, as it's a well-known harbor for cutpurses, thugs, and assassins.

## 6. Manor of Six Gazelles

If the Central Omerian Trade Company is Malembia's oldest business, then the Black Rose Clan is its oldest crime syndicate. Much of the Clan's early power came from its twin headquarters. The first was in the now-ruined city of Qola in the Tadju Confederacy. The second was here in Malembia at the Manor of Six Gazelles. When the Hand of the Eight destroyed Greatwell in 1045 AT, the surviving Black Rose Clan members spread their resources between Malembia and Imfe Caan Asaari in Vaskil Valley. The current leader of the Black Rose Clan is the turbulent and unpredictable assassin Zashire the Jester.

## 7. Laatiwala Palace

Malembia's wealthiest trade governor, Prince Arshak Laatiwala, lives in a magnificent palace near the south end of Old Town. Despite the mind-boggling wealth the Prince owns, he mostly keeps a low profile and rarely involves himself with the petty politics of his fellow governors. And for good reason. Unbeknownst to most Malembians, Prince Laatiwala is actually an oni named Kaga Eiichi.



## NORTHGATE

The second oldest ward in Malembia, Northgate offers access to the Burning Road, the path most deadrunners take along the Scorched Coast.

### 8. Barracks

While Malembia doesn't actually need a standing militia or town guard—at any given time there's a few hundred mercenaries, assassins, and bodyguards walking its streets—it still keeps a regiment of two hundred trained fighters dubbed the Vipers. Diva Ketil Laskea oversees the Vipers. Not only do Laskea's Vipers keep Malembia safe from external dangers, but they play an important role in Laskea's claim to power. It's through her Vipers she maintains her strong position among Malembia's political leaders. Vipers use the **veteran** stat block, except they wield spiked chains with which they can make three attacks when using their Multiattack. (Spiked chains deal  $1d6 + 3$  slashing damage on a hit and give advantage on checks made to disarm opponents.)

### 9. Gnoll's Head

While not the most lavish establishment in Malembia, Gnoll's Head is probably the town's most popular. A tavern and inn with a reputation that spreads from Boscos to Rasgax, Gnoll's Head gets its name from the sun-dried gnoll skulls that decorate the front of the building. Once upon a time, the inn only allowed entry to those who paid with a gnoll skull. These days, its doors are open to anyone. Of course, those who *do* still bring gnoll skulls are met with cheers and a few free drinks from the bar staff.

A one-eyed half-ogre named Gorvad Gorvad Gorvad (always spoken three times, out of respect) manages Gnoll's Head. Gossip states that Gorvad Gorvad Gorvad supplied over two dozen skulls, which is how he paid for the tavern in the first place.

Gnoll's Head offers travelers modest food and lodgings. And since it's outside the wall, it also includes a dusty parking lot for the throng of deadrunners who frequent the spot.

### 10. Temple of Yrena

Like most settlements in this part of Omeria, Malembia has its own temple of Yrena, the goddess of destruction. The temple is little more than a grand stone dais dressed with eight columns. Superstitious deadrunners stop by the temple before they depart Malembia. They pay the *distraction tithe*, a fee of eight gold coins, which they place upon a pile of melted gold coins called Yrena's Waste. The temple's priests then use their destructive magics to melt the new coins, combining them with the rest of the Waste. Supposedly, this tithe protects deadrunners on their journey. No one with any sense would dare to steal Yrena's



Waste from the temple, out of fear of drawing the Destructor's wrath.

Normally, priests of Yrena commit sacrifices in honor of the Destructor. However, the trade governors saw this as bad for business, especially considering the temple's placement right near the Northgate. As such, the Yrenese priests must carry out their required sacrifices at least five miles from the town.

## HAYHALL

The newest ward in Malembia, Hayhall caters mostly to Dinzer emissaries, officials, and business owners.

### 11. Another Step

Originally a guildhall for members of the Secrets of the Righteous, Odonburg's faction dedicated to uncovering esoterica, this building now functions as a guildhall for the Secrets' spin-off faction, the Answers for the Righteous. When the Answers claimed the building, they removed its roof and installed platforms upon which their members could stare up at the night sky and the stars. It's not uncommon for the Answers to raise a wall of darkness at the building's north end to stave the town proper's lights.

Enlos (N male Dinzer human **noble**) heads this sect of the Answers. While the Answers' members don't have the same monetary power possessed by their rivals, Enlos has developed strong and profitable relationships among Malembia's business elite.

### 12. Dinzer Embassy

The Dinzer Embassy is a grand, walled building near the south end of the ward. Although the building was intended for Dinzer emissaries, very few actually come here in person. Instead, they send their remote travelers in their place to ensure their safety.

During the Emerald Wars, the Embassy was *fire-balled* by the Arruquettan Spearwielder X, killing over a dozen staffers and an important Dinzer noble. A plaque just outside the building commemorates those who died in the fire. And although she was not caught, the remote travelers guarding the building at the time managed to remove her helmet during her escape, something of a major victory against a warrior as deadly as her. They keep her dented and marred helmet in a case of force energy just inside the lobby.

The original Codes of Ushan, the decree banning the use of conjuration, enchantment, and transmutation magic, are also kept here in the Embassy, in a frame protected by force magic. A few years before the Hand of the Eight, a gang of thieves wearing masks resembling Loikiel tried to break into the embassy and steal the Codes. These thieves believed destroying the Codes would open Omerians' eyes to injustices. Those three thieves were caught, petrified by an obsidian medusa, and donated to the Petrified Labyrinth.

## WINEWALK

There's no doubt that Winewalk is the toughest part of Malembia. Named for the purple bricks from which its buildings and walls were constructed, Winewalk is where most of Malembia's deadrunners gather before they journey into The Wither.

### 13. Company Headquarters

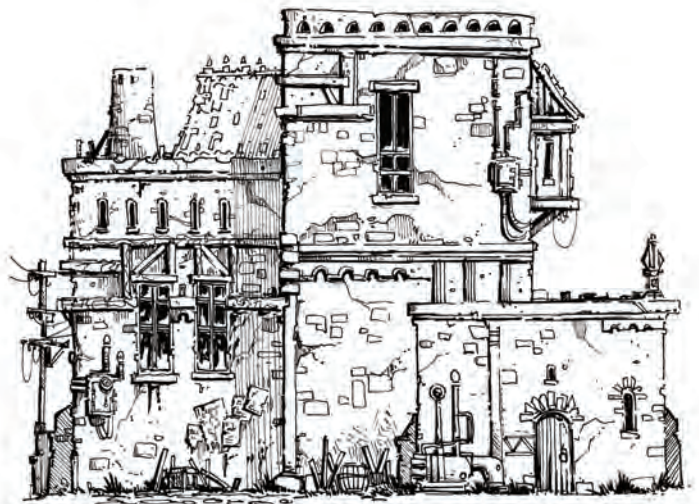
One of Malembia's newest and most powerful factions, the Company of the Many's headquarters is found in Winewalk. The Company's power lies within its knack for logistics and communication, which it uses to control the deadrunner trade. So while Cohol's Company might control the deadrunners, not a single deadrunner dare enter the desert without first collaborating with the Company's guides.

Words on the Page, the Company's calm and eerie devilkin boss, lives at the Company Headquarters. She spends most of her time in the building's Renflower Den gazing at a gigantic map of Omeria painted onto the floor. Her associates know better than to disturb her when she's planning.

### 14. Rubbish Hill

Rubbish Hill is the name given to a stretch of buildings that offer repairs and services to deadrunner vehicles. Many of its mechanics are trained in the art of elementalism, which allows them to circumvent the anti-conjuration laws throughout most of civilized Omeria.

Rubbish Hill is also a place one can purchase deadrunner vehicles if they hope to get into the game. While the vehicles' prices are usually out-of-reach for most commoners, many of the trade governors are willing to extend leases so long as the greenhorn deadrunner is willing to run on behalf of their organization. The Central Omerian Trade Company holds nearly two-thirds of all such banknotes.





## GOVERNMENT

Two important bodies constitute Malembia's government. First is its public-facing council of representatives, the Chorus of Concerns. This council is designed to represent Malembia's people and work as their agents. Most native Malembians know that the Chorus is nothing more than a ruse designed to keep the Malembians appeased. The true power behind Malembia lies with its trade governors.

### CHORUS OF CONCERNS

Most of the Chorus members keep offices around Old Town, the only exceptions being Diva Words on the Page who works from the Company of the Many's Headquarters in Winewalk, and Diva Keti Laskea who works closely with the town guard at the barracks. The Chorus gathers once per week on Fant to address ongoing issues. These gatherings are held in the Forgotten Fortress' atrium and last most of the day. Malembians are allowed to meet with the Chorus to voice their concerns. However, the waiting list to do so is so grotesquely long that the issues usually resolve themselves long before the Malembian has a chance to bring their problem before the Chorus. Of course, those willing to pay an exorbitant amount of gold to get the top of the list frequently direct the Chorus' policies.

Members of the Chorus are elected by Malembia's landowners. The landowners' votes are weighted by

the actual amount of land they own; the wealthier a landowner is, the more likely they are to sway the council. Since Malembia's trade governors own 80% of Malembia's land, ultimately, they own the vote.

Seven wealthy humanoids comprise Malembia's Chorus of Concerns, the town's public-facing body of government. Each member of this council represents one of the seven facets of Malembia. The council members are referred to as Divas (female or neutral) or Divos (male).

Currently, the position of Malembia's Diva of Magic is unfilled. Its previous holder, Digorim the Meek, died during an expedition into neighboring Aspaeth. Since no one has ever held the position for more than a single term, many Malembians believe the position is cursed.

### Kambiz Mostofi

*LN male catfolk noble*

Kambiz is Malembia's Divo of Diplomacy and is rarely seen at Chorus gatherings, preferring to work abroad. Instead, Kambiz's son, Taghi (LG male catfolk noble) represents his father during Chorus gatherings.

### Jamileh Boromand

*NG female Dinzer human noble*

Jamileh is the Diva of Health. One of the longest-standing members of the Chorus, Diva Boromand has done much to improve Malembia's quality of life.

### Brasco Grindtooth

*N male dwarf noble*

Brasco is the Divo of Industry. Of all the members of the chorus, Brasco has the least qualms taking bribes from the trade governors.

### Yiorgos Gerotis

*NE male Pressonian human spy*

Yiorgos is the Divo of Logistics. Having won his place among the Chorus through bribes and threats, Yiorgos strives to undo the efforts of his predecessors unless it benefits his true employer, the Central Omerian Trade Company.

### Keti Laskea

*LE female Pressonian human knight*

Keti is Malembia's Diva of Military and has served the Chorus for over twenty years. Fearful of her connections among the trade governors, few would dare challenge her position.

### Words on the Page

*LE female devilkin archmage*

Words on the Page is Malembia's Diva of Trade. She is also the faction head of the Company of the Many, which in turn makes her a trade governor. In what was seen as a bold move on her part, she took the position on the council to showcase the faction's power in Malembia.

## THINGS TO DO

Malembia offers plenty of opportunities for visitors. The following sections describe the activities the characters are likely to engage in during their time in Malembia.

### BUYING MAGIC ITEMS

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There are few places in Omeria where magic items are as prevalent as they are in Malembia. Other Fifth Edition books detail ways in which characters may purchase magic items through downtime. While the time spent searching for such magic items is the same, the cost to find the items doubles. Because Malembia is a destination for magic item buyers, apply a +5 bonus on any Charisma (Persuasion) checks made to find magic items. Prices for magic items are the same as those detailed in other Fifth Edition books that feature downtime rules regarding the purchase of magic items.

### DEADRUNNING

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Deadrunning is one of the most popular ways to earn a living in Malembia—and also one of the most dangerous. Most deadrunners are mercenaries, soldiers, or adventurers who own special vehicles powered by elemental engines. For some, deadrunning is temporary. One job and done. There are many, however, who love the thrill of a good Deadrun.

#### Deadrunning Jobs

If the characters hope to partake in deadrunning, below are a few ways they might get involved.

**Illegal Cargo Transport.** While traveling through Malembia, the characters meet with a man who needs their help. The man claims he's got three tons of cargo he needs transported. It's clear from the beginning that the contents of the cargo are illegal, as he needs the characters to move the cargo through The Wither to avoid navy and coastal checkpoints. If the characters accept the gig, they will be paid 50 gp per character upfront and another 450 gp each on delivery.

**Observe and Report.** The characters work for the Foehammers out of Greatwell. The Foehammers suspect that illegal activity is being carried out by the Black Rose Clan. Their superiors want the characters to accept a job transporting goods through The Wither for the Black Rose Clan (as detailed below). The characters are to learn the identities of the sellers and buyers in the transaction. Success could result in promotion within the faction, or access to goods or information which they seek.

**Black Rose Clan Initiation.** The characters wish to join Black Rose Clan. To prove their loyalty, they must join a transport making a Deadrun through The Wither. If successful, they will be allowed to join the Black Rose Clan.

### TRADE GOVERNORS

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Trade Governor is the unofficial title given to Malembia's wealthiest business owners. Although the number fluctuates, there are currently five people in Malembia who those-in-the-know would call trade governors. The governors are listed below in order of relative power.

Unlike the Chorus, the trade governors do not officially work together. Outwardly, they treat each other with respect and frequently meet for social occasions. Secretly, they plot against each other, each one hoping to step on the other on their way to more wealth and power. Only Prince Laatiwala—an oni in disguise—distances himself from the "Governors' Game." It's good to be the king.

#### Prince Arshak Laatiwala

*LE oni in disguise*

Prince Arshak is by far Malembia's wealthiest noble. Fortunately for his competitors, he rarely involves himself in Malembia's politics.

#### Words on the Page

*LE female devilkin archmage*

Words is the faction mistress of the Company of the Many and an expert at diplomacy and logistics. She is also the Diva of Trade.

#### Alexander Cohol

*LE male Pressonian mage*

Alexander is the current president of the Central Omerian Trade Company. Cohol controls nearly 65% of the transports that come in and out of Malembia, earning him the nickname Duke of the Deadrunners.

#### Zashire the Jester

*CE female Dinzer human assassin*

Zashire functions as the Black Rose Clan's leader in Malembia. Although the Clan's presence in Omeria has diminished following the events of the Hand of the Eight, Zashire and her flunkies continue to maintain their grip on black market trade.

#### Doyen Nimes

*NE male Pressonian human master monk*

Doyen and his faction, the Mist, are a relatively new group in Malembia. While the Mist does not have the industrial might demonstrated by his competitors, the Mist does have the support of Malembia's commoners. The other trade governors reluctantly consider Nimes the most dangerous man in Malembia.

## Securing a Vehicle

It will be hard for the characters to travel through the Three Great Wastelands if they don't have suitable transport. Rubbish Hill in Malembia's Winewalk ward has a few places with vehicles available for purchase. One such vehicle, a Dinzer Sandfox, is included below. *Pexia's Guide to Omeria* offers more examples of popular deadrunner vehicles.

If the characters don't have enough money to purchase a vehicle, they can always get a loan from one of the trade governors. Most loans are issued by the Central Omerian Trade Company. All notes come with a 10% signing fee that's applied to the principal. The COTC expects the characters to pay a minimum of 2% of the principle every First Fant. Any excess paid is put toward the principal. Failure to make payments on time often results in a visit from the COTC's thugs.

### DEADRUNNER SANDFOX

*Huge vehicle (3,000 lbs.) Cost (used) 8000 gp*

**Armor Class** 20 (19 while motionless)

**Hit Points** 50 + 5 times your rogue level

**Damage Threshold** 10

**Creature Capacity** 4 Medium creatures

**Cargo Capacity** 500 lbs.

**Travel Pace** 10 miles per hour (80 miles per day)

**Speed** 100 ft

STR	DEX	CON
16 (+3)	14 (+2)	14 (+2)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

**Explosive Engine.** If an attacker scores a critical hit against the Sandfox, the Sandfox must make a DC 12 Constitution saving throw. On a failed saving throw, its engine explodes, and the Sandfox is destroyed. Each creature inside the Sandfox and within 30 feet of it must make a DC 12 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

**Prone Deficiency.** If the Sandfox rolls over and falls prone, it can't right itself and is incapacitated until flipped upright. A creature can use its action to flip the Sandfox upright, doing so with a successful DC 16 Strength check.

#### ACTION STATIONS

**Helm (Requires 1 Crew and Grants Three-Quarters Cover).** Drive and steer the Sandfox.

**Harpoon Rifle (Requires 1 Crew and Grants Half Cover).** *Ranged Weapon Attack:* the user's proficiency bonus plus its Dexterity modifier to hit, range 30/120 ft., one target. *Hit:* 1d8 + the user's Dexterity modifier piercing damage.

#### REACTIONS

**Juke.** If the Sandfox is able to move, the driver can use its reaction to grant the Sandfox advantage on a Dexterity saving throw.

## FINDING A GUIDE

Trade goods and magic items aren't the only sources of Malembia's wealth. The information trade thrives in Malembia, especially for those who seek important information regarding the lands surrounding Malembia. Furthermore, The Wither, and to a lesser extent Aspaeth's eastern border, are dangerous lands rife with bandits, monstrosities, natural disasters, and other woes. Traveling into these territories without a guide is a quick way to donate one's life to Yrena. The rules presented here use the downtime rules detailed in other Fifth Edition books as well as earlier in this guide.

**Resources.** To find a guide, a character needs to spend at least one workday (8 hours) finding someone willing and able to help them during their travels. They must also spend at least 50 gp towards bribes, gifts, and other expenses. The characters can spend more time and money to improve their chances of finding a good guide.

**Resolution.** After a character spends time searching for a guide and spends the initial 50 gp, the character makes a Charisma (Persuasion) check with a +1 bonus for each additional workday spent and a +1 bonus for every 50 gp spent beyond the initial 50 gp, to a maximum of +6. Characters who are members of the Company of the Many or another major faction with a presence in Malembia make this check with advantage. Determine the nature of the guide using the Finding a Guide table below.

### Finding a Guide

Total	Outcome
1-5	The characters fail to find a guide.
6-10	The characters find an untested guide ( <b>commoner</b> ) who charges 5 sp per day for their services.
11-20	The characters find a somewhat experienced guide ( <b>commoner</b> with proficiency in Nature [+2] and Survival [+2]) who charges 1 gp per day for their services.
20+	The characters find a very experienced guide ( <b>scout</b> ) who charges 2 gp per day for their services.

## GATHERING INFORMATION

Malembians love to gossip. Unfortunately, a lot of rumors that circulate around town are total rubbish, unrooted in reality. Still, insightful characters might be able to sift the truth from the conjecture.

For each hour a character spends gathering information in Malembia, the character can make a DC 15 Wisdom (Insight) check. If the check succeeds, roll percentile dice and consult the Malembia rumors table to determine what the character learns.

## Malembia Rumors

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d100	Rumor
1-5	"I saw Words on the Page's daughter slipping into an alley with the Farg, a notorious deadrunner last week. When she came out an hour later, she was still buttoning her blouse."
6-9	"They say the many suits of heavy armor that dot the city are a punishment. The worst criminals are sealed inside, forced to wait for a call to arms, even if that call comes after their death. Only then is their sentence fulfilled."
10-13	"I heard from my friend that Prince Arshak Laatiwala is in trades with Darrish slavers. She saw him with a small child handing them over to a shady character."
14-17	"Supposedly, Doyen Nimes had an affair with a deadrunner. To avoid scandal, Nimes had the deadrunner killed and left in the desert, blaming the heat and wildlife."
18-20	"A deadrunner once tried to take Doyen Nimes' prized possessions. That deadrunner soon 'went missing' in the desert."
21-24	A well-known leader of a temple from the town of Azmar lives somewhere in Malembia. They say his actions were so heinous in Azmar, that the Azmarians nearly tore him apart in the streets."
25-28	"I heard that Alexander Cohol secretly has the ears of an ass as a result of a curse. He hides them out of vanity."
29-32	"Alexander Cohol and Words on a Page participate in an open trade war just to settle a bet. Their petty game is what's damaging Malembia's economy."
33-36	"There's a street merchant selling pouches of sand that he claims are enchanted dust devils that will do the buyer's bidding."
37-40	"If yer lookin fer hard-to-get delicacies, a rather uncouth elf from the Parks might be of some help to ye and fer a discreet price of course."
41-44	"Kambiz Mostofi is really dead. His body has been reanimated by a necromancer working for the Company of the Many."
45-48	"There are rumors of elementals and fiends not seen since the transmuter wars stalking the streets. It seems a powerful conjurer is testing their luck."
49-52	"I have it on good authority that a sinister cult is insinuating itself into various aspects of the city. The trade governors have also heard about it and yet are choosing to look the other way. Why would they do that?"
53-56	"I heard a group of treasure hunters bragging about finding an ancient and arcane door in the caverns under the city. I wonder if they will be able to open it because I want to know what's on the other side!"
57-60	"A young delivery boy swears he saw Prince Laatiwala transform into a man with a tiger's head and inverted hands."
61-65	"You didn't hear this from me, but I heard all the food is actually food created through conjuration and necromancy. That's why I only buy food from Timothy's stall in the Parks. I don't like my food being casted on."
66-69	"The bodyguard of Jamileh Boromand is sometimes seen without a head, functioning like nothing's wrong."
70-74	"All who exhale their last breath within Drakien's Whisper are cursed to roam the dunes at night as mischievous geists acting on the will of the danaavrakti, Drakien."
75-78	"Someone told me that there is a secret tavern that can be found in the basement of a marked house. I don't how it looks, but I would rather not find it."
79-82	"A rumor says there is an underground "shortcut" making it possible to cross The Wither in just a few days. Is it a magic portal? Is it an ancient gargantuan tunnel system with rails? Nobody knows..."
83-86	"I heard about a drunk deadrunner that started spewing stories about Doyen Nimes seeding the wilds with monstrosities to knock down the rival competition. No one seems to have seen him since he was dragged out of the tavern."
87-90	"You oughta get that rash looked at by The Lady of Scabville, I hear she can even bring you back from the dead, for a price. And <i>if</i> you can find her."
91-95	I hear that Yiorgos Gerotis' newest concubine is the stolen daughter of Digorim the Meek. The Meek's family will not take action themselves for fear of repercussions. There's supposedly a hefty reward for anyone stupid enough to get her back. Tempted to go get it myself but I like my head and hands right where they are."
96-00	"There are tales of folks who hear whispers coming from The Wither at night. Those that hear these whispers disappear when they've looked for the source."

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# VAMPIRE CHURCH



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Horror is the primary theme of this scenario.

Written by **Dave Hamrick**

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Art by **Matias Lazaro, Maciej Zagorski, Rick Hershey, Stinky Goblin, Jack Badashski, David L. Johnson, Fat Goblin Games, William McAusland, and Daniel F. Walthall**

The following are released under the Open Game License and may be found in the Appendix:

**Bodak, huecuva**

## ADVENTURE SUMMARY

The player characters venture to an abandoned church to remove a plague curse. This small church hides a dark secret: all of its priests are undead.

## LEVEL PROGRESSION

Vampire Church is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 5, 8, 11, or 14. This document offers details for each level and makes adjustments accordingly. The player characters should gain approximately one half of an experience level if they complete this adventure.

## GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Unless noted, information may be found in the *PHB*, *DMG* or *MM* as appropriate.

### Magic Items

*Iron flask*  
*Sun blade*

### Mimic

**Shadow**  
**Skeleton**  
**Stone golem**  
**Succubus**  
**Vampire**  
**Vampire spawn**  
**Wight**  
**Will-o'-wisp**  
**Zombie**

### Monsters

**Barbed devil**  
**Bearded devil**  
**Chain devil**  
**Horned devil**  
**Ice devil**

## OMERIA PLACEMENT

The maps included in this adventure place the vampire temple in an area beset by snow. Considering this and the undead theme, it works well in Northern Omeria, particularly near the Amber Forest where ancient, "western-style" undead such as shadows, vampires, and so forth are common.

## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Vampire Church Hooks table below offers details for introducing this adventure to your players.

**Gold Rewards.** To further incentivize the party to enter the vampire church and risk the dangers therein, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 500 gp per level of the adventure assuming their patron is wealthy enough to afford such a price.

## LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5th, 8th, 11th,

or 14th level, the chart below shows you which version of the adventure you should select for each level. A given version of the adventure might be easier or harder for a given party. It's not recommended that you run this adventure for characters with an average party level greater than 16 as it may not pose enough of a challenge. Similarly, parties composed of 4th-level or lower characters might find the adventure too challenging.

### Scaling the Adventure

APL	Adventure Level	Relative Difficulty
5	5th-level	Hard
6	5th-level	Medium
7	5th-level	Easy
8	8th-level	Hard
9	8th-level	Medium
10	8th-level	Easy
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

### Vampire Church Hooks

d8	Side Quest Type	Details
1	Fetch Quest	A magic sword named <i>David's Sun Blade</i> hides in the bowels of the old church. One of the characters' patrons wants the characters to collect the sword.
2	Recover Stolen Item	Urns holding the ashes of respected religious leaders and high-ranking monks were stolen by the vampires. These items are kept in area 15.
3	Receive Information	Vampires have taken over the old church of Tholona. The characters must learn the name of the vampire's master.
4	Rescue Mission	One of the vampire spawn (choose one of the ones in area 4) is a friend or family member of one of the characters. Only by destroying the master (area 19), will they set their ally free.
5	Find a Missing NPC	A few weeks ago, a brave monk named Herman went to the church to investigate the crypts below it. Brother Herman has not been seen or heard from since.
6	Monster Hunt	Vampires in a church? Lemme at 'em!
7	Supernatural Investigation	Curiously high numbers of bats, rats, and wolves surround the old church. The characters must learn the reason why.
8	Secure Aid	To gain the trust of a nearby monastery, the characters must enter the old church and clear it of the evil within.



## VAMPIRE CHURCH

The vampire church is a thousand-year-old building with a large, fenced courtyard. Crypts hide below the church, accessible via a mausoleum at the west end of the grounds.

### GENERAL FEATURES

Unless otherwise specified, the church has the following features.

#### **Architecture**

The church itself is built almost exclusively from brick with marble details. The church has two floors. The ceilings on the first floor rise 15 feet above the floors. The second floor's ceilings are 10 feet high. Finally, a bell tower rises a full 40 feet above the temple's grounds.

#### **Doors**

All of the church's doors are made from solid wood. These doors can be barred from within. A barred door requires a successful DC 21 Strength

check to break open. Barred doors have AC 15, 25 hit points, and immunity to poison and psychic damage. Doors in the crypts are made from stone and can also be barred, with the same Strength check required to break it open. These doors have AC 18, 50 hit points (damage threshold 10), and immunity to poison and psychic damage.

#### **Secret Doors**

Secret doors are hidden throughout the crypts. Finding a door requires a successful DC 20 Wisdom (Perception) check. A successful DC 15 Intelligence (Investigation) check made near the door reveals the hidden latch used to open it. Most of the secret doors can be detected from the opposite side, no checks are required to find or open them.

#### **Desecrated**

The church, the crypts, and the grounds surrounding it are desecrated. All undead on the grounds have advantage on all saving throws.



## CHURCH KEYED LOCATIONS

The following locations are keyed to the map of the vampire church as shown on page 50.

### 1 - Atrium

If the candles inside the atrium still burn, any good-aligned character who approaches the door senses that there is something wrong. A successful DC 13 Intelligence (Religion) check identifies the problem—a negative energy field cast over the nave. See below for details.

Nested candles dance wildly in the gust brought forth by the open doorway. The candles' flames are black.

**Hazard: Negative Energy Field.** So long as the candles burn, the entire atrium acts as a field of negative energy. When a living creature enters the atrium for the first time or starts their turn there, they take necrotic damage equal to 1d8 times half the adventure's level (rounded down). Extinguishing the candles causes the effect to end.

### 2 - Chapel

Eight hooded figures occupy the pews of this spacious chapel. All of their hands are clasped in prayer. A foul stench pervades the area.

**Encounter: Dark Worshippers.** The hooded figures are all undead creatures, the nature of which is determined by the adventure's level, as shown on the table below. As soon as the characters discover the figures' true nature, the creatures attack. They fight until destroyed.

#### Dark Worshippers

Adventure Level	Encounter
5th	8 zombies
8th	7 zombies led by a wight
11th	6 zombies led by 2 wights
14th	5 zombies led by 3 wights

**Wight** (1, 2, or 3); Med undead; AC 14; hp 45; Spd 30 ft; Str +2, Dex +2, Con +3, Int +0, Wis +1, Cha +2; Resist ncro, bldg, prc, slsh from nonmagic or silver; Immune psn; poisoned, exhaustion; PB +2; Senses darkvision 60, PP 13; AL LE; CR 3; XP 700.

► **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.

► **Multiattack** 2 Longsword or 2 Longbow; replace 1 Longsword with Life Drain

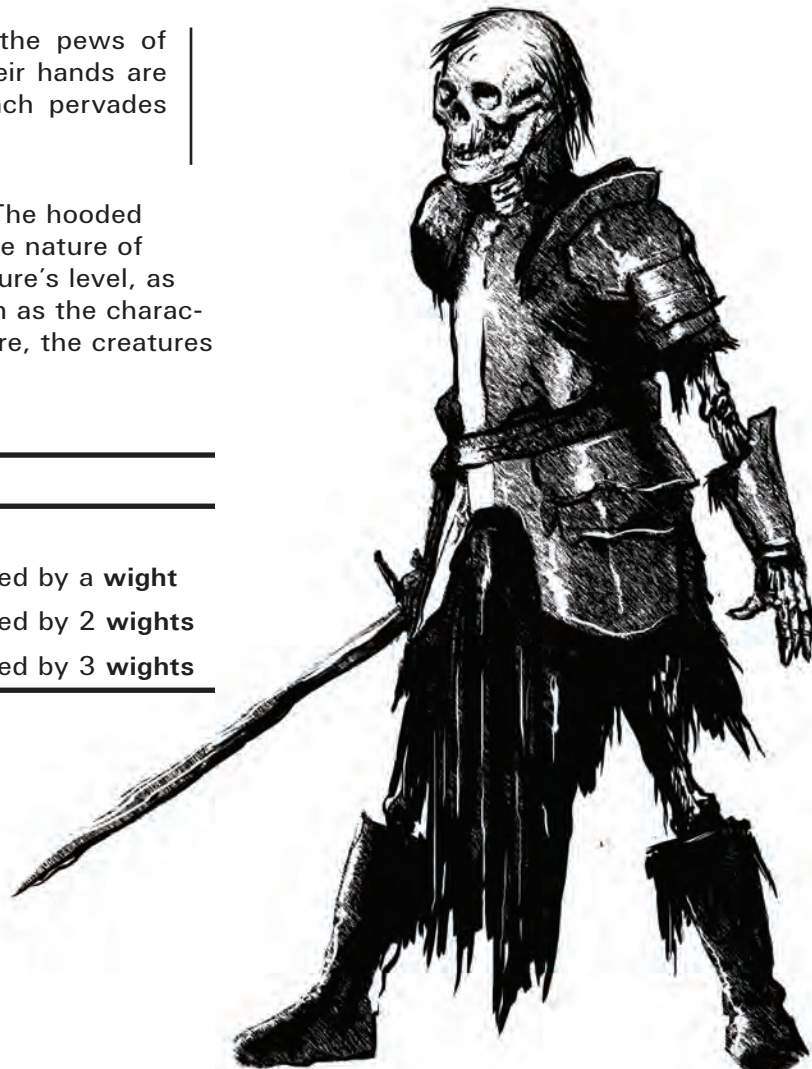
► **Melee** Life Drain (+4, 5 ft, 1d6+2 ncro, target DC 13 Con save or max hp reduced; dies at 0 max hp, raised as zombie 24 hrs later); Longsword (+4, 5 ft, 1d8+2 slsh or 1d10+2 versatile).

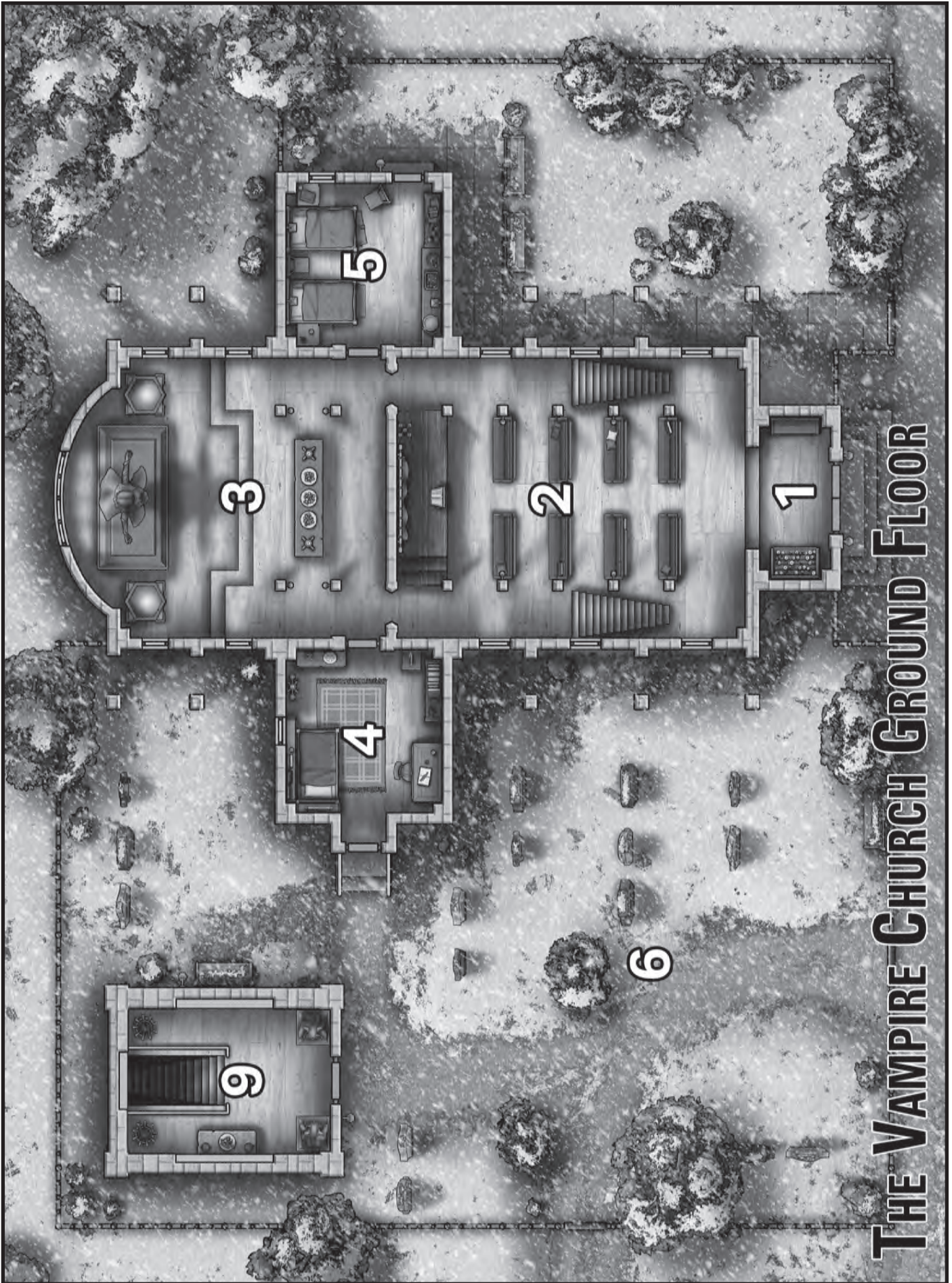
► **Ranged** Longbow (+4, 150/600 ft, 1d8+2 prc).

**Zombie** (5, 6, 7, or 8), Med undead; AC 8; hp 22; Spd 20 ft; Str +1, Dex -2, Con +3, Int -4, Wis -2, Cha -3; Immune psn; poisoned; PB +2; Senses darkvision 60, PP 8; AL NE; CR ¼; XP 50.

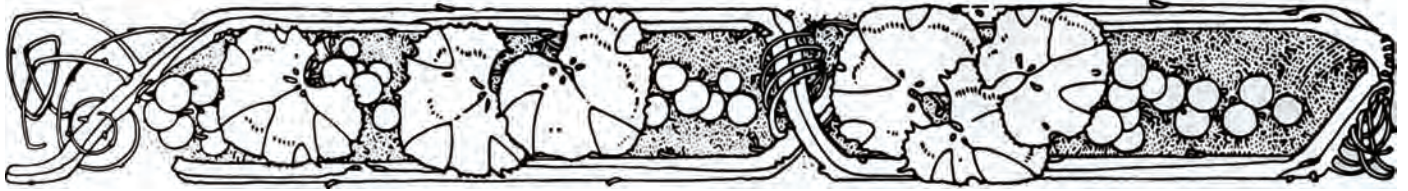
► **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp.

► **Melee** Slam (+3, 5 ft, 1d6+1 bldg)





**THE VAMPIRE CHURCH GROUND FLOOR**



### 3 - Choir

As the characters approach this large open chamber, they hear chanting.

Robed humanoids with pale faces and blood-shot eyes chant prayers. Their black-tipped fingers clutch bouquets of purple wildflowers.

A large statue depicting a woman dressed in a nun's habit stands with her back to multiple stained-glass windows. Blood flows from her eyes like tears.

**Encounter: Deadly Choir.** The nature of the chanters depends on the level of the adventure, as shown on the table below. Like most undead, they fight out of compulsion rather than common sense. In the 11th- and 14th-level versions of this adventure, the weeping statue is a **stone golem**.

#### *Deadly Choir*

Adventure Level	Encounter
5th	1 <b>vampire spawn</b> and 2 <b>wights</b>
8th	2 <b>vampire spawn</b> and 1 <b>wight</b>
11th	1 <b>vampire spawn</b> , 1 <b>wight</b> , and 1 <b>stone golem</b>
14th	2 <b>vampire spawn</b> and 1 <b>stone golem</b>



**Stone golem** (1); Lrg construct; **AC** 17; **hp** 178; **Spd** 30 ft; **Str** +6, **Dex** -1, **Con** +5, **Int** -4, **Wis** +0, **Cha** -5; **Immune** psn, psy, bldg, prc, slsh from non-magic or adamantine, charmed, exhaustion, frightened, paralyzed, petrified, poisoned; **PB** +2; **Senses** darkvision 120, PP 10; **AL** U; **CR** 10; **XP** 5,900.

- ▶ **Immutable Form** immune to spell or effect to change shape.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Magic Weapons** magic atk.
- ▶ **Multiattack** 2 slam.
- ▶ **Melee Slam** (+10, 5 ft, 3d8+6 bldg).
- ▶ **Slow (Recharge 5-6)** creatures ≤ 10 ft DC 17 Wis save or no reactions, ½ Spd, only 1 atk, Ac or BA (not both), 1 min, save at end turn.

**Vampire spawn** (1 or 2); Med undead; **AC** 15; **hp** 82; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1; **Saves** DEX +6, WIS +3; **Resist** ncro, bldg, prc, slsh nonmagic; **PB** +5; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **Regeneration** regain 10 hp on turn if ≥ 1 hp unless takes rad, sunlight, or running water.
- ▶ **Spider Climb** Climb walls without check.
- ▶ **Weaknesses** Forbiddance, Harmed by Running water (20 acid), Stake to the Heart, Sunlight Hypersensitivity (20 rad).
- ▶ **Multiattack** 2 attacks, only 1 bite.
- ▶ **Melee** Claws (+6, 5 ft, 2d4+3 slsh or grapple (DC 13)); Bite (+6, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+3 prc plus 2d6 ncro, target max hp reduced by necro until long rest, vampire heals ncro).

**Wight** (1 or 2); Med undead; **AC** 14; **hp** 45; **Spd** 30 ft; **Str** +2, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2; **Resist** ncro, bldg, prc, slsh from nonmagic or silver; **Immune** psn; poisoned, exhaustion; **PB** +2; **Senses** darkvision 60, PP 13; **AL** LE; **CR** 3; **XP** 700.

- ▶ **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.
- ▶ **Multiattack** 2 Longsword or 2 Longbow; replace 1 Longsword with Life Drain.
- ▶ **Melee** Life Drain (+4, 5 ft, 1d6+2 ncro, target DC 13 Con save or max hp reduced; dies at 0 max hp, raised as zombie 24 hrs later); Longsword (+4, 5 ft, 1d8+2 slsh or 1d10+2 versatile).
- ▶ **Ranged** Longbow (+4, 150/600 ft, 1d8+2 prc).

## 4 - West Transept (Priest's Cell)

The door that leads into this chamber from the outside is barred shut.

This plain bedroom was likely once a priest's cell. A desiccated corpse lies on the bed, its bony fingers clasping the edge of a moth-eaten blanket. A crystal decanter sits on the desk at the south end of the room, the only luxurious item in an otherwise austere chamber. Clear water fills its bottom.

The decanter functions the exact same way as an *iron flask*. If the characters remove the decanter's stopper, a devil appears and attacks whoever disturbed it.

**Encounter: Decanter Devil.** The nature of the devil depends on the level of the adventure, as shown on the table below. The devil owns no loyalties to the vampires that claim this church as their lair and might be convinced to withdraw.

### Decanter Devil

Adventure Level	Encounter
5th	1 barbed devil
8th	1 chain devil
11th	1 horned devil
14th	1 ice devil

**Treasure.** The decanter itself makes for a wonderful treasure item. In addition to that, a character who searches the corpse on the bed discovers a golden amulet hanging around its neck. The amulet is worth 50 gp per level of the adventure.



**Barbed Devil (1):** Med fiend; **AC** 15; **hp** 110; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2; **Saves** STR +6, CON +7, WIS +5, CHA +5; **Resist** cold, bldg, prc, slsh nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +3; **Senses** darkvision 120, PP 18; **AL** LE; **CR** 5; **XP** 1,800.

- ▶ **Barbed Hide** 1d10 prc to grapplers.
- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 1 tail, 2 claws; or 2 hurl flame.
- ▶ **Melee** Claw (+6, 5 ft, 1d6+3 prc); Tail (+6, 5 ft, 2d6+3 bldg)
- ▶ **Ranged** Hurl Flame (+5, 150 ft, 3d6 fire), flammable.

**Chain devil (1):** Med fiend; **AC** 16; **hp** 85; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2; **Saves** CON +7, WIS +4, CHA +5; **Resist** cold; bldg, prc, slsh, nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +3; **Senses** darkvision 120, PP 11; **AL** LE; **CR** 8; **XP** 3,900.

- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 2 Chain.
- ▶ **Melee** Chain (+8, 10 ft, 2d6+4 slsh, target grappled (DC 14) if not already grappling, target restrained 2d6 prc start of turns).
- ▶ **Animate Chains** Animate visible chains within 60 ft; **AC** 20, 20 hp, **Resist** prc; **Immun** psy, thdr; added to multiattack.
- ▶ **Reaction** Unnerving Mask (target 30 ft at start of its turn, DC 14 Wis save or frightened until end of turn).

**Horned devil (1):** Lrg fiend; **AC** 18; **hp** 178; **Spd** 20 ft, fly 60 ft; **Str** +6, **Dex** +3, **Con** +5, **Int** +1, **Wis** +3, **Cha** +3; **Saves** STR +10, DEX +7, WIS +7, CHA +7; **Resist** cold, bldg, prc, slsh nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +4; **Senses** darkvision 120, PP 13; **AL** LE; **CR** 11; **XP** 7,200.

- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 2 with fork, 1 with tail; or 3 Hurl Flame.
- ▶ **Melee** Fork (+10, 10 ft, 2d8+6 prc); Tail (+10, 10 ft, 1d8+6 prc, non-undead and construct target DC 17 Con save 3d6 hp at start of turn stacks on future hit; DC 12 Medicine to staunch or magical healing).
- ▶ **Ranged** Hurl Flame (+7, 150 ft, 4d6 fire), flammable.

**Ice devil (1):** Lrg fiend; **AC** 18; **hp** 180; **Spd** 40 ft; **Str** +5, **Dex** +2, **Con** +4, **Int** +4, **Wis** +2, **Cha** +4; **Saves** DEX +7, CON +9, WIS +7, CHA +9; **Resist** bldg, prc, slsh nonmagic, silver; **Immune** cold, fire, psn; poisoned; **PB** +5; **Senses** blindsight 60, darkvision 120, PP 12; **AL** LE; **CR** 14; **XP** 11,500.

- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 1 Bite, 1 Claw, 1 Tail.
- ▶ **Melee** Bite (+10, 5 ft, 2d6+5 prc plus 3d6 cold); Claw (+10, 5 ft, 2d4+5 slsh plus 3d6 cold); Tail (+10, 10 ft, 2d6+5 bldg plus 3d6 cold).
- ▶ **Wall of Ice (Recharge 6)** Within 60 ft, 30 ft wall 10 ft high, 1 ft thick, or 20 ft diameter hemisphere dome; creature pushed by wall DC 17 Dex save or half 10d6 cold; 1 min or incapacitated, 10-ft section **AC** 5, 30 hp, vuln fire, **Immune** acid, cold, ncro, psn, and psy; broken section leave frigid air 5d6 cold if enter space.



## 5 - East Transept/Lay Brother's Cell

The door that leads into this chamber from the outside is barred shut.

A pair of simple beds dominate this small priests' cell. Uneaten dishes rife with mold cover the surface of tables pressed against the south wall.

**Hazard: Cold Mold.** The mold growing over the food at the south end of the room is cold mold. When a creature moves within 5 feet of these tables, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one. The mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). Effects that deal cold damage instantly destroy the cold mold.

## 6 - Church Grounds

Winter grips the small graveyard west of the main building, dashing the grounds with wet, clinging snow and stinging ice. The faint smell of incense surrounds the graves.

**Hazard: Shrieking Dead.** When the characters walk near the tombstones in the graveyard, skeletons erupt from the ground and shriek in agony. A living creature that witnesses this must make a DC 12 Wisdom saving throw or become frightened until the end of its next turn. A creature that succeeds on its saving throw or the effect ends for it cannot be frightened by these skeletons for 24 hours. The shrieking skeletons act as an alarm system, alerting the undead in the church to the presence of intruders. The skeletons aren't actually animate, but their sudden appearance is definitely off-putting, and they continue shrieking until destroyed. Each skeleton shrieker has AC 15, 5 hp, and immunity to poison and psychic damage. There are six in all.

## 7 - Priest's Office

A large table commands the room. Books detailing the history of religions in the region clutter its surface, some of which have been mangled and slashed.

The steady rhythm of water drops hitting a hard surface—*plink plink pink*—echoes throughout the room.

A ladder on the northern wall leads up to the bell tower (**area 8**).

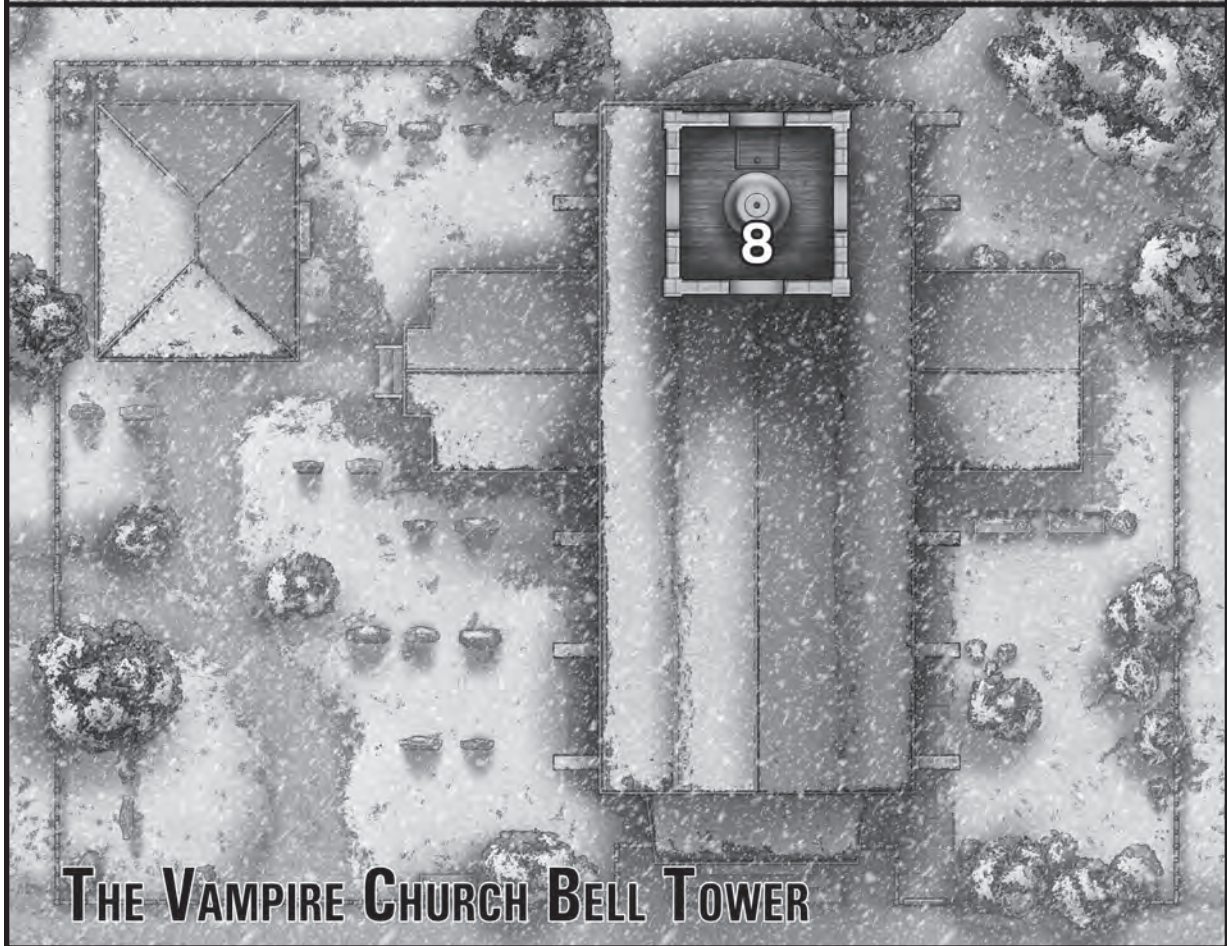
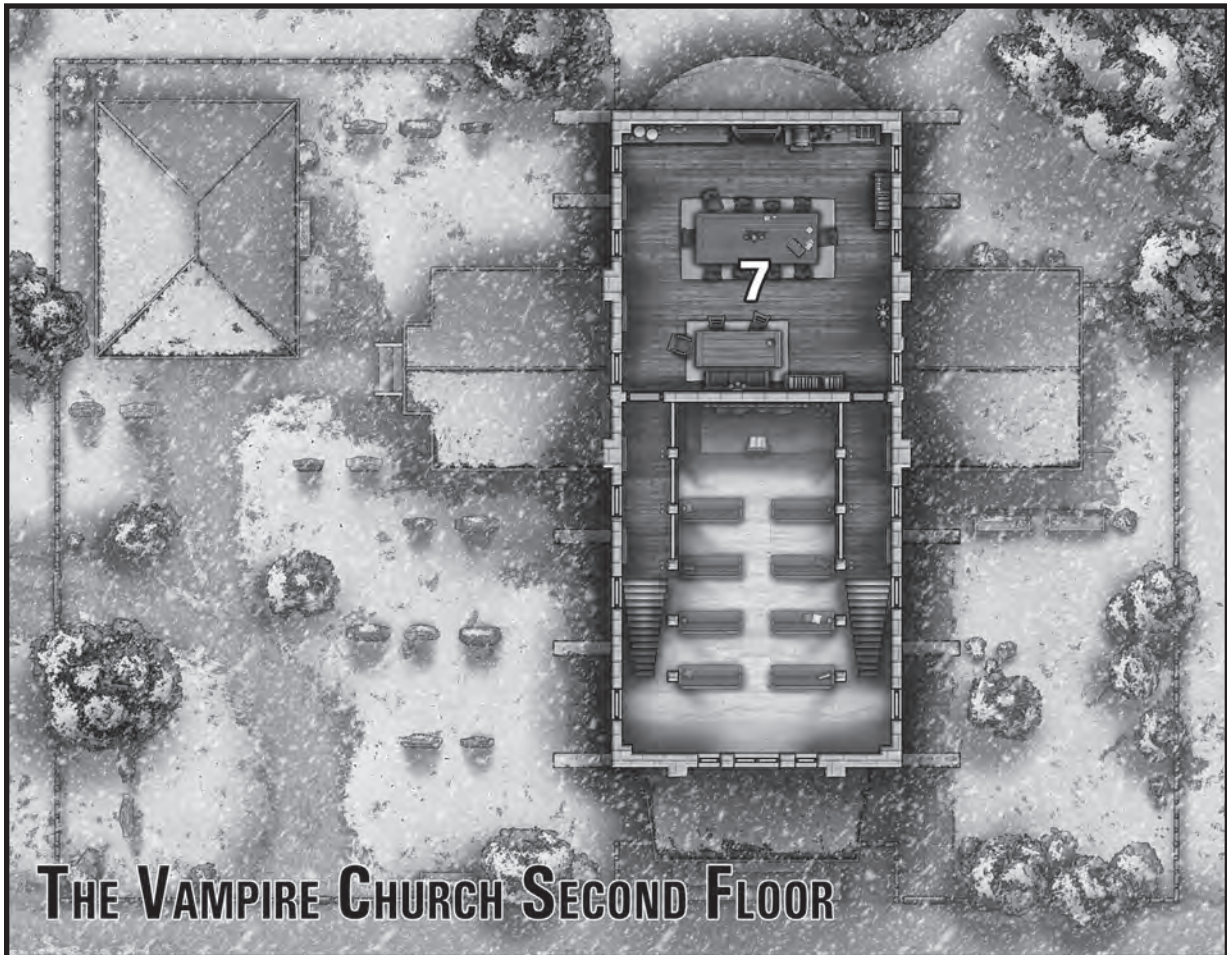
**Trick: Reverse Droplets.** If the characters search the room and succeed on a DC 10 Wisdom (Perception) check, they discover the source of the dripping water. Droplets of water "fall" upward toward the room's ceiling, forming a puddle. Casting *dispel magic* on the puddle causes it to fall to the floor.

**Treasure: Religious Books.** Three of the books hold value, but must be repaired before they can be sold. *Mending* spells cast on each book do the trick. The books all detail the Pressonian effort to rid the Amber Forest of undead during the 4th century. Collectors will pay up to 200 gp per book.

## 8 - Bell Tower

The ladder from **area 7** leads to this cold, open area.

**Hazard: Possessed Bell.** The bell itself is possessed by a poltergeist. When a creature comes within 5 feet of it, it swings wildly, trying to hit the creature. The creature must succeed on a DC 12 Dexterity saving throw. The creature takes 7 (2d6) bludgeoning damage on a failed saving throw, or half as much damage on a successful one. A creature that fails its saving throw by 5 or more is pushed off the tower and onto the roof below, taking 3 (1d6) bludgeoning damage from the fall. Expending a use of Turn Undead or casting *dispel evil and good* on the bell removes the undead spirit within. Otherwise, the bell has AC 17, 50 hit points (damage threshold 10), and immunity to poison and psychic damage. Destroying the bell releases the poltergeist.



## 9- Crypt Entrance

The stone door leading into the crypt entrance is barred from the inside.

**Encounter: Crypt Guardians.** Two summoned creatures stand guard in this area. The nature of the guardians depends on the level of the adventure, as shown on the table below. The guardians have instructions to kill any living creature that tries to enter the crypt.

### Crypt Guardians

Adventure Level	Encounter
5th	2 bearded devils
8th	2 succubi disguised as nuns
11th	2 barbed devils
14th	2 chain devils

**Treasure: Rare Incense.** If the characters search the area and succeed on a DC 15 Intelligence (Investigation) check, they discover rare incense and a bag of powdered ruby tucked into a hidden compartment on one of the stone tables. Both are magical components for the spell *forbiddance*, and there is 2,000 gp worth of it. However, only a character with a passive Intelligence (Arcana) score of 16 or higher will recognize this fact.



**Barbed Devil (2):** Med fiend; **AC** 15; **hp** 110; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +4, **Int** +1, **Wis** +2, **Cha** +2; **Saves** STR +6, CON +7, WIS +5, CHA +5; **Resist** cold, bldg, prc, slsh nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +3; **Senses** darkvision 120, PP 18; **AL** LE; **CR** 5; **XP** 1,800.

- ▶ **Barbed Hide** 1d10 prc to grapplers.
- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 1 tail, 2 claws; or 2 hurl flame.
- ▶ **Melee** Claw (+6, 5 ft, 1d6+3 prc); Tail (+6, 5 ft, 2d6+3 bldg)
- ▶ **Ranged** Hurl Flame (+5, 150 ft, 3d6 fire), flammable.

**Bearded devil (2):** Med fiend; **AC** 13; **hp** 52; **Spd** 30 ft; **Str** +3, **Dex** +2, **Con** +2, **Int** -1, **Wis** +0, **Cha** +0; **Saves** STR +5, CON +4, WIS +2; **Resist** cold; bldg, prc, slsh, nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +2; **Senses** darkvision 120, PP 10; **AL** LE; **CR** 3; **XP** 700.

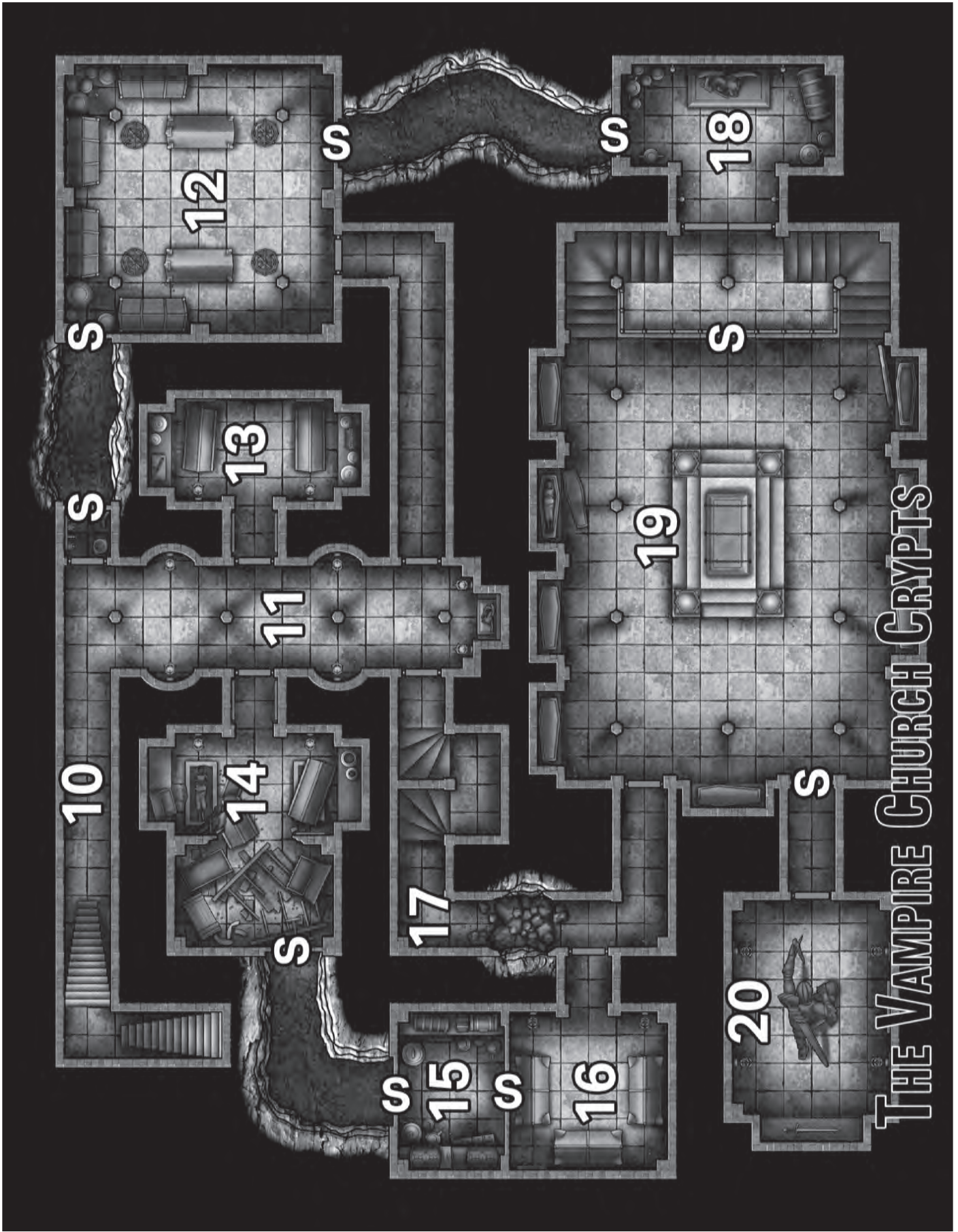
- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 1 beard, 2 glaive.
- ▶ **Melee** Beard (+5, 5 ft, 1d8+2 prc, target DC 12 Con save or poisoned 1 min - cannot regain hp, save end turn); Glaive (+6, 5 ft, 1d10+3 slsh, non-undead and construct target DC 12 Con save 1d10 hp at start of turn stacks on future hit; DC 12 Medicine to staunch or magical healing)

**Chain devil (2):** Med fiend; **AC** 16; **hp** 85; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +4, **Int** +0, **Wis** +1, **Cha** +2; **Saves** CON +7, WIS +4, CHA +5; **Resist** cold; bldg, prc, slsh, nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +3; **Senses** darkvision 120, PP 11; **AL** LE; **CR** 8; **XP** 3,900.

- ▶ **Devil's Sight** immune darkness.
- ▶ **Magic Resistance** adv on saves vs. magic.
- ▶ **Multiattack** 2 Chain.
- ▶ **Melee** Chain (+8, 10 ft, 2d6+4 slsh, target grappled (DC 14) if not already grappling, target restrained 2d6 prc start of turns).
- ▶ **Animate Chains** Animate visible chains within 60 ft; **AC** 20, 20 hp, **Resist** prc; **Immun** psy, thdr; added to multiattack.
- ▶ **Reaction** Unnerving Mask (target 30 ft at start of its turn, DC 14 Wis save or frightened until end of turn).

**Succubus (2):** Med fiend; **AC** 15; **hp** 66; **Spd** 30 ft, fly 60 ft; **Str** -1, **Dex** +3, **Con** +1, **Int** +2, **Wis** +1, **Cha** +5; **Resist** cold, fire, ltng, psn; bldg, prc, slsh, nonmagic; **Immune** charmed; **PB** +2; **Senses** darkvision 60, PP 15; **AL** NE; **CR** 4; **XP** 1,100.

- ▶ **Telepathic Bond** Infinite range telepathy to charmed targets.
- ▶ **Shapechanger** Ac polymorph into Sml or Med humanoid.
- ▶ **Melee** Claw, Fiend Form Only (+5, 5 ft, 1d6+3 slsh).
- ▶ **Charm** 1 humanoid, 30 ft, DC 15 Wis save or charmed 1 day, obey commands, new save if damaged or suicidal command; **Immune** 24 hrs on success. Limit 1 creature, old charm ends.
- ▶ **Draining Kiss** 1 charmed or willing creature, 5 ft, DC 15 Con save or half 5d10+5 psy and max hp reduced until long rest. Dies at 0 max hp.
- ▶ **Etherealness** Enter Material or Ethereal Plane from either.



**THE VAMPIRE CHURCH CRYPTS**





## CRYPT KEYED LOCATIONS

The following locations are keyed to the map of the crypts as shown on page 56.

### 10 - Entry Passage

Cold air whistles through this dark, web-strewn passage. Were it not for the flicker of light at the end of the tunnel, you would be forgiven for thinking nothing has traveled this way in decades.

**Encounter: Lurkers.** Dark spirits haunt this stretch of the crypt, the nature of which depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are included in the Appendix.

#### *Lurkers*

Adventure Level	Encounter
5th	4 shadows
8th	1 bodak*
11th	1 bodak* + 2 shadows
14th	2 bodaks*

**Closet.** A small storage closet stands at the end of the hall. The goods inside are useless, but the easternmost wall hides a secret door. A successful DC 15 Intelligence (Investigation) check reveals the door and the hidden latch used to open it. A hand-dug tunnel hides behind the door, terminating at the reverse side of the secret door in **area 12**.

**Bodak** (1 or 2); Medium undead; **AC** 18; **hp** 58; **Spd** 30 ft; **Str** +1, **Dex** +2, **Con** +2, **Int** -2, **Wis** +1, **Cha** +1; **Resist** ltng, psn; poisoned; **PB** +3; **Senses** darkvision 60, PP 14; **AL** CE; **CR** 6; **XP** 2,300.

- ▶ **Death Gaze** DC 13 Con save any creature starting turn within 30 ft of not incapacitated bodak or 8d8 ncro; if fails by 5+, dies; can avert gaze.
- ▶ **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.
- ▶ **Multiattack** 2 slam.
- ▶ **Melee Slam** (+5, 5 ft, 1d8+2 bldg).

**Shadow** (2 or 4); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng thr; bldg, prc, slsh nonmagic; **Immune** ncro, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained **PB** +2; **Senses** darkvision 60, PP 11; **AL** CE; **CR** ½; **XP** 100.

- ▶ **Amorphous Squeeze** through 1 inch space.
- ▶ **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness.
- ▶ **Sunlight Weakness** In sunlight, dis atk, checks, saves.
- ▶ **Melee Strength Drain** (+4, 5 ft, 2d6+2 ncro, target Str reduced 1d4 until rest; dies at 0 Str).

## 11 - Antechamber

This 10-foot-wide hallway runs 37 feet north to south. Six hexagonal columns made of crumbling stone hold the 10-foot-high ceilings aloft. Both the eastern and western walls feature various stone doors. Torches with purple flame flicker wildly from wall sconces.

At the south end of the hallway, a small statue depicting the goddess Tholona sits on an altar within a narrow alcove.

The torch flames were made via *continual flame*. Encounter: Crypt Guardians. More crypt guardians hide in this chamber, the nature of which depends on the adventure's level, as shown below. Creatures marked with an asterisk are detailed in the Appendix. They attack any living creature they see.

### Crypt Guardians

Adventure Level	Encounter
5th	6 skeletons
8th	1 huecuva* and 4 skeletons
11th	2 huecuvass* and 4 skeletons
14th	1 bodak* and 4 skeletons

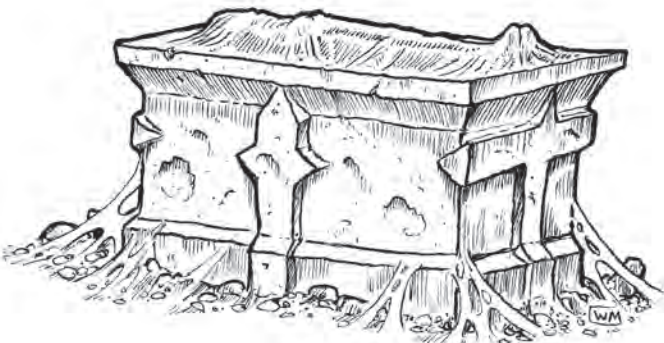
**Bodak** (1); Medium undead; **AC** 18; **hp** 58; **Spd** 30 ft; **Str** +1, **Dex** +2, **Con** +2, **Int** -2, **Wis** +1, **Cha** +1; **Resist** ltng, psn; poisoned; **PB** +3; **Senses** darkvision 60, PP 14; **AL** CE; **CR** 6; **XP** 2,300.

► **Death Gaze** DC 13 Con save any creature starting turn within 30 ft of not incapacitated bodak or 8d8 ncro; if fails by 5+, dies; can avert gaze.

► **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.

► **Multiattack** 2 slam.

► **Melee Slam** (+5, 5 ft, 1d8+2 bldg).



**Huecuva** (1 or 2), Med undead; **AC** 20; **hp** 65; **Spd** 30 ft; **Str** +2, **Dex** -1, **Con** +2, **Int** -3, **Wis** +4 **Cha** +2; **Saves** WIS +6, CHA +4; **Immune** psn; poisoned; **PB** +2; **Senses** darkvision 60, PP 14; **AL** NE; **CR** 3; **XP** 700.

► **Spellcasting** 5th-level Wis (DC 14, +6); At will: *guidance, resistance, sacred flame, thaumaturgy*; 1st/4 slots: *bane, bless, detect magic, false life, inflict wounds, sanctuary*; 2nd/3 slots: *blindness/deafness, enhance ability, spiritual weapon, ray of enfeeblement*; 3rd/2 slots: *animate dead, bestow curse, fear, spirit guardians, vampiric touch*.

► **Turn Resistance** Adv on saves against effects that turn undead.

► **Melee** Morningstar (+4, 5 ft, 1d8+2 prc, target DC 12 Con save or disease huecuva blight).

► **Ranged** Light Crossbow (+1, 80/320 ft, 1d8-1 prc).

**Skeleton** (4 or 6); Med undead; **AC** 13; **hp** 13; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +2, **Int** -2, **Wis** -1, **Cha** -3; **Vuln** bldg; **Immune** psn; exhaustion, poisoned; **PB** +2; **Senses** darkvision 60, PP 9; **AL** LE; **CR** ¼; **XP** 50.

► **Melee** Shortsword (+4, 5 ft, 1d6+2 prc)

► **Ranged** Shortbow (+4, 80/320 ft, 1d6+2 prc)



## 12 - Large Crypt

The normal door that leads into this room is barred from the inside. However, the two secret doors are unlocked.

Six sarcophagi crowd this large, dusty room.

**Hazard: Walking on Your Grave.** There is nothing of value in the sarcophagi; however, they all have a weird trap placed upon them. All the lids radiate conjuration magic. When a creature touches a sarcophagus' lid, it must make a DC 13 Charisma saving throw. On a successful saving throw, the creature gets a chill down its spine, as if someone just walked over its grave. On a failed saving throw, the creature is teleported into the sarcophagus. The creature is trapped until the lid is removed. One or more creatures with combined Strength scores of 18 can use their actions to slide a lid out of the way.

**Secret Doors.** Two secret doors are hidden in the walls of this room, one in the northwestern corner and one in the center of the southern wall. The doors are easy to spot from their respective reverse sides.

## 13 - Crypt

Cobwebs and two stone sarcophagi pack this small chamber.

Both sarcophagi bear celestial runes that read: "He failed his mission."

**Encounter: Huecuvas.** Each sarcophagus hides a **huecuva** (see the Appendix). In the 11th- and 14th-level versions of this adventure, the huecuvas slide their own sarcophagus lids open and attack. In the other versions of the adventure, the characters must move the lids to reveal the creatures. It takes one or more creatures with combined Strength scores of 18 to move a sarcophagus' lid aside.

**Huecuva (2), Med undead; AC 20; hp 65; Spd 30 ft; Str +2, Dex -1, Con +2, Int -3, Wis +4 Cha +2; Saves WIS +6, CHA +4; Immune psn; poisoned; PB +2; Senses darkvision 60, PP 14; AL NE; CR 3; XP 700.**

► **Spellcasting** 5th-level Wis (DC 14, +6); At will: *guidance, resistance, sacred flame, thaumaturgy*; 1st/4 slots: *bane, bless, detect magic, false life, inflict wounds, sanctuary*; 2nd/3 slots: *blindness/deafness, enhance ability, spiritual weapon, ray of enfeeblement*; 3rd/2 slots: *animate dead, bestow curse, fear, spirit guardians, vampiric touch*.

► **Turn Resistance** Adv on saves against effects that turn undead.

► **Melee** Morningstar (+4, 5 ft, 1d8+2 prc, target DC 12 Con save or disease huecuva blight).

► **Ranged** Light Crossbow (+1, 80/320 ft, 1d8-1 prc).

## 14 - Ruined Crypt

The contents of this old crypt lie in ruins.

**Encounter: Huecuvas.** The encounter here is similar to the one detailed in area 13, except one of the **huecuvas** is already free from its sarcophagus and lingering amid the ruined furniture. After combat starts, the second **huecuva** removes the lid from its sarcophagus and joins the fray.

**Secret Door.** There is a secret door hidden in the westernmost wall. The door hides a hand-dug path that leads to **area 15**.

**Huecuva (2), Med undead; AC 20; hp 65; Spd 30 ft; Str +2, Dex -1, Con +2, Int -3, Wis +4 Cha +2; Saves WIS +6, CHA +4; Immune psn; poisoned; PB +2; Senses darkvision 60, PP 14; AL NE; CR 3; XP 700.**

► **Spellcasting** 5th-level Wis (DC 14, +6); At will: *guidance, resistance, sacred flame, thaumaturgy*; 1st/4 slots: *bane, bless, detect magic, false life, inflict wounds, sanctuary*; 2nd/3 slots: *blindness/deafness, enhance ability, spiritual weapon, ray of enfeeblement*; 3rd/2 slots: *animate dead, bestow curse, fear, spirit guardians, vampiric touch*.

► **Turn Resistance** Adv on saves against effects that turn undead.

► **Melee** Morningstar (+4, 5 ft, 1d8+2 prc, target DC 12 Con save or disease huecuva blight).

► **Ranged** Light Crossbow (+1, 80/320 ft, 1d8-1 prc).



## 15 - Storage

Secret doors hide the presence of this storage chamber. It is not visible from either side.

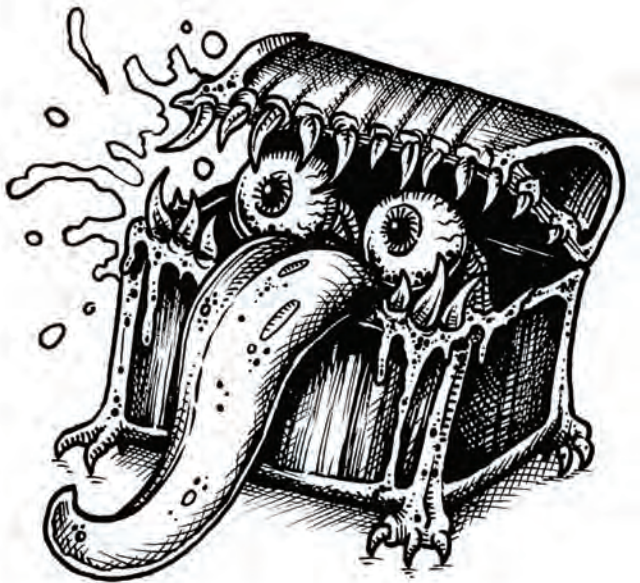
Shelves packed with ornate urns crowd the eastern and western walls of this room. A few large wooden and steel treasure chests hide on the lowest shelves, all of which appear to be padlocked.

There are six treasure chests in all. In the 5th-level version of the adventure, four of the chests are real, and two are real in the 8th-level version. The rest are mimics. In the 11th- and 18th-level versions of the adventure, all of the chests are mimics. The trunks' padlocks require DC 15 Dexterity checks using proficiency in thieves' tools to open, or a successful DC 18 Strength check to break open. A lock has AC 18, 5 hp, and immunity to poison and psychic damage.

**Encounter: Mimics.** One or more of the treasure chests are actually **mimics**. The number of treasure chest mimics depends on the level of the adventure, as shown on the table below. A **will-o'-wisp** joins the fight in the 14th-level version of the adventure, only appearing after a character becomes stuck to one of the mimics.

### Mimics and Friend

Adventure Level	Encounter
5th	2 mimics
8th	4 mimics
11th	6 mimics
14th	6 mimics and 1 <b>will-o'-wisp</b>



**Treasure: Valuable Urns.** All of the real chests (if any) hold worthless junk. However, a character with a passive Intelligence (History or Religion) score of 15 or better recognizes that some of the urns are valuable. There is one valuable urn for every level of the adventure. Each urn is worth 100 gp and weighs 5 pounds.

**Secret Door.** A secret door hidden in the south wall connects this area to area 16. The door is not visible from either side.

**Mimic** (2, 4, or 6); Med monstrosity; **AC** 12; **hp** 58; **Spd** 15 ft; **Str** +3, **Dex** +1, **Con** +2, **Int** -3, **Wis** +1, **Cha** -1; **Immune** acid; prone; **PB** +2; **Senses** darkvision 60, PP 11; **AL** N; **CR** 2; **XP** 450.

- ▶ **Shapechange** Ac to change into any amorphous object.
- ▶ **Adhesive (Object Form Only)** Sticks to anything, creature ≤ Huge grappled (DC 13, dis).
- ▶ **False Appearance (Object Form Only)** Indistinguishable from ordinary object if motionless.
- ▶ **Grappler** atk adv vs grappled targets.
- ▶ **Melee** Pseudopod (+7, 5 ft, 1d8+3 bldg; if in object form target subject to Adhesive); Bite (+7, 5 ft, 1d8+3 prc plus 1d8 acid).

**Will-o'-wisp** (1); Tiny undead; **AC** 19; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +9, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0; **Resist** acid, cold, fire, ncro, thdr; bldg, prc, slsh from nonmagic; **Immune** ltng, psn; exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 120, PP 12; **AL** CE; **CR** 2; **XP** 450.

- ▶ **Ephemeral** cannot wear or carry anything.
- ▶ **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.
- ▶ **Variable Illumination (BA)** Shed bright light 5-20 ft and dim light additional equal amount, adjust as BA.
- ▶ **Melee** Shock (+4, 5 ft, 2d8 ltng)
- ▶ **Invisibility** Wisp and light become invisible (concentration)
- ▶ **Consume Life (BA)** 1 creature 0 hp, target DC 10 Con save or die; wisp regains 3d6 hp

## 16 - Crypts

The door to this room is barred from inside. However, a secret door connects this area to area 15.

Dust, cobwebs, and three stone sarcophagi congest this small, drafty chamber. A puddle of green ichor covers much of the chamber's floor.

**Hazard: Green Slime.** The floors are covered with green slime. A creature that touches the slime or moves through an area covered with slime takes 5 (1d10) acid damage. The target then takes 5 (1d10) acid damage at the start of each of its turns until the slime is scraped off or destroyed. A target whose feet touch the slime has its movement reduced by 10 feet until they receive magical healing or finish a short or long rest.

Against wood or metal, the slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals cold, fire, or radiant damage destroys a 5-foot-square patch of the slime.

**Treasure: Buried Goodies.** It takes one or more creatures with combined Strength scores of 18 to move a sarcophagus lid aside. The three sarcophagi all hold the bodies of priests buried in the expensive jewelry they owned in life. A single sarcophagus holds treasure worth 50 gp per level of the adventure.

## 17 - Collapsed Passage

Collapsed rubble completely blocks passage through this hallway. One or more creatures can use their action to make a DC 15 Strength check to remove some of the rubble blocking the way. If the creatures achieve 10 successes performing this action, they clear a space large enough for a Small creature to travel through. 20 successes clear a space large enough for a Medium creature to squeeze through, and 30 successes completely clear the passage. A character may perform a number of checks related to clearing the rubble equal to 1 + their Strength modifier (minimum of 1). A creature regains 1 check after completing a short rest, and all of their checks after they complete a long rest. After a creature expends all of its checks to remove the rubble, it may continue to move rubble, but each time it does, it must make a DC 10 Constitution saving throw. On a failed saving throw, the creature takes one level of exhaustion.



## 18 - Chapel

A grand statue depicting a handsome, winged warrior woman stands with its back against the eastern wall, a huge stone sword in hand. There is a large chest on the floor to the right of the statue. Small, cracked urns crowd every other nook and cranny in this shadowy chamber.

**Trap: Chest Defender.** There is a pressure plate on the floor between the statue's base and the chest. When 50 pounds of weight or more are placed on the plate, the statue pivots and attacks with its sword. The statue makes a melee attack roll at +8 against the culprit. On a hit, the sword deals 13 (2d8 + 4) bludgeoning damage.

Spotting the trap in advance requires a successful DC 20 Wisdom (Perception) check. A character also spots the trap if they investigate the statue or floor in front of the chest and succeed on a DC 15 Intelligence (Investigation) check. A successful DC 15 Dexterity check using proficiency in thieves' tools disables the trap.

**Treasure: Golden Bones.** The chest is locked and requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock. A successful DC 20 Strength check breaks it open. Inside, a human corpse in manacles sits, its mouth agape in an eternal scream. Its head, face, ribs, and arms are covered in molten gold, the cause of its death. Despite the macabre nature of this discovery, the gold on the skeleton's bones is worth a total of 2,000 gp—if anyone is willing to pay for such a thing, of course.

**Secret Door.** There is a secret door hidden in the northern wall that leads back to area 12. The secret door is visible from the opposite side.

## 19 - Grand Crypt

This large chamber boasts 15-foot-high ceilings held aloft by marble columns. Multiple alcoves spread around the room contain sarcophagi lying on their sides. However, the focus of the room is on the large, jade sarcophagus at the center of the room. Thick iron chains bind the jade sarcophagus and its lid, keeping anyone from getting inside—or out—of it.

**Encounter: Vampire and Minions.** The sarcophagus is a distraction. The real vampire master hides behind a secret panel (treat it like a secret door) below the balcony at the eastern end of the room. When the characters enter the room, the creatures here hide until the characters turn their attention to the jade sarcophagus. Once they are distracted, the vampire's minions leap out from the shadows. Then the vampire itself comes out of its hiding area and joins the fray. The nature of the vampire's minions and the vampire itself are detailed on the table below.

The vampire spawn in the 11th-level version of the adventure has the Legendary Resistance trait which it can use three times per day. When the vampire spawn fails a saving throw, it can expend one use of its Legendary Resistance to succeed on the saving throw instead. In the 14th-level version, the vampire's resting place lies behind the secret panel in this area.

**Jade Sarcophagus.** The chains around the sarcophagus at the center of the crypt are locked with a padlock that requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 20 Strength check to break open. Otherwise, they have AC 18, 10 hp, and immunity to poison and psychic damage. The lid is especially heavy, requiring one or more creatures with combined Strength scores of 21 or better to slide out of the way. The sarcophagus is filled with human skulls.

**Secret Door.** There is a secret door in the western wall of this room that leads to area 20. It's visible from the other side.



**Mummy (7);** Med undead; **AC 11; hp 58; Spd 20 ft; Str +3, Dex -1, Con +2, Int -2, Wis +0, Cha +1; Saves WIS +2; Vuln fire; Resist bldg, prc, slsh nonmagic; Immune ncr, psn; charmed, exhaustion, frightened, paralyzed, poisoned; PB +2; Senses darkvision 60, PP 10; AL LE; CR 3; XP 700.**

► **Multiattack** Dreadful Glare & 1 rotting fist.

► **Melee** Rotting Fist (+5, 5 ft, 2d6+5 bldg plus 3d6 ncr, target DC 12 Con save or curse (mummy rot).

► **Dreadful Glare** 1 creature ≤ 60 ft DC 11 Wis save or frightened, if failed by ≥ 5 paralyzed, until end of mummy's next turn, on save immune 24 hours.

**Shadow (2 or 9);** Med undead; **AC 12; hp 16; Spd 40 ft; Str -2, Dex +2, Con +1, Int -2, Wis +0, Cha -1; Vuln rad; Resist acid, cold, fire, ltng thdr; bldg, prc, slsh nonmagic; Immune ncro, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained PB +2; Senses darkvision 60, PP 11; AL CE; CR ½; XP 100.**

► **Amorphous** Squeeze through 1 inch space.

► **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness.

► **Sunlight Weakness** In sunlight, dis atk, checks, saves.

► **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncro, target Str reduced 1d4 until rest; dies at 0 Str).

### Vampire and Minions

Adventure Level	Vampire	Minions
5th	1 vampire spawn	2 shadows
8th	1 vampire spawn	9 shadows
11th	1 vampire spawn with Legendary Resistance (3/Day)	7 mummies
14th	1 vampire	9 shadows

**Vampire (1);** Med undead; **AC** 16; **hp** 144; **Spd** 30 ft; **Str** +4, **Dex** +4, **Con** +4, **Int** +3, **Wis** +2, **Cha** +4; **Saves** DEX +9, WIS +7, CHA +9; **Resist** ncro; bldg, prc, slsh nonmagic; **PB** +5; **Senses** darkvision 120, PP 17; **AL** LE; **CR** 13; **XP** 10,000.

► **Shapechange** if not in sunlight, polymorph into Tiny bat (30 ft fly) or Med mist (20 ft fly), mist adv on Str, Dex, Con saves, Immune nonmagic except sunlight.

► **Legendary Resistance (3/Day)** succeed on failed save.

► **Misty Escape** turn to mist at 0 hp if not in sunlight.

► **Regeneration** regain 20 hp on turn if  $\geq$  1 hp unless takes rad, sunlight, or running water.

► **Spider Climb** Climb walls without check.

► **Weaknesses** Forbiddance, Harmed by Running water (20 acid), Stake to the Heart, Sunlight Hypersensitivity (20 rad).

► **Multiattack** Vampire Form Only, 2 attacks, only 1 bite

► **Melee** Unarmed Strike, Vampire Form Only (+9, 5 ft, 1d8+4 bldg or grapple (DC 18)); Bite, Bat or Vampire Form (+9, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+4 prc plus 3d6 ncro, target max hp reduced by necro until long rest, vampire heals ncro)

► **Charm** 1 humanoid that can see vampire, 30 ft, DC 17 Wis save or charmed. Save if harmed. 24 hrs or vampire destroyed or on different plane.

► **Children of the Night (1/Day)** Summon 2d4 swarms of bats or rats, or 3d6 wolves if outdoors, arrive 1d4 rounds. 1 hr.

► **Legendary Actions (3)** Move (up to speed, no opportunity atk); Unarmed Strike (1 Unarmed Strike); Bite, 2 Actions (1 Bite)

**Vampire spawn (1);** Med undead; **AC** 15; **hp** 121; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1; **Saves** DEX +6, WIS +3; **Resist** ncro, bldg, prc, slsh nonmagic; **PB** +5; **Senses** darkvision 60, PP 13; **AL** NE; **CR** 5; **XP** 1,800.

► **Regeneration** regain 10 hp on turn if  $\geq$  1 hp unless takes rad, sunlight, or running water.

► **Spider Climb** Climb walls without check.

► **Weaknesses** Forbiddance, Harmed by Running water (20 acid), Stake to the Heart, Sunlight Hypersensitivity (20 rad).

► **Multiattack** 2 attacks, only 1 bite.

► **Melee** Claws (+6, 5 ft, 2d4+3 slsh or grapple (DC 13)); Bite (+6, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+3 prc plus 2d6 ncro, target max hp reduced by necro until long rest, vampire heals ncro).

► **(Optional) Legendary Resistance (3/Day)** succeed on failed save.

## 20 - Treasure Room

This room is hidden by a secret door that connects it to **area 19**.

A statue depicting a cleric of Tholona brandishing a flaming sword and shield bearing her insignia—a large “T” over a sunrise—commands the center of the room. Just behind the statue, an impressive-looking longsword rests atop a stone altar set into the western wall.

**Hazard: Haunted Pendulums.** Ghostly, semi-transparent pendulums swing back and forth in this room. Any creature that enters the room must make a DC 15 Dexterity saving throw, taking 36 (8d8) force damage on a failed saving throw or half as much damage on a successful one. A *dispel magic* spell cast against a 5th-level spell rids the room of the pendulums.

**Treasure: David’s Sun Blade.** The sword upon the altar is a long-lost rare weapon once wielded by a priest of Tholona named David Botaniates. The sword acts as a *sun blade* but it is possessed by David’s spirit. Additionally, if an attack from the sword destroys an undead creature, its wielder gains temporary hit points equal to the number of the undead creature’s Hit Dice.

*David’s Sun Blade* is a sentient, chaotic good weapon with an Intelligence of 13, Wisdom of 19, and a Charisma of 17. It has hearing and normal vision out to 60 feet. The sword’s purpose is to destroy the undead. If the sword goes three days without destroying an undead creature, a conflict between it and its wielder occurs at the next sunrise.

## CONCLUDING THE ADVENTURE

Once the head vampire is destroyed—the creature in **area 19**—the undead plague ends and all of the undead immediately vacate the church. Unless the characters claim the property as their own, the church sits empty for years. Local legends speculate that it’s still haunted by the ghost of a mighty cleric who once lived in the church but, so far, no one has been able to prove the veracity of this claim.

Left to their own devices, the vampires eventually expand the ranks. In a matter of months, a small army of undead rises from the church to conquer nearby settlements. If the characters survived the encounter with the vampires and their minions, they’re contacted by regional rulers to help them understand the evils that lie within the church. Ω

# NINJA CLAN HOLD



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Classic swords and sorcery is the primary theme of this scenario.

Written by **Dave Hamrick**

Cartography by **Tom Cartos**

Art by **Matias Lazaro, Benedikt Schwarz, William McAusland, Maciej Zagorski, Jimal, Rick Hershey,** and **Daniel F. Walthall**

The following are released under the Open Game License and may be found in the Appendix:

**Caryatid column, Martial arts master, Master Sushi, Ninja**

## ADVENTURE SUMMARY

The characters must enter the clan hold of a deadly gang of assassin ninjas.

## LEVEL PROGRESSION

Ninja Clan Hold is a plug-in adventure for four characters with an average party level (APL) of 5, 8, 11, or 14. This adventure offers details for each level and makes adjustments accordingly. The player characters should gain about one half of an experience level if they complete this adventure.

## GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Unless noted, information may be found in the *PHB*, *DMG*, or *MM* as appropriate.

### Magic Items

+1 *weapon*  
+3 *weapon*  
*Adamantine armor*  
*Arrow of slaying*  
*Bag of beans*  
*Bag of holding*  
*Bracers of defense*  
*Cloak of the manta ray*  
*Deck of many things*  
*Horseshoes of speed*  
*Necklace of fireballs*  
*Nine lives stealer*  
*Potion of greater healing*  
*Ring of mind shielding*  
*Wand of secrets*

### Monsters

**Assassin**  
**Basilisk**  
**Gelatinous cube**  
**Gladiator**

### Goblin

**Half-red dragon veteran**  
**Imp**  
**Ogre**  
**Oni**  
**Specter**  
**Spy**  
**Swarm of snakes**  
**Swarm of wasps**  
**Thug**  
**Veteran**  
**Wererat**  
**Wraith**

### Spells

*Alarm*  
*Arcane Lock*  
*Arcanist's magic aura*  
*Forbiddance*  
*Silence*  
*Symbol*

## OMERIA PLACEMENT

The clan's hideout is below a large city. If you wish to tie it to a gang in Omeria, use the Black Rose Clan. The Black Rose Clan rose to prominence in Greatwell shortly after the War of the Burning Plains. Black Rose is careful to never extend itself beyond its means. The Clan deals extensively in black market goods, particularly white bloom, a powerful depressant. Using Ugash-do-Loqari freighters, the Black Rose smuggles the goods to the Crystal Toad, a Pressonian criminal organization headquartered in Castlegrasp.



## PLUG-IN ADVENTURE

This adventure serves as material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure, the Omeria Faction Hooks table below offers details for introducing this adventure to your players.

**Gold Reward.** If the factions need to further incentivize the characters, they are willing to offer a total of 500 gp per level of the adventure on successful completion of the task.

## LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure. The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 5th, 8th, 11th, or 14th, the chart below shows you which version of the adventure you should select for each level.

## Scaling the Adventure

APL	Adventure Level	Difficulty
4	5th-level	Extreme
5	5th-level	Hard
6	5th-level	Medium
7	8th-level	Deadly
8	8th-level	Hard
9	8th-level	Medium
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	14th-level	Deadly
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy

## Omeria Faction Hooks

d8	Faction	Details
1	The Circle Unbroken	The Black Rose Clan has a stockpile of herbs they plan to use to “synthesize” a new drug, but which also possess medicinal uses. We need to retrieve them in order to help a local village experiencing a sickness that has affected a great number of villagers.
2	The Company of the Many	The Company doesn’t want the Black Rose Clan stepping on their toes. Strike down the Clan and help the Brokers take control of the region. Any magic items found can be kept or sold to the company for a bonus.
3	The Doom Blades	The Black Rose Clan has taken a member of the Doom Blades captive after an unprovoked attack. Dispatch a small crew to rescue the captive member, and whatever else they can find along with them. The member, a <b>spy</b> , is kept in one of the cells in <b>area 24</b> .
4	Dream Enders	The Black Rose Clan’s hold serves as a good location to monitor the surrounding area, and if another faction moves in, they could be troublesome. Prioritize the destruction of the fortification to prevent future occupation.
5	Gold Fingers on the Iron Hand	The Black Rose Clan have kidnapped and killed a number of our agents. It’s time to rescue our own people, save our secrets, and take some of their people this time. These agents, three <b>spies</b> , are kept in the cells in <b>area 24</b> .
6	The Sunken	The Sunken wants to ally with the Black Rose Clan in order to protect the Sunken’s holdings while they spread destruction across Omeria. Travel to the Black Rose Clan’s hold with a large case of gold, and offer them one of our conquered cities as tribute.
7	Witnesses of the Worm	The Black Rose Clan is moving in on the Witnesses’ territory and inhibiting our ability to get certain magical and alchemical components for our experiments. We would like the adventurers to clear them out and deliver any components found to our agent.
8	No faction	Local law enforcement wants the characters to infiltrate and harm the Clan. They suspect that the Clan hides below the city.



## NINJA CLAN HOLD

Hidden in an abandoned section of the city's sewer system, the Black Rose Clan maintains their impressive continent-spanning operation from this expansive fortress. Those seeking access to the Clan will first have to pass a series of tests, even after discovering the location of the entrance. However, those who pass the tests will find an incredibly resourceful group of allies, or a very dangerous enemy, depending on their actions.

### FINDING THE HOLD

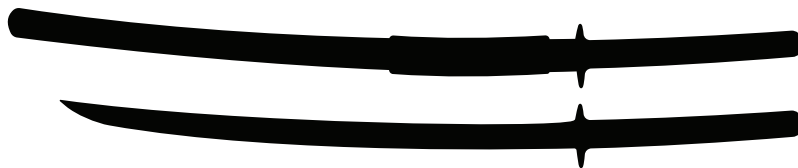
One does not simply walk into the Black Rose Clan hold. Unless the characters have an invitation from one of the members, they will need to spend some downtime performing research and questioning known criminals in the area. Doing so takes one character at least one workweek (5 days), spending eight hours each day speaking with contacts, picking through rumors, and padding hands. It costs a minimum of 500 gp in bribes—to share

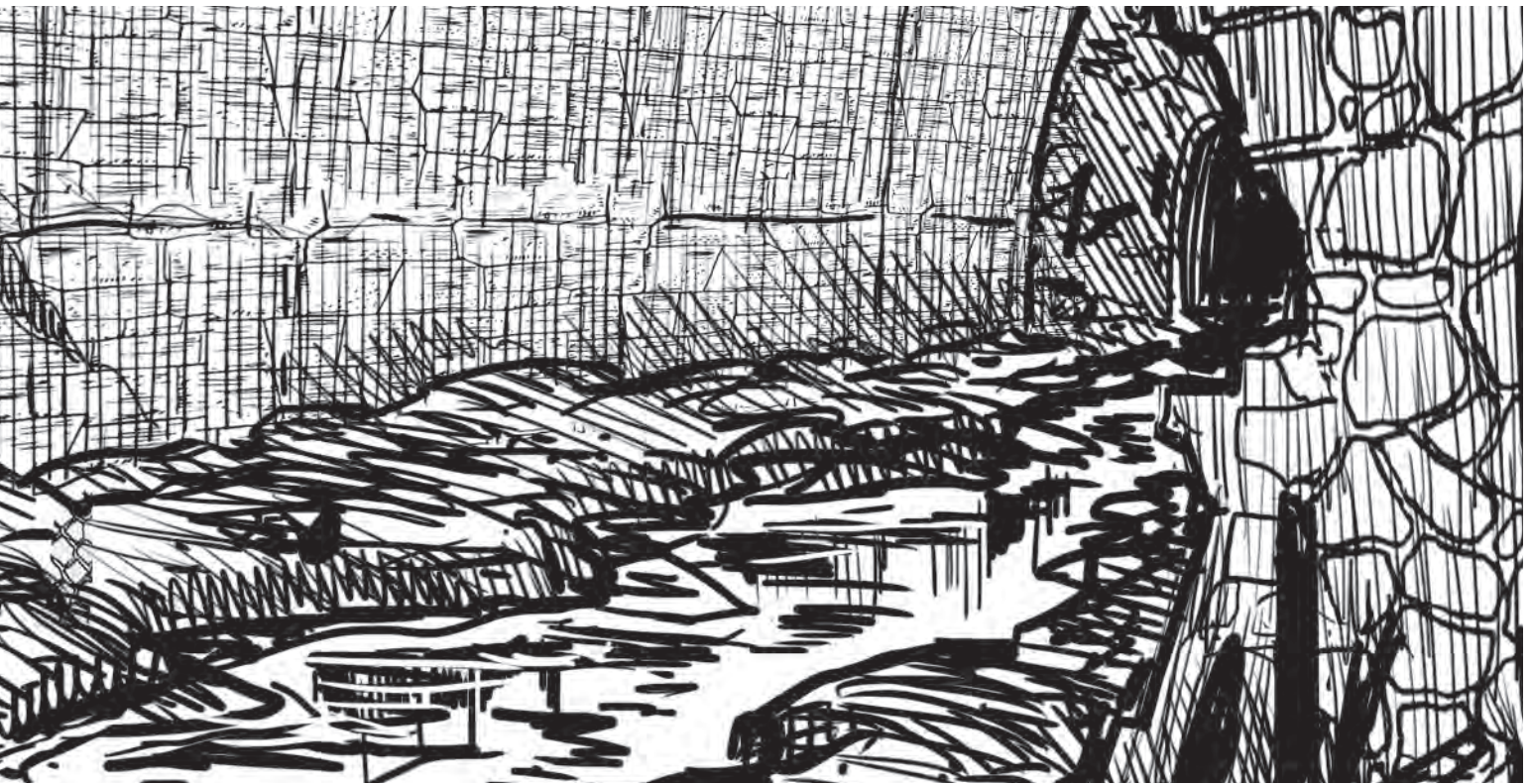
such information for anything less simply isn't worth it. The Clan is far too dangerous.

After a character spends the week gathering information, have them make three DC 15 ability checks: Intelligence (Investigation), Wisdom (Insight), and Charisma (Persuasion or Deception). For each additional character who helps, the character making the ability checks can reroll one of the ability checks. The character must keep the reroll and may not reroll it a second time without spending another week and 500 gp to do so.

If the character succeeds on two of the three checks, the character learns that the Clan hold is hidden somewhere in the sewers below the city. If the character succeeds on all three checks, they learn that there is a dangerous apparition that guards the hold. If you speak the phrase, "I bring gifts from the baker," the apparition lets you pass without any trouble.

If all three checks fail, the character learns nothing and must spend at least another week and another 500 gp searching for the hold.





## GENERAL FEATURES

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Unless stated otherwise, the Clan hold has the following features:

### Architecture

The Clan hold hides below a city within its sewers. The walls, floors, and ceilings are made from simple, gray bricks. Ceilings in corridors are approximately as high as the corridor is wide, while ceilings in most chambers are 12 feet high.

### Doors

Normal doors throughout the complex are made from wooden planks hung on rusty iron hinges. A locked door requires a DC 15 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 17 Strength (Athletics) check to break down. These doors have AC 15, 15 hp, and immunity to poison and psychic damage.

### Illumination

Some of the chambers are lit by *continual flame* torches. Otherwise, the entire location is dark.

### Magical Protections

Every square inch of the hold is permanently protected by the spell *private sanctum*, granting it the following features.

- ▶ Sound can't pass through the barrier at the edge of the hold.

- ▶ Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- ▶ Creatures in the hold can't be targeted by divination spells.
- ▶ Nothing can teleport into or out of the hold.
- ▶ Planar travel is blocked within the hold.

### Random Encounters

The hold is not just filled with deadly bandits and ninjas, but other beasts and monstrosities commonly found in sewers. Every hour that the characters spend in the hold—or any time you feel the need to shake things up—roll a 2d6 on the random encounter table on page 68 to see if the characters encounter anything. Creatures marked with an asterisk are detailed in the Appendix.

### Secret Doors

The ninja hold has nearly as many secret doors as it does mundane doors. These doors are made from the same brick as the rest of the sewers and hung on stone hinges.

Finding a secret door requires a successful DC 20 Wisdom (Perception) check. If a secret door is locked, it requires a successful DC 17 Dexterity check using proficiency in thieves' tools to unlock or a successful DC 22 Strength (Athletics) check to break down. These stone doors have AC 18, 25 hp (damage threshold 5), and immunity to poison and psychic damage.

### Ninja Clan Hold Random Encounters

2d6	Adventure Level 5 and 8	Adventure Level 11 and 14
2	1 assassin	1d3 assassins
3	1 oni	1d4 + 4 will-o'-wisps
4	1 bandit captain with 1d4 ninjas*	1d8 + 1 veterans
5-9	No encounter	No encounter
10	1d10 ninjas*	1d3 martial arts masters*
11	1d4 doppelgangers	1d4 + 2 doppelgangers
12	1d6 + 1 wererats	1d4 oni

**Assassin** (1 or 1d3); Med humanoid; **AC** 15; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0; **Saves** DEX +6, INT +4; **Resist** psn; **PB** +3; **Senses** PP 13; **AL** E, N; **CR** 8; **XP** 3,900.

- ▶ **Assassinate** adv atk vs lower initiative, crit vs Surprised.
- ▶ **Evasion** no damage or half from DEX saves.
- ▶ **Sneak Attack** 4d6 if advantage or ally.
- ▶ **Multiattack** 2 shortsword.
- ▶ **Melee** Shortsword (+6, 5 ft, 1d6+3 prc, target DC 15 Con save or half 7d6 psn).
- ▶ **Ranged** Light Crossbow (+6, 80/320, 1d8+3 prc, target DC 15 Con save or half 7d6 psn).

**Bandit Captain** (1); Med humanoid; **AC** 15; **hp** 65; **Spd** 30 ft; **Str** +2, **Dex** +3, **Con** +2, **Int** +2, **Wis** +0, **Cha** +2; **Saves** STR +4, DEX +5, WIS +2; **PB** +2; **Senses** PP 10; **AL** A NL; **CR** 2; **XP** 450.

- ▶ **Multiattack** 3 melee: 2 scimitar & 1 dagger, or 2 ranged: dagger.
- ▶ **Melee** Scimitar (+5, 5 ft, 1d6+3 slsh). Dagger (+7, 5 ft, 1d4+3 bldg, prc).
- ▶ **Ranged** Dagger (+7, 20/60 ft, 1d4+3 bldg, prc).
- ▶ **Reaction** Parry (+2 to AC vs visible melee atk if holding weapon).

**Doppelganger** (1d4 or 1d4+2): Med monstrosity; **AC** 14; **hp** 52; **Spd** 30 ft; **Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +2; **Immune** charmed; **PB** +2; **Senses** darkvision 60, PP 11; **AL** N; **CR** 3; **XP** 700.

- ▶ **Shapechanger** Ac to change into Sml/Med humanoid.
- ▶ **Ambusher** adv on atks first combat round against surprised creatures.
- ▶ **Surprise Attack** 3d6 extra dmg on surprised creature first combat round.
- ▶ **Multiattack** 2 melee.
- ▶ **Melee** Slam (+6, 5 ft, 1d6+4 bldg).
- ▶ **Read Thoughts** reads surface thoughts 1 creature ≤ 60 ft, continue while concentrating, adv on Insight, Deception, Intimidation, Persuasion.

**Martial Arts Master** (1d3); Med humanoid; **AC** 18; **hp** 90; **Spd** 55 ft; **Str** +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +0; **Saves** STR +3, DEX +7; **PB** +3; **Senses** PP 14; **AL** A; **CR** 5; **XP** 1,800.

- ▶ **Magic Weapons** fist atks magical.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 4 fist or 3 dart.
- ▶ **Melee** Fist (+7, 5 ft, 1d6+4 bldg).
- ▶ **Ranged** Dart (+7, 20/60 ft, 1d6+4 prc).
- ▶ **Reaction** Deflect Missiles (reduces dmg from ranged atk by 10, if reduced to 0 throw back as dart atk).

**Ninja** (1d4 or 1d10); Med humanoid; **AC** 14; **hp** 11; **Spd** 30 ft, climb 30 ft; **Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** -1; **Saves** DEX +5; **PB**: +2; **Senses** PP 11; **AL** A NL; **CR** 1; **XP** 200.

- ▶ **Cunning** Actions BA dash, disengage, or hide.
- ▶ **Sneak Attack (1/Turn)** 1d6 if advantage or ally.
- ▶ **Melee** Katana (+5, 5 ft, 1d6+3 slsh or 1d8+3 slsh versatile).
- ▶ **Ranged** Shuriken (+5, 20/60 ft, 1d4+3 prc).

**Oni** (1); Lrg giant; **AC** 16; **hp** 110; **Spd** 30 ft, fly 30 ft; **Str** +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +2; **Saves** DEX +3, CON +6, WIS +4, CHA +5; **PB** +3; **Senses** darkvision 60, PP 14; **AL** E; **CR** 7; **XP** 2,900.

- ▶ **Innate Spellcasting** Cha (DC 13); At will: *darkness*, *invisibility*; 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*.
- ▶ **Magic Weapons** magic atk.
- ▶ **Regeneration** regain 10 hp if ≥ 1 hp.
- ▶ **Multiattack** 2 claw or 2 glaive.
- ▶ **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)
- ▶ **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

## GRANDMASTER FARBOD ZARRA

Farbod Zarra is one of the Clan's six shadowy masters, and perhaps the most deadly. Although an air of arrogance hangs over his head, he's not above negotiating, especially when faced with dangerous opponents. Above all, Zarra respects honor. If the characters are willing to parlay and speak cordially, he will do the same. If there is any rudeness shown to him and his companions, Zarra exits and lets the rest of the Clan deal with the characters. Despite his power, Zarra considers the characters below his abilities (regardless of their level), and will only fight to defend himself. If things get too hairy, he escapes through one of the Clan hold's many hidden egresses, the areas marked 27 on the map.

It is likely that the characters first encounter Zarra in area 3, shortly after they navigate the maze in area 2. Zarra doesn't stay to fight. Instead, the characters may encounter him later in another part of the hold. Roll on the table below to determine where the characters find Zarra a second time.

### Zarra's Location

d10	Zarra's Location
1-5	Area 15—Clan Masters' Meeting Room
6-8	Area 16—Grandmaster's Study
9-10	Area 17—Grandmaster's Quarters

**Grandmaster Farbod Zarra**; Med humanoid; **AC** 19; **hp** 225; **Spd** 60 ft; **Str** +1, **Dex** +5, **Con** +3, **Int** +0, **Wis** +4, **Cha** +2; **Saves** STR +6, DEX +10, WIS +9; **Immune** psn; poisoned; **PB**: +5; **Senses** blindsight 10, PP 19; **AL** A; **CR** 15; **XP** 13,000.

► **Innate Spellcasting** Wis (DC 17, +9); At will: *feather fall, jump, misty step*; 3/day each: *fireball, lightning bolt, gust of wind*; 1/day each: *astral projection, haste* (self only), *spiritual weapon*.

► **Ki Master** BA dash, dodge, or disengage.

► **Legendary Resistance (3/Day)** choose to succeed on failed save.

► **Magical Weapon** Weeping Blade, *Nine lives stealer* (3 charges) katana (longsword).

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 6 fist, Weeping Blade, or dart, replace 1 with Stunning Strike.

► **Melee** Fist (+9, 5 ft, 1d8+5 bldg); Weeping Blade (+11, 5 ft, 1d8+7 slsh or 1d10+7 slsh versatile, on crit against creature <100 hp target DC 15 Con save or die, 3 charges).

► **Ranged** Dart (+9, 20/60 ft, 1d8+5 prc).

► **Stunning Strike (Recharge 4-6)** Fist attack, target DC 17 Con save or stunned until start of grandmaster's next turn.

► **Reaction** Legendary Block (reduces dmg from atk to 0 unless crit).

**Veteran** (1d8+1); Med humanoid; **AC** 17; **hp** 58; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +0; **PB** +2; **Senses** PP 12; **AL** A; **CR** 3; **XP** 700.

► **Multattack** 2 Longsword, 1 Shortsword if drawn.

► **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh versatile); Shortsword (+5, 5 ft, 1d6+3 prc).

► **Ranged** Heavy Crossbow (+3, 100/400 ft, 1d10+1 prc).

**Wererat** (1d6+1); Med humanoid; **AC** 12; **hp** 33; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -1; **Immune** bldg, prc, slsh from nonmagic or silver; **PB** +2; **Senses** darkvision 60, PP 12; **AL** LE; **CR** 2; **XP** 450.

► **Multattack** Humanoid or Hybrid Form Only, 2 attacks, only 1 bite.

► **Melee** Bite, Rat or Hybrid Form (+4, 5 ft, 1d4+2 prc, if humanoid DC 11 Con save or cursed with lycanthropy); Shortsword, Humanoid or Hybrid Form (+4, 5 ft, 1d6+2 prc).

► **Ranged** Hand Crossbow, Humanoid or Hybrid Form (+4, 30/120 ft, 1d6+2 prc).

**Will-o'-wisp** (1d4+4); Tiny undead; **AC** 19; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +9, **Con** +0, **Int** +1, **Wis** +2, **Cha** +0; **Resist** acid, cold, fire, ncro, thdr; bldg, prc, slsh from nonmagic; **Immune** ltng, psn; exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 120, PP 12; **AL** CE; **CR** 2; **XP** 450.

► **Ephemeral** cannot wear or carry anything.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Variable Illumination (BA)** Shed bright light 5-20 ft and dim light additional equal amount, adjust as BA.

► **Melee** Shock (+4, 5 ft, 2d8 ltng)

► **Invisibility** Wisp and light become invisible (concentration)

► **Consume Life (BA)** 1 creature 0 hp, target DC 10 Con save or die; wisp regains 3d6 hp

## KEYED LOCATIONS

The following locations are keyed to the maps of the ninja Clan hold as seen on pages 76 and 78.

### 1 – Dead End

It's a dead end. There's nothing here but garbage, foul-smelling water, and mold.

After the characters learn the location of the Black Rose Clan hold, they come upon a dead end. Unless they succeeded on all three checks to find the hold, they might think it was all a ruse.

**Secret Doors.** There are no less than four secret doors hidden in the walls here. The two northern doors and the southeastern door are locked. The southwestern door (the one that leads to **area 1b**) is unlocked but also hidden.

**Wraith Guard.** If the characters discover any one of the secret doors, an apparition appears (a **wraith**). The apparition is dressed like a member of the Black Rose Clan. The apparition asks, "Be gone, lest you suffer my wrath." (No pun intended.) If the characters speak the phrase, "I bring gifts from the baker" the wraith bows its head and opens the secret door to the northeast, the one that leads to **area 2c**. It then dissolves back into the wall. Failure to speak this phrase causes the wraith to attack.

In the 11th- and 14th-level versions of this adventure, the wraith is joined by four **specters** who appear behind the characters.

**Specter** (4); Med undead; **AC** 12; **hp** 22; **Spd** 0 ft, fly 50 ft (hover); **Str** -5, **Dex** +2, **Con** +0, **Int** +0, **Wis** +0, **Cha** +0; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic; **Immune** ncro, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious; **PB** +2; **Senses** darkvision 60, PP 10; **AL** CE; **CR** 1; **XP** 200.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.

► **Melee** Life Drain (+4, 5 ft, 3d6 ncro, target DC 10 Con save or max hp reduced by damage until long rest; dies at 0 max hp).

**Wraith** (1); Med undead; **AC** 13; **hp** 67; **Spd** 0 ft, fly 60 ft (hover); **Str** -2, **Dex** +3, **Con** +3, **Int** +1, **Wis** +2, **Cha** +2; **Resist** acid, cold, fire, ltng, thdr; bldg, prc, slsh nonmagic or silver; **Immune** ncro, psn; charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 12; **AL** NE; **CR** 5; **XP** 1,800.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Sunlight Sensitivity** In sunlight, dis atk & Perception for sight.

► **Melee** Life Drain (+6, 5 ft, 4d8+3 ncro, target DC 14 Con save or max hp reduced; dies at 0 max hp)

► **Create Specter** 1 creature that died violently, 10 ft, rises as specter; limit 7.





## 2 – The Test Maze

The Black Rose Clan uses this labyrinthine series of tunnels and secret doors to test the mettle of those who seek their audience. Conveniently, it also serves as a method of defense.

All normal doors throughout this section of the hold are locked. Secret doors are unlocked.

There are steam traps throughout the maze, marked on the map with a “T.” Any time a creature comes within 15 feet of one, the trap blasts hot water in a 15-foot line that’s 5 feet wide. Each creature within the line must make a DC 15 Dexterity saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one. The valves in **area 2c** disable the steam traps. The only other way to disable a trap is to jam the jet with a blanket or similar item. Of course, doing so puts a character at risk of getting hit with the steam.

Important locations throughout the maze are detailed below.

**2a Empty Chamber.** This small, hidden room is empty.

**2b Shurikens.** This hidden passageway hides three valves. The three valves operate the steam traps throughout the maze. All three must be turned off to stop the steam blasts. However, the middle valve is trapped. If a character turning the valve fails to inspect the valve and succeeds on a DC 15 Intelligence (Investigation) check, a shuriken flies from out of a slot in the wall directly in front of the valve. The shuriken makes an attack roll against the target, then deals 2 (1d4) piercing damage plus poison damage on a hit. The attack bonus and poison damage dealt depends on the level of the adventure, as shown on the table below.

### Shuriken Trap

Adventure Level	Attack Bonus	Poison Damage
5th	+6	14 (4d6)
8th	+8	21 (6d6)
11th	+10	28 (8d6)
14th	+10	35 (10d6)

**2c The Oni.** An oni named Shoda lurks in this area, meditating. When the characters first arrive, Shoda disguises herself as a hairless dwarf whose body is covered in elaborate black rose and thorn tattoos. Shoda is relatively patient and genuinely interested in the characters’ reasons for being in the hold. In the 5th- and 8th-level versions of this adventure, Shoda attacks them after she suspects the characters may not be “worthy” of the Clan’s time. In the 11th- and 14th-level versions of the adventure, Shoda recognizes the character’s talents relative to her own and lets them proceed. If they are friendly and give her gifts—Shoda enjoys magic items—she may even share a few secrets of the maze.

**Oni (1);** Lrg giant; **AC** 16; **hp** 110; **Spd** 30 ft, fly 30 ft; **Str** +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +2; **Saves** DEX +3, CON +6, WIS +4, CHA +5; **PB** +3; **Senses** darkvision 60, PP 14; **ALLE**; **CR** 7; **XP** 2,900.

► **Innate Spellcasting** Cha (DC 13); At will: *darkness*, *invisibility*; 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*.

► **Magic Weapons** magic atk.

► **Regeneration** regain 10 hp if  $\geq 1$  hp.

► **Multiattack** 2 claw or 2 glaive.

► **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)

► **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

**2d Three Keys.** Three keys rest on a stone platform. Directly in front of the platform, on the western wall, there is a painting of a woman wearing all white holding a black rose. If the characters inspect the three keys, they see that there are subtle decorations carved into the keys’ bows: an eagle, a spider, and a rose.

**2e Three Chests.** There are three chests standing against the far eastern wall. The centermost chest is illuminated by a sconce just behind it; the other two hide in the shadows. Each of the chests is locked. The locking mechanisms are carved to resemble unique figures. From north to south, those figures are a snarling oni brandishing a large sword, an ogre chief with a huge club over its shoulder, and a beautiful woman who looks exactly like the woman in the painting in **area 2b**.

If the rose key from **area 2b** is placed into the chest with the woman upon it, it opens. Inside, the characters discover a lever. Pulling this lever unlocks the double doors in **area 2g** that allow access to **area 3**. Once pulled, the characters have exactly one minute before the lever resets itself and the door locks again. A character can prop the lever open with a successful DC 12 Intelligence check using proficiency in thieves' tools.

Any of the three keys from **area 2b** open the other two chests. However, the chests are empty and trapped. When opened, toxic gas pours out of the chest, filling the entire room. Treat this gas as the *cloudkill* spell, except it is nonmagical. The DC is 15 if one chest is open, or 20 if both are open. The gas lasts for 10 minutes unless dispersed.

If the characters place the wrong key into the chest with the woman or try to break into the chest without using the right key, both of the other chests open and expel their gas.

A character can detect the presence of the trap with a successful DC 20 Intelligence (Investigation) check made near any of the chests. An additional DC 15 Dexterity check using proficiency in thieves' tools disables the trap on a single chest.

**2f Collateral.** A 20-foot-deep pit of spikes blocks the way forward. A character who fails to jump over the pit or tumbles in suffers 7 (2d6) bludgeoning damage from the fall plus 3 (1d6) piercing damage.

**2g Exit.** The exit from the maze and entrance to the proper Clan hold is here. The double doors are not only locked but also *arcane locked*, increasing the DCs to open by 10. The hidden lever in the chest in **area 2e** unlocks the door for 1 minute.

**2h Honorbound.** Two statues depicting a woman in white holding a black rose stand in alcoves at the north and south ends of this room. The statues come to life as **caryatid columns** (see the Appendix) when any creature enters this area—Black Rose Clan members know better than to travel this way. The fight gets tougher depending on the level of the adventure, as shown on the table below.

**Caryatid Column (2);** Med construct; **AC 17; hp 34; Spd 20 ft; Str +4, Dex -1, Con +4, Int -4, Wis +0, Cha -5; Immune** dmg from spells, psn, psy; bldg, prc, slsh nonmagic, admtn; charmed, exhaustion, frightened, paralyzed, petrified, poisoned; **PB +2; Senses** darkvision 60, PP 10; **AL U; CR 3; XP 700.**

► **False Appearance** indistinguishable from ordinary statue if motionless.

► **Limited Immutable Form** immune to spell or effect to change shape, but 1d6 ncr per spell level if transform stone, flesh to stone negates spell damage immunity,

► **Magic Resistance** adv on saves vs. magic.

► **Magic Weapons** weapon attacks magical.

► **Shatter Weapons** nonmagical weapon takes -1 on hit, if -5 destroyed, ammunition destroyed at once.

► **Melee** Longsword (+6, 5 ft, 1d8+4 slsh or 1d10+4 slsh versatile).

### Area 2h Encounter Hazards

Level	Additional Hazards
8th	The floor is covered in a sticky adhesive. Treat it as difficult terrain. Each creature that starts its turn in the adhesive or that enters it during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the adhesive or until it breaks free. A creature restrained by the adhesive can use its action to make a DC 13 Strength check. If it succeeds, it is no longer restrained. A vial of oil spilled onto the adhesive destroys a 5-foot-square area of it. The caryatid's columns' feet are protected against the adhesive.
11th	Both caryatid columns can regenerate. At the start of a column's turn, it regains 10 hit points if it has at least 1 hit point. This feature increases both of the columns' challenge ratings to 4.
14th	As soon as the columns come alive, poisonous gas fills the entire area. The gas is a thick green fog and the area it covers is heavily obscured. When a creature enters the area for the first time on a turn or starts its turn there, that creature must make a DC 13 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe. The vapors emerge from small holes in the ceiling. A character who can reach the ceiling can use their action to jam the holes with paper, fabric, or anything else that will obstruct a 1-inch-diameter hole. Each time a character uses their action his way, reduce the damage the poison deals by 1d8. The poison stops when its damage drops to 0.



**2i Foot.** This passage hides an insidious trap. Any creature that steps on the 10-foot-square pressure plate hidden in the floor triggers low-slung blades from the walls, targeting the trespasser's ankles. Any creature in this area when this trap is triggered must make a DC 14 Dexterity saving throw. On a failed saving throw, the target takes 18 (4d8) slashing damage and is permanently hobbled. So long as the target remains hobbled, the target's speed is halved and it must use a cane or crutch to move unless it has a peg leg or other prosthesis. A hobbled creature falls prone after it uses the Dash action and it has disadvantage on Dexterity checks made to balance. Magic such as the *regenerate* spell can restore the full function of the target's foot. A target that has more than two feet or doesn't require feet to move is immune to this effect.

Spotting the pressure plate requires a successful DC 15 Wisdom (Perception) check. The trap is easily disabled with a successful DC 10 Dexterity check using thieves' tools.

**2j Shurikens.** One or more members of the Black Rose Clan wait in this area. If the characters make a lot of noise while moving through the maze, the members stalk them as they move through the different sections of the maze. The Clan members know where all the traps and secret doors are hidden. They use hit and run tactics to make the characters' lives hell. The nature of the Clan members depends on the level of the adventure, as shown on the table below. Targets marked with an asterisk are detailed in one of the sidebars featured in this adventure.

### Area 2j Encounters

Adventure Level	Clan Member Stat Block
5th	1 <b>ninja*</b>
8th	2 <b>ninjas*</b>
11th	1 <b>assassin</b>
14th	2 <b>assassins</b>

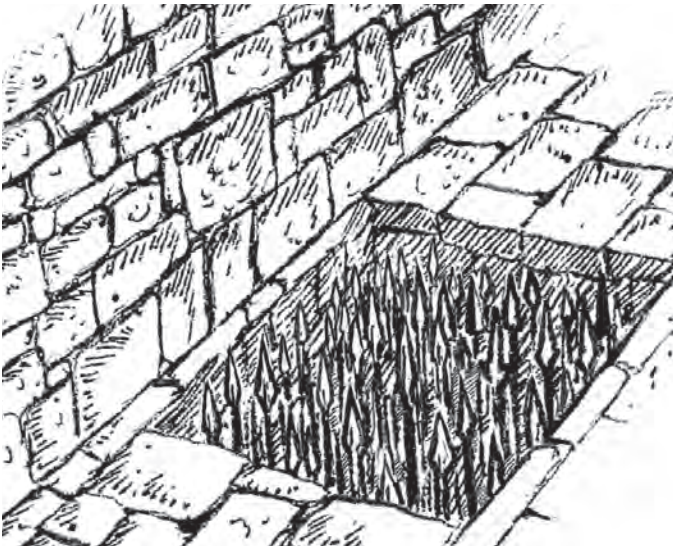
**Assassin** (1 or 2); Med humanoid; **AC** 15; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0; **Saves** DEX +6, INT +4; **Resist** psn; **PB** +3; **Senses** PP 13; **AL** E, N; **CR** 8; **XP** 3,900.

- ▶ **Assassinate** adv atk vs lower initiative, crit vs Surprised.
- ▶ **Evasion** no damage or half from DEX saves.
- ▶ **Sneak Attack** 4d6 if advantage or ally.
- ▶ **Multiattack** 2 shortsword.
- ▶ **Melee** Shortsword (+6, 5 ft, 1d6+3 prc, target DC 15 Con save or half 7d6 psn).
- ▶ **Ranged** Light Crossbow (+6, 80/320, 1d8+3 prc, target DC 15 Con save or half 7d6 psn).

**Ninja** (1 or 2); Med humanoid; **AC** 14; **hp** 11; **Spd** 30 ft, climb 30 ft; **Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** -1; **Saves** DEX +5; **PB**: +2; **Senses** PP 11; **AL** A NL; **CR** 1; **XP** 200.

- ▶ **Cunning** Actions BA dash, disengage, or hide.
- ▶ **Sneak Attack (1/Turn)** 1d6 if advantage or ally.
- ▶ **Melee** Katana (+5, 5 ft, 1d6+3 slsh or 1d8+3 slsh versatile).
- ▶ **Ranged** Shuriken (+5, 20/60 ft, 1d4+3 prc).





**2k Spike Pit.** The pit here is the same as the pit in area 2f.

**2l Tattooist.** This area is similar to the one described in area 2j, except the creatures waiting here are different, as shown on the table below.

#### Area 2l Encounters

Adventure Level	Clan Member Stat Block
5th	1 thug
8th	2 thugs
11th	1 gladiator
14th	2 gladiators

**Gladiator** (1 or 2); Med humanoid; **AC** 16; **hp** 112; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2; **Saves** STR +7, DEX +5, CON +6; **PB:** +3; **Senses** PP 11; **AL** A; **CR** 5; **XP** 1,800.

- ▶ **Brave** adv vs frightened.
- ▶ **Brute** extra melee damage.
- ▶ **Multiattack** 3 melee or 2 ranged.
- ▶ **Melee** Spear (+7, 5 ft, 2d6+4 prc or 2d8+4 prc versatile). Shield Bash (+7, 5 ft, 2d4+4 bldg, target ≤ Med DC 15 Str save or knocked prone).
- ▶ **Ranged** Spear (+7, 20/60 ft, 2d6+4 prc).
- ▶ **Reaction** Parry (+3 to AC vs visible melee atk if holding weapon)

**Thug** (1 or 2); Med humanoid; **AC** 11; **hp** 32; **Spd** 30 ft; **Str** +2, **Dex** +0, **Con** +2, **Int** +0, **Wis** +0, **Cha** +0; **PB** +2; **Senses** PP 10; **AL** E, N; **CR** ½; **XP** 100.

- ▶ **Pack Tactics** Adv Atk if ally next to enemy and not incapacitated
- ▶ **Multiattack** 2 melee
- ▶ **Melee** Mace (+4, 5 ft, 1d6+2 bldg)
- ▶ **Ranged** Heavy Crossbow (+2, 100/400 ft, 1d10 prc)

### 3 – Final Test

This huge chamber features 20-foot-high ceilings. The majority of the floor in this room is a steel grate offering a way to walk over the hideout's main cistern.

**Lever.** At the center of the room stands a tall lever. This lever is used to temporarily unlock and open the double doors connecting this area to areas 2 and 4. The lever is relatively large and heavy, requiring a creature to use its action to push or pull.

**Trapped Floors.** The ninjas boobytrapped numerous sections of the grate (marked on the map) so that if anyone weighing 50 pounds or more put their weight on it, the floor collapses, depositing the victim into the churning water below. Spotting these faulty sections of the floor requires a successful DC 13 Wisdom (Perception) check. The Black Rose Clan members know which sections of the floor to avoid.

Falling into the water doesn't cause damage, but any creature that starts its turn in the churning water must succeed on a DC 10 Strength saving throw or be pulled underwater. Creatures with a swim speed automatically pass this check. While fighting the churning water, a creature is incapacitated and starts to suffocate. The target can repeat the check at the start of its next turn, saving itself with a success.

**Encounter.** Unless the characters are particularly quiet about the methods through which they arrive in this chamber, there are members of the Black Rose Clan waiting here for them. The nature of this encounter depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are featured in the Appendix.

#### Area 3 Encounters

Adventure Level	Clan Member Stat Block
5th	1 martial arts master with 4 ninjas*
8th	1 martial arts master with 4 ninjas* and 2 ogres
11th	1 oni with 2 martial arts masters* and 6 spies
14th	1 oni with 5 martial arts masters*

**Development.** The Clan members fight until the creature with the highest challenge rating in the group is defeated. If the characters are there to prove themselves, the Clan hold's master, Farbod Zarra, emerges to call a truce. Zarra is always supported by an entourage of either two ogres, or two martial arts masters for 11th- and 14th-level adventures. See the sidebar for details on roleplaying Zarra.

**Martial Arts Master** (1, 2, or 5); Med humanoid; **AC** 18; **hp** 90; **Spd** 55 ft; **Str** +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +0; **Saves** STR +3, DEX +7; **PB** +3; **Senses** PP 14; **AL** A; **CR** 5; **XP** 1,800.

- ▶ **Magic Weapons** fist atks magical.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 4 fist or 3 dart.
- ▶ **Melee** Fist (+7, 5 ft, 1d6+4 bldg).
- ▶ **Ranged** Dart (+7, 20/60 ft, 1d6+4 prc).
- ▶ **Reaction** Deflect Missiles (reduces dmg from ranged atk by 10, if reduced to 0 throw back as dart atk).

**Ninja** (4); Med humanoid; **AC** 14; **hp** 11; **Spd** 30 ft, climb 30 ft; **Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** -1; **Saves** DEX +5; **PB**: +2; **Senses** PP 11; **AL** A NL; **CR** 1; **XP** 200.

- ▶ **Cunning** Actions BA dash, disengage, or hide.
- ▶ **Sneak Attack (1/Turn)** 1d6 if advantage or ally.
- ▶ **Melee** Katana (+5, 5 ft, 1d6+3 slsh or 1d8+3 slsh versatile).
- ▶ **Ranged** Shuriken (+5, 20/60 ft, 1d4+3 prc).

**Ogre** (2); Lrg giant; **AC** 11; **hp** 59; **Spd** 40 ft; **Str** +4, **Dex** -1, **Con** +3, **Int** -3, **Wis** -2, **Cha** -2; **PB** +2; **Senses** darkvision 60, PP 8; **AL** CE; **CR** 2; **XP** 450.

- ▶ **Melee** Greatclub (+6, 5 ft, 2d8+4 bldg); Javelin (+6, 5 ft, 2d6+4 prc).
- ▶ **Ranged** Javelin (+6, 30/120, 2d6+4 prc).

**Oni** (1); Lrg giant; **AC** 16; **hp** 110; **Spd** 30 ft, fly 30 ft; **Str** +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +2; **Saves** DEX +3, CON +6, WIS +4, CHA +5; **PB** +3; **Senses** darkvision 60, PP 14; **AL** LE; **CR** 7; **XP** 2,900.

- ▶ **Innate Spellcasting** Cha (DC 13); At will: *darkness, invisibility*; 1/day each: *charm person, cone of cold, gaseous form, sleep*.
- ▶ **Magic Weapons** magic atk.
- ▶ **Regeneration** regain 10 hp if  $\geq 1$  hp.
- ▶ **Multiattack** 2 claw or 2 glaive.
- ▶ **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)
- ▶ **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

**Spy** (6); Med humanoid; **AC** 12; **hp** 27; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3; **PB** +2; **Senses** PP 16; **AL** A; **CR** 1; **XP** 200.

- ▶ **Cunning Action** BA Disengage, Dash, Hide (Stealth +4); Sneak Attack 2d6 if advantage or ally.
- ▶ **Multiattack** 2 Shortsword
- ▶ **Melee** Shortsword (+4, 5 ft, 1d6+2 prc)
- ▶ **Ranged** Hand crossbow (+4, 30/120 ft, 1d6+2 prc).

## 4 – Hall of Statues

Of the ten alcoves set into the northern and southern walls of this long corridor, eight feature marble busts depicting the hold's past masters, those who came before Farbod Zarra.

**Trapped Secret Doors.** The two alcoves that lack busts conceal secret doors. Both secret doors are trapped. Any creature that touches a secret door before disabling the trap must make a DC 13 Constitution saving throw. Targets wearing metal armor make this saving throw at disadvantage. On a failed saving throw, a target takes lightning damage equal to the amount shown on the table below, as determined by the level of the adventure. The traps are magical in nature. Spotting the traps in advance requires a successful DC 15 Intelligence (Investigation) check. Removing each trap requires a successful DC 16 Intelligence (Arcana) check.

### *Lightning Trap*

Adventure Level	Lightning Damage
5th	14 (4d6)
8th	21 (6d6)
11th	28 (8d6)
14th	35 (10d6)

## 5 – The Cistern

The majority of this room is submerged in water. Through most of the chamber, the water is two feet deep, except where it encircles the well where it is four feet deep. The constant sound of running water imposes disadvantage on all Wisdom (Perception) checks made to hear.

**Crying Well.** An overflow well at the center of the room rises 2 feet above the water. The well itself is 50 feet deep.

The interior of the well is coated in slick slime. Any checks made to climb up or down the well shaft without proper assistance require a successful DC 17 Strength (Athletics) check. If the check fails by 5 or more, the creature falls into the well, taking 1d6 bludgeoning damage per 10 feet fallen. Two feet of murky water rests at the bottom of the overflow well, enough to reduce any damage caused by a fall into the well by 2d6 to a minimum of 0.

A *magic mouth* illusion cast inside the well causes a small voice to rise from it whenever a creature comes within 10 feet of the well. The voice claims that it's a prisoner of the Clan and stuck in the well. Recognizing the illusion for what it is requires a successful DC 18 Intelligence (Investigation) check.



## 6 – Training Room

This long room is where the Clan trains and includes training dummies, archery targets, and other tools for physical fitness.

**Encounter: Master Sushi.** Unless already encountered, when the characters enter this area, they discover the Clan's tough master of training, **Master Sushi** (see the Appendix for Sushi's statistics). In the 5th- and 8th-level versions of this adventure, Sushi is here alone, meditating. In the 11th- and 14th-level versions of this adventure, he's joined by four **martial arts initiates** (see the Appendix).

Sushi is wise and intelligent. He knows better to pick a fight he can't win. However, he's not above challenging one of the characters to a one-on-one contest with the caveat that if he wins, the characters must leave the Clan hold immediately. He will not agree to a similar consequence. If the characters prove themselves in combat and show honor, he might even attempt to recruit them.

**Master Sushi;** Med humanoid (locathah); **AC** 20; **hp** 127; **Spd** 30 ft, swim 90 ft; **Str** +0, **Dex** +5, **Con** +3, **Int** +1, **Wis** +5, **Cha** +0; **Saves** STR +3, DEX +8; **Immune** psn; poisoned; **PB** +3; **Senses** darkvision 60, PP 15; **AL** LE; **CR** 8; **XP** 3,900.

► Amphibious breathe air & water; Magic Weapons fist atks magical; Unarmored Defense Wis included in AC.

► **Multiattack** 4 poison fist or 4 dart, replace 1 poison fist with Touch of Death.

► **Melee** Poison Fist (+8, 5 ft, 1d6+5 bldg plus 2d6 psn).

► **Ranged** Dart (+8, 20/60 ft, 1d6+5 prc).

► **Touch of Death (Recharge 6)** Poison Fist atk, target DC 16 Con save or paralyzed, repeat save at end of next turn to end paralyze or hp reduced to 0.

► **Reaction** Deflect Missiles (reduces dmg from ranged atk by 10, if reduced to 0 throw back as dart atk).

**Martial Arts Initiate (4);** Med humanoid; **AC** 16; **hp** 26; **Spd** 40 ft; **Str** +0, **Dex** +3, **Con** +2, **Int** +0, **Wis** +3, **Cha** +0; **Saves** STR +2, DEX +5; **PB** +2; **Senses** PP 13; **AL** A; **CR** 1; **XP** 200.

► Unarmored Defense Wis included in AC.

► **Multiattack** 2 fist.

► **Melee** Fist (+5, 5 ft, 1d4+3 bldg).

► **Ranged** Dart (+5, 20/60 ft, 1d4+3 prc).

## 7 – Lockpicking Practice Room

Three chests rest against the north wall. A training dummy lined with pockets and bells stands to their right.

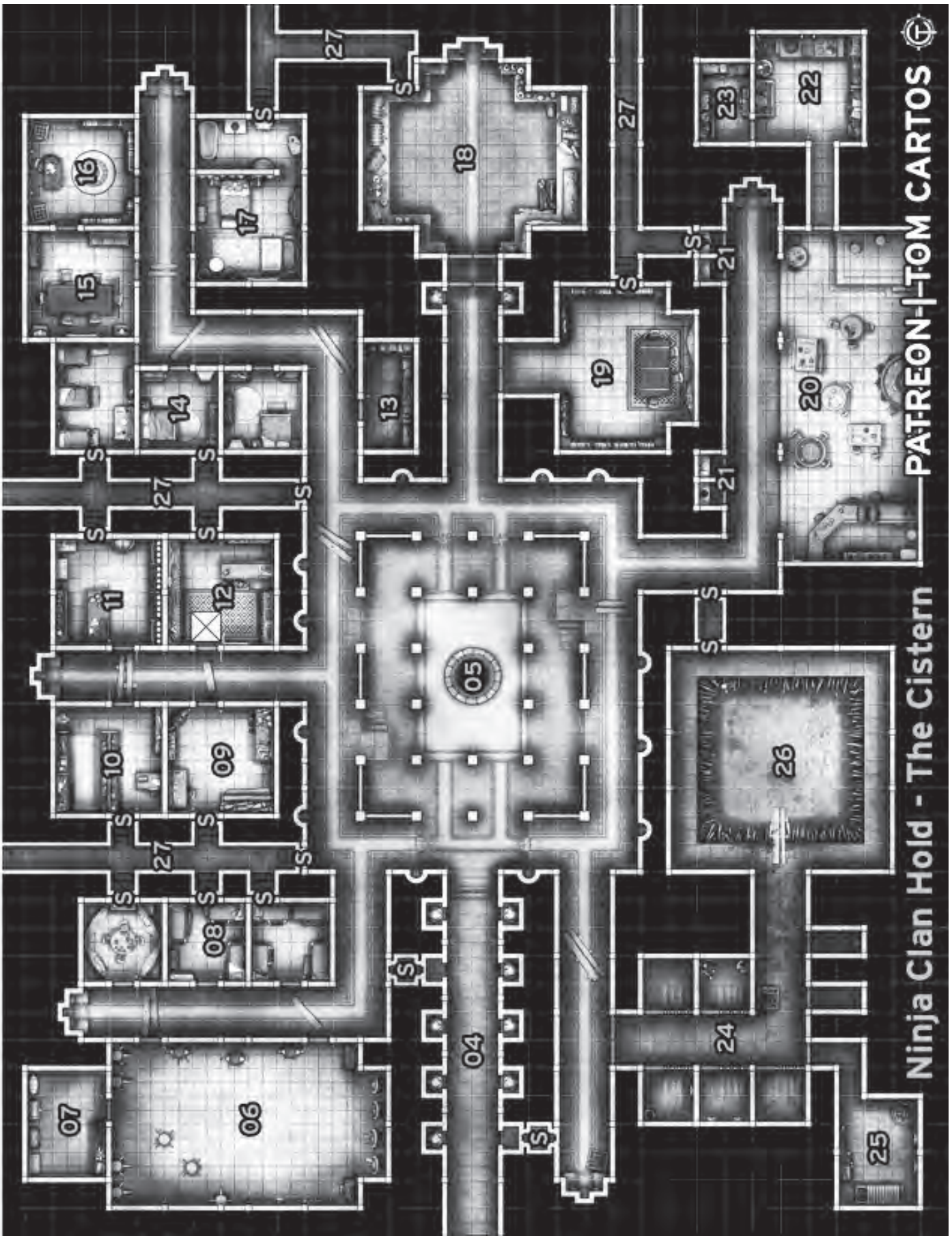
**Lockpicking Practice.** A character with proficiency in thieves' tools or Sleight of Hand immediately recognizes this room as a place to test one's thieving skills.

**Trapped Chests.** All three chests are locked and trapped. All three chests require successful Dexterity checks using proficiency in thieves' tools to open. The DC for each chest is different; it's DC 10 for the westmost chest, DC 15 for the center chest, and DC 20 for the eastmost chest. Failure to pick any of the locks causes a needle to shoot out of the respective chest, targeting the lockpicker; the needle makes a +5 melee weapon attack. On a hit, the needle deals 1 piercing damage. If this damage reduces the target to 0 hit points, the target falls to 1 hit point instead. Spotting the trap requires a successful DC 5 Intelligence (Investigation) check. Removing it requires a successful DC 15 Dexterity check using proficiency in thieves' tools. Each chest contains exactly 2 ep.

**Pickpocket Dummy.** If a character wishes to test their skill on the pickpocket dummy, they can try to pull the contents of its pockets with a successful Dexterity (Sleight of Hand) check. There are three levels of difficulty on the dummy, each one with a different DC: 10, 15, and 20. Whenever the character fails the check to remove the pocket's contents, the bells tied to the dummy ring. However, this doesn't prevent the character from removing the pockets' contents.

Each pocket, six in all, contains exactly 2 ep.





## 8 – Dormitory

These three small rooms hold hammocks and bunks on which the rank-and-file members of the Black Rose Clan sleep.

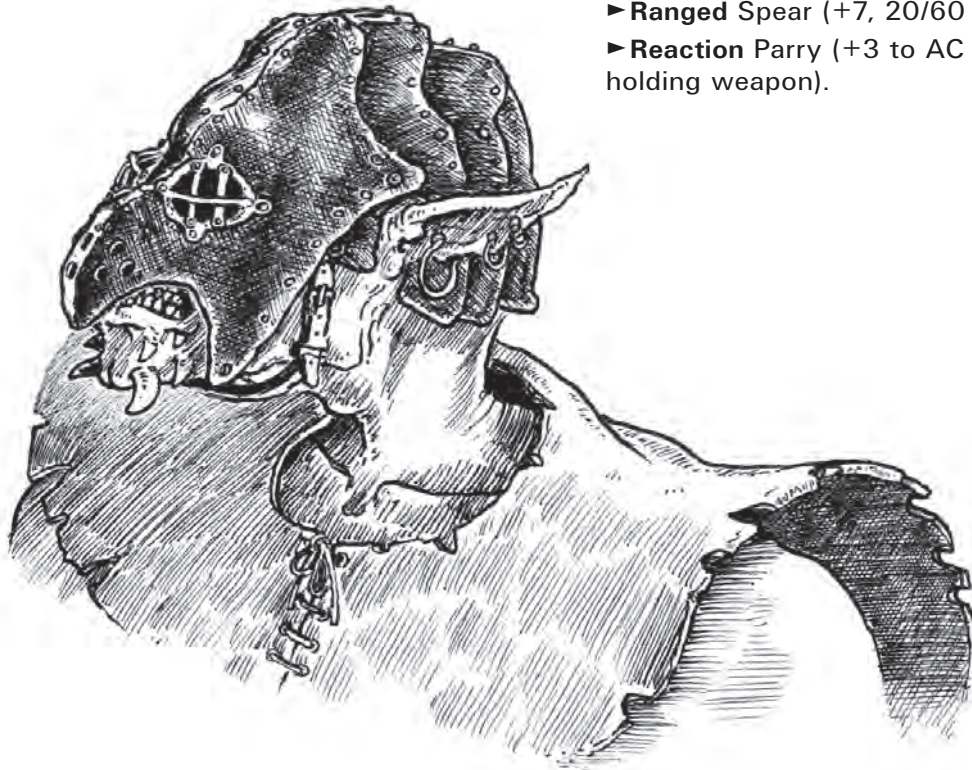
**Treasure.** Characters who toss these rooms might discover treasure. To search a room, a character must make an Intelligence (Investigation) check. The DC for the check equals  $2d10 + 5$ . Generate a separate DC for each room. On a success, the characters find the Clan members' personal treasure, as determined by the adventure's level. Reference the table below.

Other than the coin treasure, the room contains very little save for a few extra blankets, changes of clothes—including the Black Rose Clan members' uniforms—and some personal trinkets.

### Dormitory Treasures

Adventure Level	Treasure Found
5th	4d6 sp
8th	2d6 x 10 gp
11th	1d6 x 100 gp
14th	1d12 x 10 pp

**Secret Doors.** Each of the rooms hides a secret door connecting it to an escape egress (see **areas 27** for details).



## 9 – Outfitter

This room reeks of rawhide and cigar smoke. Here, the Clan's outfitter stitches together their uniforms and armor.

**Encounter: The Outfitter.** The Clan's outfitter, Targa, works here. Targa is a one-eyed orc who rarely speaks more than a few grunts. There is almost always a cigar in her mouth. Although she is loyal to the Clan, Targa doesn't care to fight unless asked to do so by one of the Clan's leaders. She has a very "live and let die" approach to life. And if it's the characters who are the ones now in charge? So be it.

**Leather Goods.** This area contains enough components to create ten suits of leather armor and five suits of studded leather armor. It also contains three sets of leatherworker's tools and thirty square yards of leather (each yard is worth 5 gp).

**Secret Door.** The secret door here connects this area to one of the hidden egresses (**areas 27**).

**Targa;** Med humanoid; **AC** 16; **hp** 112; **Spd** 30 ft; **Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +1, **Cha** +2; **Saves** STR +7, DEX +5, CON +6; **PB** +3; **Senses** darkvision 60, PP 11; **AL** A; **CR** 5; **XP** 1,800.

- **Brave** adv vs frightened. Brute extra melee damage
- **Aggressive Dash** as Ba if moving toward enemy.
- **Multiattack** 3 melee or 2 ranged.
- **Melee** Spear (+7, 5 ft, 2d6+4 prc or 2d8+4 prc versatile). Shield Bash (+7, 5 ft, 2d4+4 bldg, target  $\leq$  Med DC 15 Str save or knocked prone.
- **Ranged** Spear (+7, 20/60 ft, 2d6+4 prc).
- **Reaction** Parry (+3 to AC vs visible melee atk if holding weapon).

## 10 – Fence

Both the normal and secret doors to this room are locked and *arcane locked*, increasing the DC for checks to pick or break open the locks by 10. Only Farbod Zarra (see page 69) and Madame Hutosh (see below) know the correct passphrase: “Copious.” In addition to the normal magical protections found throughout the hold, this room is also protected by a permanent casting of the *forbiddance* spell, preventing access via the Ethereal Plane.

The myriad shelves of this room sit jammed with all manner of items, some magical, most mundane.

**Encounter: Madame Hutosh.** The Clan’s trader and fence, Madame Hutosh, lurks here. Fiercely loyal to the Clan, Hutosh is a shrewd oni who often assumes the appearance of an old Ditimayan woman wrapped in dark silk from head to toe. She wears a *ring of mind shielding* and wields a *wand of banishment* that allows her to cast *banishment* three times per day with a spell save DC of 13. Recognizing that a large chunk of the Clan’s wealth is kept within this room, she will do whatever it takes to ensure it doesn’t end up in the wrong hands—namely, the characters’.

**Treasure: Fenced Goods.** This room guards considerable wealth. In the Omeria campaign setting, many of these items are illegal. Even carrying such an item without reporting it to the proper authorities could result in permanent time in one of the less-forgiving nation’s dungeons.

The inventory includes coins, gems, jewelry, and other objects of value worth 2,500 gp per level of the adventure (the GM decides what these items actually are if that’s important to the characters) as well as a variety of magic items that are determined by the level of the adventure as shown on the table below. The magic items are cumulative, meaning that the inventory in 14th-level adventures includes the magic items from each row before it.

### Area 10 Magic Items

Adventure Level	Magic Items
5th	<i>bag of holding, boots of elvenkind, a +1 light crossbow, a +1 longsword, 3 potions of healing</i>
8th	<i>adamantine breastplate armor, bracers of defense, cloak of the manta ray, 2 potions of greater healing, wand of secrets</i>
11th	<i>bag of beans, +3 greataxe, horseshoes of speed, necklace of fireballs</i>
14th	<i>arrow of slaying (GM’s choice), deck of many things</i>

**The Ledger.** Madame Hutosh keeps a ledger here in the office that contains the last five years’ worth of transactions. This book is enough to incriminate countless nobles across the continent. A magical ward protects the book; if any creature other than Madame Hutosh touches the book, it erupts into flames, instantly destroying its contents. A permanent casting of *arcanist’s magic aura* hides the presence of the abjuration; however, a character proficient in Arcana may examine the book and discover the abjuration with a successful DC 13 Intelligence (Investigation) check. The keyword “Acquiesce” removes the enchantment.

**Madame Hutosh;** Lrg giant; AC 16; hp 110; Spd 30 ft, fly 30 ft; Str +4, Dex +0, Con +3, Int +2, Wis +1, Cha +2; Saves DEX +3, CON +6, WIS +4, CHA +5; PB +3; Senses dark-vision 60, PP 14; AL LE; CR 7; XP 2,900.

- **Innate Spellcasting** Cha (DC 13); At will: *darkness, invisibility*; 1/day each: *charm person, cone of cold, gaseous form, sleep*.
- **Magic Weapons** magic atk.
- **Regeneration** regain 10 hp if  $\geq 1$  hp.
- **Wand of Banishment** cast *banishment* x3 per day spell save DC 13.
- **Ring of Mind Shielding** immune to thought reading, if dies soul inhabits ring and may communicate with new owner telepathically.
- **Multiattack** 2 claw or 2 glaive.
- **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)
- **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

## 11 – Alchemist

Both the normal and secret doors to this room are locked.

This room is curiously clean and smells strongly of chemicals. Hundreds of small vials crowd the shelves and surfaces of this area.

The Clan’s last alchemist died in a mysterious explosion. As such, there is no one here to greet the characters when they arrive.

**Explosive Contents.** There are six vials of alchemist fire hidden among the contents. A character with proficiency in alchemist’s supplies easily spots the vials.

**Treasure: Alchemist’s Supplies.** With the absence of the Clan’s potion maker, there is nothing here of value beyond enough bottles and ingredients to create four sets of alchemist’s supplies.



## 12 – Arms Dealer

Both the normal and secret doors to this room are locked. There is a concealed pit hidden in front of the normal door. This is the Clan's armory.

**Trap: Pit of Scorpions.** There is a 5-foot-square, concealed trap door in the room right in front of the normal door (marked on the map). The trapdoor itself is masked by a permanent illusion made to look like the carpet surrounding it. If 50 pounds or more of weight is set upon the trapdoor, it buckles under the weight and deposits the creature or object into a 7-foot-deep pit. The trapdoor then seals shut and locks. Picking the lock requires a successful DC 15 Dexterity check using proficiency in thieves' tools. Noticing the illusion requires a successful DC 15 Intelligence (Investigation) check. The pit contains a **swarm of scorpions**. The relatively small size of the pit imposes disadvantage on attack rolls made by Medium-sized creatures trapped in the pit, and ranged weapon attacks are made with a -10 to hit.

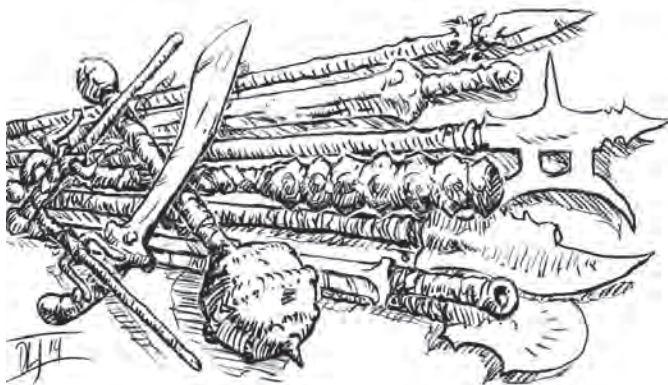
**Treasure: Weapons Locker.** The Clan stores all of its nonmagical weapons here. Assume that the room contains at least ten of each monk weapon as well as four longbows, three hundred arrows, three hundred crossbow bolts, and six katanas (treat them as longswords).

A character who searches the desk and succeeds on a DC 15 Intelligence (Investigation) check finds a hidden compartment holding six vials of drow poison and one vial of wyvern poison.

**Swarm of scorpions** (1); Med swarm of tiny beasts; **AC** 14; **hp** 36; **Spd** 30 ft, swim 30 ft; **Str** -1, **Dex** +4, **Con** +0, **Int** -5, **Wis** +0, **Cha** -4; **Resist** bldg, prc, slsh; **Immune** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; **PB** +2; **Senses** blindsight 10, PP 10; **AL** U; **CR** 2; **XP** 450.

► **Swarm** Can enter creature space and vice versa and through Tiny space; cannot heal or receive temp hp.

► **Melee** sting (+6, 0 ft to creature in space, 2d6 prc or 1d6 prc if ≤ max hp, target DC 10 Con save or half 4d6 psn).



## 13 – Storage Cupboard

This cramped closet serves two purposes. First, it's where the Clan stores all the other junk that doesn't fit neatly into one of the inventories from areas 9 through 12. Second, it's where the Clan's handyman and custodian Wapple the goblin lives.

**Encounter: Wapple.** Wapple the goblin wears no armor and carries no weapon beyond a rusty dagger. Overall, Wapple is a coward. He won't willingly betray the Clan to save his own neck, but he also won't stick his neck out for them unless forced to by anyone he views as his superior—basically, anyone who is taller than him.

**Goblin** (1); Sml humanoid; **AC** 15; **hp** 7; **Spd** 30 ft; **Str** -1, **Dex** +2, **Con** +0, **Int** +0, **Wis** -1, **Cha** -1; **PB** +2; **Senses** darkvision 60, PP 9; **AL** NE; **CR** ¼; **XP** 50.

► **Nimble Escape** Ba Disengage or Hide (Stealth +6).

► **Melee** Scimitar (+4, 5 ft, 1d6+2 slsh).

► **Ranged** Shortbow (+4, 80/320 ft, 1d6+2 prc).

## 14 – Masters Bedrooms

These three rooms host the Clan's masters. These rooms are decorated with a little more care and comfort than the dormitories and are always kept locked (both the normal and secret exits).

**Treasure.** Characters who toss these rooms might discover treasure. To search a room, a character must make an Intelligence (Investigation) check. The DC for the check equals 2d10 + 5. Generate a separate DC for each room. On a success, the characters find the Clan masters' personal treasure, as determined by the adventure's level. Reference the table below.

Other than the coin treasure, the room contains very little save for a few extra blankets, changes of clothes—including the Black Rose Clan members' uniforms—and some personal trinkets.

### Masters' Bedroom Treasures

Adventure Level	Treasure Found
5th	4d6 gp
8th	2d6 x 100 gp
11th	1d6 x 100 pp
14th	1d12 x 100 pp

## 15 – Master’s Meeting Room

Thick hookah smoke hangs around the southern-most door into this room.

A large table encircled by six comfortable chairs dominates the center of the room. The Clan’s symbol, the black rose, decorates the back of each chair.

**Encounter: The Masters.** If Grandmaster Farbod Zarra is encountered here (see the sidebar on page 69 for details), he is joined by other masters. The number of masters that join him depends on the level of the adventure, as shown in the table below. Zarra prefers to leave the fighting to his subordinates. If a battle breaks out, he exits by any means possible, leaving his masters to defend his wake. Creatures marked with an asterisk are detailed at the end of this adventure. Onis disguise themselves as humans.

### Area 15 Encounters

Adventure Level	Encounter
5th	2 martial arts masters*
8th	3 martial arts masters*
11th	4 martial arts masters*
14th	2 onis, 3 martial arts masters*

**Martial Arts Master** (2, 3, or 4); Med humanoid; **AC** 18; **hp** 90; **Spd** 55 ft; **Str** +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +0; **Saves** STR +3, DEX +7; **PB** +3; **Senses** PP 14; **AL** A; **CR** 5; **XP** 1,800.

- ▶ **Magic Weapons** fist atks magical.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 4 fist or 3 dart.
- ▶ **Melee** Fist (+7, 5 ft, 1d6+4 bldg).
- ▶ **Ranged** Dart (+7, 20/60 ft, 1d6+4 prc).
- ▶ **Reaction** Deflect Missiles (reduces dmg from ranged atk by 10, if reduced to 0 throw back as dart atk).

**Oni** (2); Lrg giant; **AC** 16; **hp** 110; **Spd** 30 ft, fly 30 ft; **Str** +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +2; **Saves** DEX +3, CON +6, WIS +4, CHA +5; **PB** +3; **Senses** darkvision 60, PP 14; **AL** LE; **CR** 7; **XP** 2,900.

- ▶ **Innate Spellcasting** Cha (DC 13); At will: *darkness*, *invisibility*; 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*.
- ▶ **Magic Weapons** magic atk.
- ▶ **Regeneration** regain 10 hp if  $\geq 1$  hp.
- ▶ **Multiattack** 2 claw or 2 glaive.
- ▶ **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)
- ▶ **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

## 16 – Grandmaster’s Study

Both doors to this room are kept locked. This room serves as Grandmaster Farbod Zarra’s office.

**Encounter: Grandmaster Farbod Zarra.** If Grandmaster Farbod Zarra is encountered here (see the sidebar on page 69 for details), he sits at his desk reading an old tome detailing a little-known site in the Sabalona Timberlands called the Copper Arch. He won’t address the characters until either he finishes the passage which he is reading or they attack him. Zarra has no interest in fighting people he considers below his ability, aka 5th- and 8th-level groups. If he feels outmatched (particularly with an irrational, rude 14th-level group), he can press a button under his desk to bring reinforcements, who arrive in 1d4 rounds. Until the help arrives, he stalls with conversation while taking the Dodge action. He then slips out of the room as soon as the help gets there. The nature of the help depends on the level of the adventure, as shown on the table below. Creatures marked with an asterisk are detailed at the end of this adventure. Onis disguise themselves as humans.

### Area 16 Reinforcements

Adventure Level	Encounter
5th	1 veteran and 5 ninjas*
8th	2 martial arts masters*
11th	2 onis
14th	3 martial arts masters*



**Wererat Prisoners.** Two small cages in the northern corners of the room keep Farrod's latest prisoners, a pair of unarmed **wererat** siblings in human form named Jan and Hesk. Small silver-tipped spikes in the cage prevent the pair from trying to escape—already, their hands, feet, and arms are covered in bleeding gashes. The pair failed the test maze at the front of the hold; this is their punishment. Both are eager to escape and will offer to help the characters.

**Treasure: Books.** The grandmaster keeps a wide variety of books on the shelves of this office. The topics cover everything from arcana and history to Xenemese poetry. Although removing such a large collection would take considerable time—there are over seven hundred books here—the entire collection is worth 10,000 gp.

**Martial Arts Master** (2 or 3); Med humanoid; **AC** 18; **hp** 90; **Spd** 55 ft; **Str** +0, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +0; **Saves** STR +3, DEX +7; **PB** +3; **Senses** PP 14; **AL** A; **CR** 5; **XP** 1,800.

- ▶ **Magic Weapons** fist atks magical.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 4 fist or 3 dart.
- ▶ **Melee** Fist (+7, 5 ft, 1d6+4 bldg).
- ▶ **Ranged** Dart (+7, 20/60 ft, 1d6+4 prc).
- ▶ **Reaction** Deflect Missiles (reduces dmg from ranged atk by 10, if reduced to 0 throw back as dart atk).

**Ninja** (5); Med humanoid; **AC** 14; **hp** 11; **Spd** 30 ft, climb 30 ft; **Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** -1; **Saves** DEX +5; **PB** +2; **Senses** PP 11; **AL** A NL; **CR** 1; **XP** 200.

- ▶ **Cunning** Actions BA dash, disengage, or hide.
- ▶ **Sneak Attack** (1/Turn) 1d6 if advantage or ally.
- ▶ **Melee** Katana (+5, 5 ft, 1d6+3 slsh or 1d8+3 slsh versatile).
- ▶ **Ranged** Shuriken (+5, 20/60 ft, 1d4+3 prc).

**Oni** (2); Lrg giant; **AC** 16; **hp** 110; **Spd** 30 ft, fly 30 ft; **Str** +4, **Dex** +0, **Con** +3, **Int** +2, **Wis** +1, **Cha** +2; **Saves** DEX +3, CON +6, WIS +4, CHA +5; **PB** +3; **Senses** darkvision 60, PP 14; **AL** LE; **CR** 7; **XP** 2,900.

- ▶ **Innate Spellcasting** Cha (DC 13); At will: *darkness*, *invisibility*; 1/day each: *charm person*, *cone of cold*, *gaseous form*, *sleep*.
- ▶ **Magic Weapons** magic atk.
- ▶ **Regeneration** regain 10 hp if  $\geq$  1 hp.
- ▶ **Multiattack** 2 claw or 2 glaive.
- ▶ **Melee** Claw, Oni Form Only (+7, 5 ft, 1d8+4 slsh); Glaive (+7, 10 ft, 2d10+4 slsh or 1d10+4 slsh if Sml or Med)
- ▶ **Change Shape** Polymorph to Med or Sml humanoid, glaive shifts to fit size.

**Veteran** (1); Med humanoid; **AC** 17; **hp** 58; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +0; **PB** +2; **Senses** PP 12; **AL** A; **CR** 3; **XP** 700.

- ▶ **Multiattack** 2 Longsword, 1 Shortsword if drawn.
- ▶ **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh versatile); Shortsword (+5, 5 ft, 1d6+3 prc).
- ▶ **Ranged** Heavy Crossbow (+3, 100/400 ft, 1d10+1 prc).

**Wererat** (2); Med humanoid; **AC** 12; **hp** 33; **Spd** 30 ft; **Str** +0, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -1; **Immune** bldg, prc, slsh from nonmagic or silver; **PB** +2; **Senses** darkvision 60, PP 12; **AL** LE; **CR** 2; **XP** 450.

- ▶ **Multiattack** Humanoid or Hybrid Form Only, 2 attacks, only 1 bite.
- ▶ **Melee** Bite, Rat or Hybrid Form (+4, 5 ft, 1d4+2 prc, if humanoid DC 11 Con save or cursed with lycanthropy); Shortsword, Humanoid or Hybrid Form (+4, 5 ft, 1d6+2 prc).
- ▶ **Ranged** Hand Crossbow, Humanoid or Hybrid Form (+4, 30/120 ft, 1d6+2 prc).

## 17 – Grandmaster's Quarters

Both the normal and secret doors to this area are kept locked. These lavish two-room chambers belong to Grandmaster Farbod Zarra. It smells of incense and perfume. A small pot atop a marble table holds a single black rose.

**Encounter: Grandmaster Farbod Zarra.** On the off-chance that the characters encounter Grandmaster Farbod Zarra here (see the sidebar on page 69), he is bathing in the next room. He keeps his *nine lives stealer* sword at his side, even while bathing. If the characters break into the room, he grabs his sword and robe and flees through the secret exit hidden in the eastern wall. If the characters persist, he asks that they at least allow him to put on his robe before he enters combat with them. If they deny this request, he sees it as a grave insult.

**Treasure: Scabbard.** The grandmaster also keeps a jeweled scabbard for his *nine lives stealer* katana resting against the northern wall beside his bed. The scabbard is worth 1,000 gp.

**Treasure: Locked and Trapped Chest.** A sturdy-looking chest against the northern wall contains Grandmaster Farbod Zarra's personal treasure—5,000 gp. Unlocking the chest requires a successful DC 21 Dexterity check using proficiency in thieves' tools. The chest is also trapped with the *symbol* spell (Death effect, DC 18). Zarra is not above using these treasures as a bargaining tool should he feel his life is in danger.

## 18 – Vault

Both the normal and secret doors to this room are locked and *arcane locked*, increasing the DC for checks to pick or break open the locks by 10. Only Farbod Zarra (see page 69) and Madame Hutosh (see **area 10**) know the correct passphrase: “Orchid.” The passphrase may only be spoken once every 24 hours.

In addition to the normal magical protections found throughout the hold, this room is also protected by a permanent casting of the *forbiddance* spell, preventing access via the Ethereal Plane.

**Trap: Alarm.** Any creature that enters this area that isn’t Farbod Zarra or Madame Hutosh that enters this chamber triggers an *alarm* spell that telepathically contacts Farbod Zarra. Any and all Clan members still alive throughout the hold arrive to protect the vault in 1d4 rounds.

**Hazard: Airtight.** When the doors to this room are closed, they completely seal off the room from breathable air. Only the delirium fog remains.

**Hazard: Delirium Fog.** An invisible fog permeates the entirety of this chamber. The only clue that it is there is the faint smell of roses. The first time a creature enters this room and then each additional minute thereafter it must make a DC 15 Constitution saving throw. On a failed saving throw, the target is poisoned until it leaves the room. While the target is poisoned, it is incapacitated and has disadvantage on all Intelligence and Wisdom ability checks and saving throws. The target must then repeat its saving throw at the start of its next turn. If the saving throw succeeds, its poisoned condition persists until it leaves the room or the poison is removed. If the second saving throw is a failure, the creature falls unconscious until it leaves the room or another creature uses its action to slap or shake the sleeper awake. A target can hold its breath to resist the effects of the delirium fog. Only Farbod Zarra and Madame Hutosh know of the fog.

**Treasure.** The multitude of treasure chests that line the walls of this room contains a huge portion of the greater Clan’s cash reserves. The amount of treasure depends on the level of the adventure, as shown in the table below. It’s worth noting that anyone insane enough to steal from the Black Rose Clan will spend the rest of their lives looking over their shoulder.

### Area 18 Treasure

Adventure Level	Treasure
5th	100,000 sp and 25,000 gp
8th	150,000 sp and 35,000 gp
11th	1,000,000 sp, 350,000 gp, and 10,000 pp
14th	2,000,000 sp, 500,000 gp, and 17,500 pp

## 19 – Clan Meeting Hall

When the Clan meets as a whole, they meet here, in this large area. Masters, if present, sit around the large table commanding the south end of the room. Bookshelves swamped with books detailing various subjects important to the success of the organization crowd the walls.

**Encounter: Silence.** Unless already encountered elsewhere, the **assassin** Silence is here perusing the books on the wall. Silence is a green-skinned humanoid of unknown ethnicity whose features are always obscured by a white mask. He gets his name from an aura of complete silence that always surrounds him. Silence can’t speak. However, he is capable of understanding thieves’ cant, which he uses to communicate with other members of the organization.

Unless commanded by one of the Clan’s masters to fight the characters, he minds his own business. If asked to fight, the assassin slips away to gain a better position somewhere else in the dungeon. From there, he uses hit-and-run tactics, leaning heavily on his Assassinate feature.

**Silence;** Med humanoid; **AC** 15; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +3, **Con** +2, **Int** +1, **Wis** +0, **Cha** +0; **Saves** DEX +6, INT +4; **Resist** psn; **PB** +3; **Senses** PP 13; **AL** E, N; **CR** 8; **XP** 3,900.

- **Assassinate** adv atk vs lower initiative, crit vs Surprised.
- **Evasion** no damage or half from DEX saves.
- **Silence Aura** as spell *silence* but permanent, 10’ feet radius, +10 DEX (Stealth) move silently.
- **Sneak Attack** 4d6 if advantage or ally.
- **Multiattack** 2 shortsword.
- **Melee** Shortsword (+6, 5 ft, 1d6+3 prc, target DC 15 Con save or half 7d6 psn).
- **Ranged** Light Crossbow (+6, 80/320, 1d8+3 prc, target DC 15 Con save or half 7d6 psn).



## 20 – Clan Tavern

Numerous tables crowd this wide space at the south end of the hold. A bar stands by the western wall. When the Clan has downtime, they use this place to celebrate their various successes throughout the region.

When the characters arrive, there isn't anyone here.

**Trapped Goods.** There are three kegs of decent Von Doral ale hidden behind the bar counter. However, the Clan's bartender Kingum (it happens to be his day off) traps the kegs to prevent other members from stealing from him. If a creature tampers with the kegs, a mist made from ghost blood, rotten eggs, and skunk odor sprays onto the culprit. The target gains the Stench feature. Any creature that starts its turn within 5 feet of the target—including the target immediately after it gets sprayed—must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the Stench for 24 hours. Every 24 hours that pass, reduce the DC for the Stench by 1d4. If this reduces the DC to 0, the Stench is gone.

Finding the trap requires a successful DC 13 Intelligence (Investigation) check. Removing the trap is relatively simple, requiring a successful DC 10 Dexterity check using proficiency in thieves' tools.

Each keg is worth 25 gp.

## 21 – Water Closets

These toilets are curiously clean thanks to Waggle's efforts (see **area 13**).

**Secret Door and Trap.** The easternmost toilet hides two hidden latches in the privy chair. Finding these latches requires a successful DC 20 Intelligence (Investigation) check. One latch opens the secret door that connects this area to **area 27** and the other triggers a trap. A character who can determine which is which with a successful DC 15 Intelligence (Investigation) check. On a failed check, the character isn't sure what either lever does. If a creature decides to pull a random latch, roll a d6. On a result of 1-3, the target triggers a trap. On a result of 4-6, the secret door opens.

If the trap is triggered, the target must make a DC 15 Dexterity saving throw. On a failed saving throw, a metal vice clamps around the target's hand, and the target is restrained. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.

## 22 – Kitchen

This relatively large kitchen is extremely clean.

**Encounter: Bonk and Cubey.** The Clan's cook, Bonk, works here. Bonk is an **imp** obsessed with cleanliness who refuses to speak any language other than Infernal. He frequently mutters obscenities under his breath while twirling the curled ends of his handlebar mustache. Bonk's sole helper, a Medium-sized **gelatinous cube** named Cubey, hides within a steel box under one of the tables. Bonk has no interest in fighting, although he swears bloody vengeance against anyone that comes into his kitchen and causes a mess or steals.

**Imp** (1); Tiny fiend; **AC** 13; **hp** 10; **Spd** 20 ft, fly 40 ft; **Str** -2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +1, **Cha** +2; **Resist** cold; bldg, prc, slsh nonmagic, silver; **Immune** fire, psn; poisoned; **PB** +2; **Senses** darkvision 120, PP 11; **AL** LE; **CR** 1; **XP** 200.

► **Shapechange** Ac change to rat, raven, spider; Devil's Sight immune darkness; Magic Resistance adv on saves vs. magic

► **Melee** Sting (+5, 5 ft, 1d4+3 prc, target DC 11 Con save or half 3d6 psn)

► **Invisibility** turn invisible (concentration) until atk

**Cubey**; Med ooze; **AC** 6; **hp** 84; **Spd** 15 ft; **Str** +2, **Dex** -4, **Con** +5, **Int** -5, **Wis** -2, **Cha** -5; **Immune** blinded, charmed, deafened, exhaustion, frightened, prone; **PB** +2; **Senses** blindsight 60 (blind beyond), PP 8; **AL** U; **CR** 2; **XP** 450.

► **Ooze Cube** The cube takes its space, and Engulfs med or smaller creatures with dis on save that enter it. Creature inside is visible with total cover. Creature can pull creature with DC 12 Str check and take 3d6 acid. Can hold 1 Med or 4 Sml creatures.

► **Transparent** Cube invisible vs DC 15 Perception, creature Surprised if enters cube.

► **Melee** Psuedopod (+4, 5 ft, 3d6 acid); Engulf (move ≤ speed, can enter ≤ Med creature space, target DC 12 Dex save or engulfed, 3d6 acid and restrained (DC 12 Str), target 6d6 acid on cube turn.

## 23 – Pantry

Bonk's well-stocked pantry is every foodie's dream.

**Encounter: Potato Duty.** Unless already encountered elsewhere, two of the Clan's ninjas are here peeling potatoes—punishment for trying to steal from Bonk.

**Ninja (2);** Med humanoid; **AC 14; hp 11; Spd 30 ft, climb 30 ft; Str +0, Dex +3, Con +1, Int +0, Wis +1, Cha -1; Saves DEX +5; PB +2; Senses PP 11; AL A NL; CR 1; XP 200.**

- ▶ **Cunning Actions** BA dash, disengage, or hide.
- ▶ **Sneak Attack (1/Turn)** 1d6 if advantage or ally.
- ▶ **Melee** Katana (+5, 5 ft, 1d6+3 slsh or 1d8+3 slsh versatile).
- ▶ **Ranged** Shuriken (+5, 20/60 ft, 1d4+3 prc)



## 24 – Cells

When the Clan takes prisoners, they store them here, in these cells. The cell doors are locked and use the same statistics as other doors, except they are made from iron bars, which increases their AC to 18. Depending on the adventure hook that brought the characters into the hold, these cells may hold one or more of the Clan's enemies. If the characters came here looking for missing persons, they are here.

**Hidden Treasure (and a Trap).** If a character searches the center cell on the western side of the prison and succeeds on a DC 15 Wisdom (Perception) check, they discover a loose brick. If the character pulls the brick, they discover 2 ep hiding in a small space behind the brick. Additionally, they trigger a trap—the door to the cell slams shut and locks.

## 25 – Torture Room

A large stretch rack and the spike-filled cage should tell the characters all they need to know about this gruesome torture room.

**Encounter: Pregunta.** The Clan's torturer, Pregunta, a neutral evil half-red-dragon veteran, works here. Pregunta is eerily calm, often answering questions with questions of his own. If challenged, Pregunta speaks a command word to animate his tools.

**Half-red dragon veteran (1);** Med humanoid; **AC 18; hp 65; Spd 30 ft; Str +3, Dex +1, Con +2, Int +0, Wis +0, Cha +0; Resist fire; PB +3; Senses blindsight 10, darkvision 60, PP 12; AL A; CR 5; XP 1,800.**

- ▶ **Multattack** 2 Longsword, 1 Shortsword if drawn.
- ▶ **Melee** Longsword (+5, 5 ft, 1d8+3 slsh or 1d10+3 slsh versatile); Shortsword (+5, 5 ft, 1d6+3 prc).
- ▶ **Ranged** Heavy Crossbow (+3, 100/400 ft, 1d10+1 prc).
- ▶ **Fire Breath (Recharge 5-6)** 15 ft cone, DC 12 Dex save or half 7d6 fire.

**Swarm of tools (1);** Med swarm of tiny constructs; **AC 15; hp 22; Spd 5 ft, fly 30 ft; Str -4, Dex +1, Con +0, Int -5, Wis -2, Cha -5; Resist bldg, prc, slsh; Immune charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned; PB +2; Senses blindsight 10, PP 8; AL U; CR ½; XP 100.**

- ▶ **Swarm** Can enter creature space and vice versa and through Tiny space; cannot heal or receive temp hp.
- ▶ **Melee** Slash (+3, 0 ft to creature in space, 4d4 slsh or 2d4 slsh if ≤ max hp).

## 26 – Fighting Pit

When Clan members want to test their mettle—or beat the hell out of prisoners—they use this fighting pit to do just that. The pit itself is 10 feet deep and surrounded by sharpened wooden spikes. Climbing out of the pit is easy, but doing it without taking damage from the spikes requires a successful DC 15 Strength (Athletics) check. A failed check results in 2 (1d4) piercing damage.

**Encounter: Peek-a-boo.** The Clan’s “mascot,” a portly **basilisk** named Peek-a-boo lurks at the bottom of the pit. Peek-a-boo wears leather blinders to prevent him from accidentally turning someone to stone. Although he’s well-fed, Peek-a-boo is never one to pass up on a free meal. Any character that enters the pit draws the basilisk’s attention. If a character makes a melee weapon attack roll against Peek-a-boo and misses, they accidentally knock Peek-a-boo’s blinders off, giving the basilisk access to his Petrifying Gaze.

**Basilisk** (1); Med monstrosity; **AC** 15; **hp** 52; **Spd** 20 ft; **Str** +3, **Dex** -1, **Con** +2, **Int** -4, **Wis** -1, **Cha** -2; **Senses** darkvision 60, PP 9; **AL** U; **CR** 3; **XP** 700.

► **Petrifying Gaze** DC 12 Con save any creature starting turn within 30 ft if basilisk not incapacitated or restrained; if fails second time, petrified; can avert gaze.

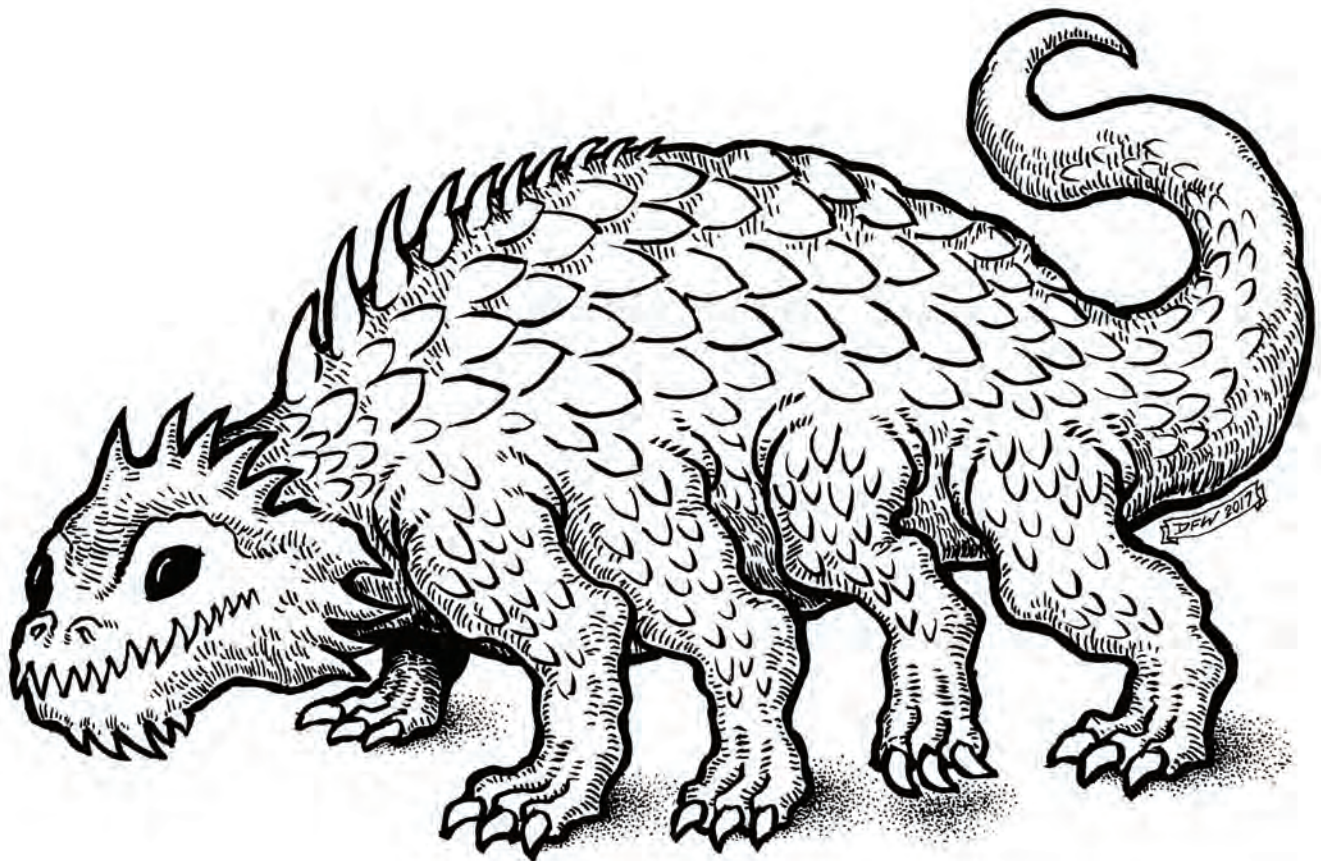
► **Melee Bite** (+5, 5 ft, 2d6+3 prc plus 2d6 psn).

## 27 – Escape Tunnels

Multiple tunnels throughout the Clan hold allow its members to escape should things turn bad. The tunnels lead out to other parts of the city. All of these tunnels are well-hidden by the secret doors scattered throughout the complex.

## CONCLUDING THE ADVENTURE

Characters who enter the Clan hold with combat on their mind will find themselves challenged by the organization’s top fighters. If the characters make the grave mistake of robbing the Black Rose Clan or harming its most valued members—particularly Grandmaster Farbod Zarra and Madame Hutosh—the Clan will swear vengeance on them. It’s unlikely that the characters will prevent all of the Clan members from escaping; therefore, word will travel fast to the other masters across Omeria of the characters’ incursion. The Clan’s influence stretches far and wide. Not only will they constantly have to look over their shoulder for the Clan’s many assassins and ninjas, but they will soon find themselves at odds with important nobles, wealthy merchants, and other important players. Ω



# OPHIDIAN MONASTERY



A scalable adventure suitable for varying experience levels.



This scenario is a stand-alone adventure suitable to be dropped into any campaign.



A dungeon crawl environment is the primary location setting of this scenario.



Classic swords and sorcery is the primary theme of this scenario.

Written by **Dave Hamrick**

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The following are released under the Open Game License and may be found in the Appendix:

**Despaircrow, Gaki, Ophidian master, Ophidian monk, Ophidian shadowfang, Shadow cat, The Eternal**

## ADVENTURE SUMMARY

While they are traveling—or trapped—on the plane of elemental chaos, the characters must enter an ancient monastery. The monastery is home to a race of dangerous snake-humanoids called ophidians.

## LEVEL PROGRESSION

Ophidian Monastery is a Fifth Edition plug-in adventure for four characters with an average party level (APL) of 11, 14, 17, or 20. This adventure offers details for each level and makes adjustments accordingly. The player characters should gain about one half of an experience level if they complete this adventure.

## GAME CONCEPTS TO REVIEW

The following are 5E game concepts the Game Master should review before running this adventure. Unless noted, information may be found in the *PHB*, *DMG*, or *MM* as appropriate.

### Game Rules

Extreme Heat

### Magic Items

+1 ammunition

+1 weapon

Potion of gaseous form

Ring of mind shielding

Wand of secrets

### Monsters

Adult red dragon

Giant poisonous snake

Grimlock

Mimic

Night hag

Pit fiend

Rust monster

Shadow

### Spells

Alarm

Arcane lock

Bestow curse

Clone

Darkness

Detect magic

Dispel magic

Etherealness

Gaseous form

Forbiddance

Hold person

Imprisonment

Knock

Lightning bolt

Magic missile

Passwall

Portable hole

Ray of enfeeblement

Ray of sickness

Remove curse

Simulacrum

Sleep

## OMERIA PLACEMENT

The ophidian monastery exists in a realm outside The Real. It can be on a demiplane of its own, or it can be placed in The Other, The Cruel, or any other plane of existence where the laws of order do not function the same way they do in The Real.



## PLUG-IN ADVENTURE

As a plug-in adventure, the adventure content serves as drop-in material for game masters who wish to add a dungeon to a preexisting campaign or need a side quest. If you need a hook for this adventure or already have a similar hook, the Ophidian Monastery Hooks table below offers details for introducing this adventure to your players.

**Gold Rewards.** To further incentivize the party to enter the elemental plane of chaos and risk the dangers of the monastery located within, the party's patron might offer them a gold reward. If you aren't sure how much to reward the party for completing the adventure, pay them a total of 1,000 gp per level of the adventure so long as their patron is wealthy enough to afford such a price.

### LEVEL SELECTION

Before play, be sure to know the level at which you wish to run the adventure. Overall, the locations and their descriptions in the adventure remain unchanged throughout the levels. However, most of the encounters, hazards, traps, and treasure scale with each level of the adventure.

The keyed locations will present the differences between each level. If you wish to run this adventure for levels other than 11th, 14th, 17th, or 20th, the chart below shows you which version of the adventure you should select for each level.

#### Scaling the Adventure

APL	Adventure Level	Difficulty
10	11th-level	Deadly
11	11th-level	Hard
12	11th-level	Medium
13	11th-level	Easy
14	14th-level	Hard
15	14th-level	Medium
16	14th-level	Easy
17	17th-level	Hard
18	17th-level	Medium
19	17th-level	Easy
20	20th-level	Hard

#### Ophidian Monastery Hooks

d8	Side Quest Type	Details
1	Fetch Quest	The characters enter the monastery seeking an ancient tome titled <i>Conjuring Beyond Chaos</i> . In this version of the adventure, The Eternal has the book on him wherever he is encountered (see <b>area 3</b> ).
2	Recover Stolen Item	A wizard named Erick entered the monastery a decade ago and never returned. Assuming that he's dead, Erick's allies want the characters to retrieve Erick's <i>ring of mind shielding</i> so they can restore his body (see <b>area 15</b> ).
3	Receive Information	The leader of the ophidians, a being known only as The Eternal, knows ways to avoid the magical limitations of the plane of elemental chaos. The characters must enter the monastery to learn The Eternal's secrets.
4	Rescue Mission	A band of kobold sorcerers hire the characters to locate their master, a red dragon named Tuckerthranx, who they believe imprisoned within the monastery (see <b>area 12</b> ).
5	Find a Missing NPC	A society of mages wants the characters to enter the monastery to learn the fate of a missing wizard named Erick (see <b>area 15</b> ).
6	Monster Hunt	The characters must destroy The Eternal!
7	Supernatural Investigation	Psychic darkmantles approach the characters with a mission: investigate the monastery and learn the source of the ophidian monks' power.
8	Secure Aid	A humanoid village trapped in the elemental plane of chaos requires powerful conjuration magic to return to The Real. The village's archmage leader believes the secret to doing so lies inside the monastery. The characters can find such an incantation in the book, <i>Conjuring Beyond Chaos</i> ( <b>area 3</b> ).

# OPHIDIAN MONASTERY

Ophidians are dangerous, snake-like humanoids that dwell in the plane of elemental chaos. Despite the disorderly nature of the plane, the ophidians are highly regimented in discipline. All ophidians practice a unique form of martial arts called Shar Aknian.

Ophidians have gained quite a collection of enemies during their time in the elemental plane of chaos. They particularly despise psychic darkmantles, who they consider to be their great ancestral enemy. Ophidian hunting parties travel the cosmos, destroying psychic darkmantles wherever they find them.

Ophidian masters who impress their ancestors are awarded the status of shadowfang. To become a shadowfang, the ophidian must surrender its physical form and become an undead shadow. If its mental facilities survive the transformation, it becomes a formidable combatant. Its original body is then placed into a magical sarcophagus and preserved. The shadowfang cannot travel more than 5 miles from the sarcophagus that contains its body. And if its body is destroyed, the shadowfang is destroyed.

## GENERAL FEATURES

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Unless stated otherwise, the monastery and the plane around it have the following general features:

### Elemental Chaos

The monastery exists in a plane of elemental chaos where fire, air, water, and earth collide, erupting into a universe-spanning “primal soup.” Outside of the monastery and other rare pockets untouched by the plane’s features, the plane imposes the following effects:

**No Gravity.** With the exception of pockets like the one in which the monastery exists, there is no gravity in the elemental chaos. A creature can move up to its walking speed in any direction by merely thinking of the desired direction of travel.

**No Air.** There is no air within the primal soup. Creatures can’t breathe in the primal soup unless they are using magic intended for underwater breathing.

**Environment Hazards.** If a creature starts its turn in the primal soup, it takes 3 (1d6) lightning damage. If a creature’s hit points are reduced to 0 from this damage, it dies and becomes part of the primal soup. A creature can protect itself using spells and abilities that give it immunity to lightning damage.

### Magical Alterations

The chaos changes the effects of magic, even in safe pockets such as the one in which the monas-

tery exists. All magic is affected by the random nature of the plane. In order to cast a spell anywhere within the plane of chaos, the spellcaster makes an Intelligence (Arcana) check with a DC equal to 10 + the spell’s level (10 for cantrips). If the check fails, the spell slot is lost and the spell fails.

**Conjuration.** Summoning spells rarely work while in the elemental plane of chaos. Creatures cannot be summoned into the plane. However, creatures that are already in the plane can be summoned to the spellcaster.

**Divination.** Chaos heavily interferes with the results of divination spells while in the plane. In addition to the Intelligence (Arcana) check needed to cast the spell, a spellcaster casting a divination spell must make an Intelligence saving throw of the same DC. On a successful saving throw, the spell works as normal but may have a chaotic lean to it. On a failed saving throw, the caster takes 1d6 psychic damage per level of spell cast.

**Evocation.** Because of the plane’s elemental nature, evocation and conjuration spells that use the four common elements are much more powerful in the plane. Any spell that deals with elements—such as *fireball* for fire, *earthquake* for earth, *gust of wind* for air, and *control water* for water—doubles its duration and area of effect. If the spell is normally instantaneous, it lasts for 1d6 rounds. If its area of effect is normally one target or self, it affects an area 1d10 feet in radius.

**Illusions.** The trouble with illusion spells on the plane is that there is always a chance of something that isn’t real becoming real. Each time a spellcaster casts from the school of illusion, there is a 10% chance of the effect becoming fully, permanently real—or at least as “permanent” as anything can be within the plane.

**Transmutation.** The final product of a transmutation spell may be far from what the caster intended. Whenever a creature in the plane of chaos attempts a spell that calls matter into being or changes its shape or form, if the spell goes off successfully (the Arcana check is passed), roll a d10 and consult the Transmutations in Elemental Plane of Chaos table to determine the result. Add the spell’s level to the roll, but subtract the spellcaster’s casting ability modifier.

### Transmutations in the Elemental Plane of Chaos

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d10	Effect
≤2	No special effect
3-4	Slightly modified appearance
5-6	Slightly modified appearance and properties
7-8	Moderately modified appearance and properties
9+	Highly modified appearance and properties.

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The exact result in each case is left to the GM's invention, but let the spellcaster's intention be a guide to the final result.

## Architecture

The monastery was created by the ophidians' ancestors. These powerful beings used the powers of their minds to shape and mold the monastery from the plane's raw elements. The floors, walls, and ceilings are made from dark, molded stone. While much of the complex is relatively simple in design, all stone decorations like statues and benches are part of the same stone.

With the exception of the corridors and chambers below the guard keep, the ceilings throughout the monastery rise 40 feet above the floor. Within the guard keep and below it, the ceilings are 18 feet high. The ceilings in the crypts below the monastery have 15-foot-high ceilings in their corridors and chambers.

## Doors

The monastery's doors are made from a special form of carbon pulled from the primal soup. The stone hinges into which they are set are built directly into the frame. Special "mind locks" allow the ophidians to mentally lock any door in the monastery so long as they are within 15 feet of the door and can see it. A mind-locked door can be unlocked with a successful DC 15 Wisdom check, or broken down with a successful DC 21 Strength (Athletics) check. All of the monastery's doors have AC 17, 20 hp, and immunity to poison and psychic damage.

Unless stated otherwise, assume all of the doors are unlocked.

## Illumination

The constantly churning primal soup that surrounds the monastery illuminates the structure's exterior areas with dim light. Inside, many of the rooms have burning braziers or fireplaces which provide warmth and illumination. Darkened rooms are noted in the text.

## Hidden Snakes

Mundane snakes of all shapes and sizes from across the cosmos fill the monastery. These beasts hide in niches, inside boxes and crates, and even within the masonry of the walls. Any time the characters carefully search an area, especially if there are chests, drawers, and other containers present, roll a d20. On a result of 17 or higher, there are one or more snakes hidden in the area. Roll a d6 to determine the nature of the encounter using the table below.

A character who succeeds on a DC 14 Wisdom (Perception) check hears the beasts inside the container before they are revealed.

**Simplified Encounters.** Because the creatures involved in these random encounters are hardly a challenge for such a high-level party, instead of treating them like an encounter, treat them like a trap. The snakes make one attack against one surprised character within range, dealing its normal damage on a hit. If the snakes don't surprise the party or after they have made one attack (regardless of whether or not it hits), they do not make any further attacks unless provoked. A character can kill the beasts by using his or her action to make an attack. If the attack hits, the snakes are automatically destroyed.

## Lair of the Eternal

The ophidian's leader, a vampiric creature referred to as "The Eternal" claims the monastery as his lair.

His magic warps the entire monastery, creating the following effects:

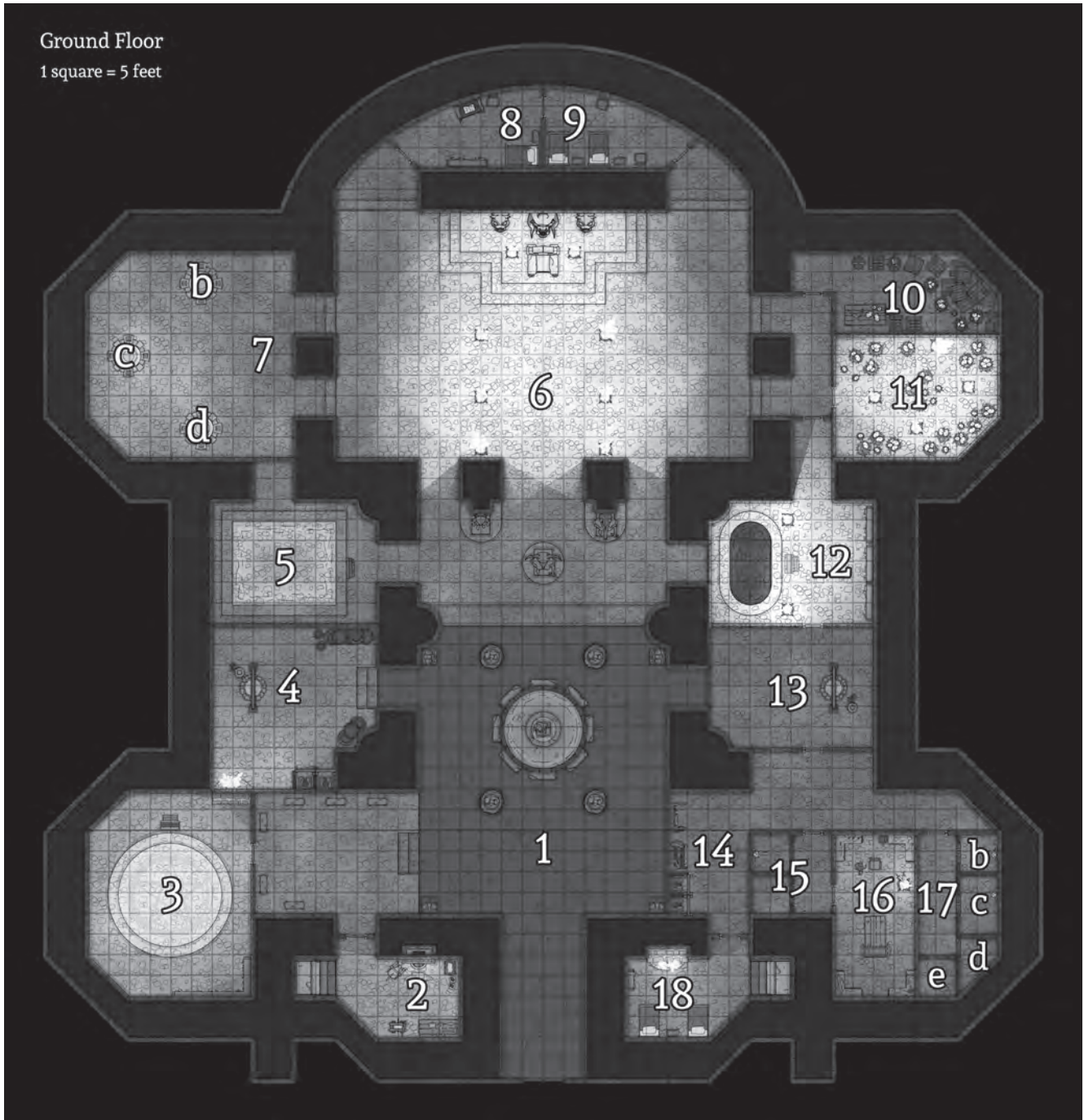
- ▶ Shadows cast within the monastery seem abnormally gaunt and sometimes move as though alive.
- ▶ A creeping fog creeps around the monastery's exterior locations, including **area 1**. The fog occasionally takes eerie forms, such as grasping claws and writhing serpents.
- ▶ Undead creatures in the monastery have advantage on saving throws against effects that turn undead.

### Snake Encounters

d6	Encounter	To Hit	Damage
1	1 <b>swarm of poisonous snakes</b>	+6	7 (2d6) piercing damage plus 14 (4d6) poison damage (DC 10 Constitution saving throw for half the poison damage)
2-4	1 <b>poisonous snake</b>	+5	1 piercing damage plus 5 (2d4) poison damage (DC 10 Constitution saving throw for half the poison damage)
5-6	1 <b>giant poisonous snake</b>	+6	6 (1d4 + 4) piercing damage plus 10 (3d6) poison damage (DC 11 Constitution saving throw for half the poison damage)

Ground Floor

1 square = 5 feet



## THE ETERNAL

### Ophidian Leader

The ophidian's leader, a vampiric creature referred to as "The Eternal" claims the monastery as his lair.

### Starting Location

Before the start of the adventure, roll a d20 to determine where within the monastery The Eternal is first encountered.

In the 14th-, 17th-, and 20th-level versions of the adventure, unless it is encountered in **area 35**, The Eternal is accompanied by an entourage of ophidian warriors. The number and types of these ophidians depend on the level of the adventure, as shown on the table included. The ophidians may be found in the Appendix.

**The Eternal**; Med undead; **AC** 16; **hp** 144; **Spd** 30 ft; **Str** +4, **Dex** +4, **Con** +4, **Int** +2, **Wis** +3, **Cha** +4; **Saves** DEX +9, WIS +7, CHA +9; **Resist** ncro; bldg, prc, slsh nonmagic; **PB** +5; **Senses** darkvision 120, PP 18; **AL** LE; **CR** 13; **XP** 10,000.

► **Shapechange** if not in sunlight, polymorph into Tiny snake (spd 30 ft, 30 ft swim).

► **Legendary Resistance (3/Day)** succeed on failed save.

► **Misty Escape** turn to mist at 0 hp if not in sunlight.

► **Regeneration** regain 20 hp on turn if  $\geq 1$  hp unless takes rad, sunlight, or running water.

► **Spider Climb** Climb walls without check.

► **Weaknesses** Forbiddance, Harmed by Running water (20 acid), Stake to the Heart, Sunlight Hypersensitivity (20 rad).

► **Multiattack** Vampire Form Only, 2 attacks, only 1 bite

► **Melee** Unarmed Strike, Vampire Form Only (+9, 5 ft, 1d8+4 bldg or grapple (DC 18)); Bite, snake or Vampire Form (+9, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+4 prc plus 3d6 ncro, target max hp reduced by necro until long rest, vampire heals ncro)

► **Charm** 1 humanoid that can see The Eternal, 30 ft, DC 17 Wis save or charmed. Save if harmed. 24 hrs or vampire destroyed or on different plane.

► **Children of the Night (1/Day)** Summon 1d4 + 1 swarms of poisonous snakes, or 3d6 giant poisonous snakes if outdoors, arrive 1d4 rounds. 1 hr.

► **Legendary Actions (3)** Move (up to speed, no opportunity atk); Unarmed Strike (1 Unarmed Strike); Bite, 2 Actions (1 Bite).

### Eternal Starting Location

d20	Starting Location
1-3	<b>Area 1</b> , sitting by the fountain
4-7	<b>Area 3</b> , attempting to conjure a pit fiend
7-10	<b>Area 6</b> , sitting on its throne
11-14	<b>Area 8</b> , reading from the book there
15-16	<b>Area 12</b> , feeding on Tuckerthranx
17-18	<b>Area 20</b> , practicing Shar Aknian
19-20	<b>Area 35</b> , resting in its sarcophagus

### The Eternal's Entourage

Adventure Level	Number of Monks
14th	1 ophidian master
17th	1 ophidian master and 2 ophidian monks
20th	2 ophidian masters and 4 ophidian monks

**Ophidian Master** (1 or 2); Med humanoid (ophidian); **AC** 18; **hp** 118; **Spd** 30 ft; **Str** +0, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1; **Saves** DEX +8, CON +6, WIS +6; **Resist** psy; **PB** +3; **Senses** darkvision 60, PP 16; **AL** LE; **CR** 7; **XP** 2,900.

► **Shrug Off** Adv on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious.

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 2 fist and 1 bite, or 2 shortbow.

► **Melee** Bite (+8, 5 ft, 1d6+5 bldg plus 2d8 psn); Fist (+8, 5 ft, 1d8+5 bldg).

► **Ranged** Shortbow (+8, 80/320 ft, 1d6+5 prc).

► **Reaction** Deflect Blow (reduces dmg from melee atk by 20).

**Ophidian Monk** (2 or 4); Med humanoid (ophidian); **AC** 16; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0; **Saves** DEX +6, CON +4, WIS +4; **Resist** psy; **PB** +2; **Senses** darkvision 60, PP 12; **AL** LE; **CR** 4; **XP** 1,100.

► **Shrug Off** Adv on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious;

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 2 fist and 1 bite, or 2 shortbow.

► **Melee** Bite (+6, 5 ft, 1d6+4 bldg plus 2d8 psn); Fist (+6, 5 ft, 1d8+4 bldg).

► **Ranged** Shortbow (+6, 80/320 ft, 1d6+4 prc).

## KEYED LOCATIONS

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The following locations are keyed to the maps of the ophidian monastery on pages 92 and 102.

### 1 - Library

A reprieve from the swirling chaos of the plane, this courtyard area serves as the only entrance to the monastery. There are no doors at the front of the complex; however, the entrance is protected by the barbican directly above it (see **area 22**).

Although this area lacks a roof, it has breathable air and normal gravity. The plane's elemental hazards do not function here either.

A fountain of clear water stands at the center of the courtyard. A statue depicting a snake-headed monk rises from the center of the fountain. Stone benches surround the fountain's sides.

Also surrounding the fountain are four 6-foot-tall columns topped with similar snake-headed warriors. There are four additional snake warrior statues standing in the four corners of the courtyard.

To the north, a small dais of dressed, dark blue stone rises 10 feet from the undressed ground. At the center of the dais, a 14-foot-tall statue depicting a horned snake creature looms. It's flanked by two similar statues. Beyond this trio of gruesome statues, the burning braziers from **area 6** flicker, visible through the huge pillars dividing this courtyard from the audience chamber.

**Potential Encounter: The Eternal.** If **The Eternal** is here (see page 92), he will ask the characters' intentions and invite them to drink from the fountain as a greeting ritual, trying to subject them to the poisonous effects (see below). If the characters are hostile, refuse the water, or once they suffer the water's effects, he will turn into his mist form and escape deeper into the monastery.

**Ophidian History.** The walls of the chamber are decorated with words written in the Ophidian language. The writing tells the history of the ophidian people, the monastery, and their struggles during their time in the elemental plane of chaos. It also hints at the presence of an immortal ophidian referred to as "The Eternal."

**Bad Water.** The fountain emits faint evocation magic. If a non-Ophidian drinks from the fountain, it must make a DC 10 Constitution saving throw. The creature takes 21 (6d6) poison damage on a failed saving throw, or half as much damage on a successful one.

### 2 - Beastly

This area is the monastery's smithy. A large furnace built into the northern wall emits a soft, red glow. A large anvil sits directly in front of the furnace. To the south, there is a table topped with various tools.

There is nothing else of value in this area.

### 3 - Mesmerizing

A huge pentagram drawn in magical paint at the center of the room emits a bright pink glow. Bookshelves choked with tomes detailing conjuration magic and the history of the lower planes crowd the southeastern corner. An altar of black stone stands north of the glowing pentagram. A book titled *Conjuring Beyond Chaos* lies closed upon it.

**Potential Encounter: The Eternal.** If the Eternal (see page 92 for details) is here, he is studying the book *Conjuring Beyond Chaos*. If the characters enter a fight with the ophidian, he uses his action to attempt to summon a **pit fiend**. Roll a d10. On a result of 6 or better, The Eternal successfully summons the pit fiend. Otherwise, the attempt fails. While summoned in this way, the pit fiend cannot leave this area. It remains for 1 minute, then returns to the hell from whence it was summoned. During the second round of combat, The Eternal turns to mist and flees the room.

**Trapped Book.** The book atop the altar is protected by abjuration and conjuration magic. If the book is removed from the room, it immediately teleports back to its place upon the altar. If any creature other than The Eternal opens the book, the book emits a blast of force energy, targeting the violator. The violator takes 27 (5d10) force damage, no saving throw allowed. If the target is protected by a *shield* spell or other spell or effect that blocks the *magic missile* spell, it is immune to the damage caused by this trap.

Spotting the trap requires a successful DC 15 Intelligence (Arcana) check. It then takes a DC 15 Intelligence (Arcana) check to disarm the trap. If the check fails by 5 or more, the trap is triggered.

**Treasure: Conjuring Beyond Chaos.** *Conjuring Beyond Chaos* is an ancient tome that details long-lost methods for conjuring creatures into the plane of elemental chaos. If a creature spends 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, the creature can cast conjuration spells without suffering the normal limitations set upon it by the realm. The book is an uncommon magic item.

## 4 - Spiteful

A burning fireplace in the southwest corner illuminates the entire chamber. A well with a 5-foot-tall lip stands at the western end of this room. Next to it is a bucket and a length of rope. Crates and barrels crowd the corners. There are two privy stalls built into the south end of the room.

**Trap.** The well is protected by a magical glyph cast 5 feet below its lip. Any creature within 10 feet of the glyph that sees the glyph triggers it, and it casts *scorching ray*. All three rays target the viewer (+8 to hit).

Recognizing the glyph in advance requires a character viewing the glyph to succeed on a DC 12 Intelligence (Arcana) check. Of course, if the glyph isn't viewed from further than 10 feet away, it automatically triggers, so the character will need to view the glyph from at least 5 feet above the top of the well. The glyph can be dispelled with a *dispel magic* spell.

Once triggered, the trap does not reset.



## 5 - Fluidity

A 20-foot-wide, 25-foot-long pool of green-blue water dominates this chamber. The water is 3 feet deep.

**Encounter: Bathing Monks.** There are ophidian monks inside the bath. The number of monks depends on the level of the adventure, as shown on the table below. All of the creatures are detailed in the Appendix.

### Area 5 Encounters

Adventure Level	Encounter
11th	3 ophidian monks
14th	5 ophidian monks
17th	3 ophidian masters
20th	4 ophidian masters

**Ophidian Master** (3 or 4); Med humanoid (ophidian); AC 18; hp 118; Spd 30 ft; Str +0, Dex +5, Con +3, Int +1, Wis +3, Cha +1; Saves DEX +8, CON +6, WIS +6; Resist psy; PB +3; Senses darkvision 60, PP 16; AL LE; CR 7; XP 2,900.

- **Shrug Off Adv** on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious.
- **Unarmored Defense** Wis included in AC.
- **Multiattack** 2 fist and 1 bite, or 2 shortbow.
- **Melee Bite** (+8, 5 ft, 1d6+5 bldg plus 2d8 psn); **Fist** (+8, 5 ft, 1d8+5 bldg).
- **Ranged Shortbow** (+8, 80/320 ft, 1d6+5 prc).
- **Reaction Deflect Blow** (reduces dmg from melee atk by 20).

**Ophidian Monk** (3 or 5); Med humanoid (ophidian); AC 16; hp 78; Spd 30 ft; Str +0, Dex +4, Con +2, Int +0, Wis +2, Cha +0; Saves DEX +6, CON +4, WIS +4; Resist psy; PB +2; Senses darkvision 60, PP 12; AL LE; CR 4; XP 1,100.

- **Shrug Off Adv** on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious;
- **Unarmored Defense** Wis included in AC.
- **Multiattack** 2 fist and 1 bite, or 2 shortbow.
- **Melee Bite** (+6, 5 ft, 1d6+4 bldg plus 2d8 psn); **Fist** (+6, 5 ft, 1d8+4 bldg).
- **Ranged Shortbow** (+6, 80/320 ft, 1d6+4 prc).

## 6 - Gloopy

This impressive audience chamber serves as The Eternal's throne room. Eight burning braziers divided into two columns illuminate the chamber. A throne made of the same dark stone from which the monastery was built stands upon a dais at the north end of the chamber. Just behind and above the throne, huge snakehead statues carved from stone jut from the wall, their fanged maws agape.

**Potential Encounter: The Eternal.** If The Eternal is here, he is sitting on the throne. He allows the characters to enter the room and state their intentions but demands that they stay more than 35 feet away from his throne. If attacked, The Eternal transforms into his misty form and escapes. While he escapes, the chamber's snakes (see below) and any members of his entourage stay behind to handle the characters.

**Hazard: Snake Horde.** If the characters instigate a fight here or tamper with the statues or the throne, snakes begin to pour out of every nook and cranny in the room. Have the characters roll initiative. On initiative count 10 of the first round (losing initiative ties), snakes completely fill the room. After the snakes fill the room, any non-ophidian creature that moves into or ends its turn in this area must make a DC 16 Dexterity saving throw. A creature takes 7 (2d6) piercing damage plus 14 (4d6) poison damage on a failed saving throw, or half as much damage on a successful one.

A character can attempt to drive off the snakes in their immediate area by dealing damage to them. A character can use an action to make a ranged attack or melee attack, or to cast a spell. Assume that any attack rolls hit but are not critical hits, and disregard any effect of the attack or spell for this purpose other than the damage it deals. If the total damage from all the attacks or spells used on the character's turn is 15 or higher, the snakes in the area are slowed. So long as the character does not move out of its space, the character does not need to make saving throws against the snakes' bites until the end of that character's next turn. The character can target the snakes in spaces around another creature, so long as each of the spaces surrounding that creature is within the character's reach, imparting the same benefits to the creature.

The snakes continue to come until the characters leave the chamber or one character deals 150 damage or more to the snakes in a single turn.

The snakes won't leave the chamber. Once the characters leave the area, the snakes return to their hidden niches.

**Secret Chamber.** A character who investigates the throne and succeeds on a DC 20 Intelligence (Investigation) check discovers that the throne hides a secret staircase below it. The throne is *arcane locked* into place. Outside of dispelling it with

a *knock* spell or similar magic, only a successful DC 35 Strength check moves the throne out of the way. However, the throne does have a small niche carved into its rear. The niche is large enough to allow amorphous creatures like shadows and oozes, as well as The Eternal in his mist form, to move past the throne without dispelling the *arcane lock* upon it.

## 7 - Soul

With the exception of the dim glow radiating from the three portal daises, this room is dark. This area contains three one-way portals set onto 6-inch-tall circular daises. The ophidians use the portals to travel to other parts of the cosmos. If a creature steps onto a portal and speaks the corresponding command word, they are instantly teleported to the location to which the portal is currently keyed. When the characters first arrive, the portals are set as follows:

**7b - The Gray.** The portal transports anyone standing on it that speaks the phrase "Tartarus" to an endless expanse of gray waste plagued with fiendish mercenaries.

**7c - The Bleak.** The portal transports anyone standing on it that speaks the phrase "Serpere" to the edge of a colossal volcano adrift in a torrent of chaos in some hopeless realm.

**7d - The Chaos.** The portal transports anyone standing on it that speaks the phrase "Limbo puerorum" to another region of the elemental plane of chaos. This region is ruled by fearsome, three-eyed shapechangers called *bufonem*.

Magic sigils built into the base of these portals allows the characters to change their target destinations. A book located in The Eternal's bed chambers (area 8) offers the requisite instructions to do this.

## 8 - Reward

Both doors to this room are locked.

This monastic cell features a bed, desk, and unlocked chest full of blankets and simple robes. A bookshelf on the southern wall contains tomes detailing the history of the monastery plus a few books addressing the subject of conjuration.

**Potential Encounter: The Eternal.** If The Eternal is here, he is reading from the journal otherwise found on the shelf (see below). He will turn into mist as the characters corner him and escape.

**Investigation: Portal Guide.** A character who searches the shelf and succeeds on a DC 15 Intelligence (Arcana or Investigation) check finds a handwritten journal that describes the portals in area 7. The book includes sequences for every possible destination to which the portals can travel, including back to The Real. It also includes the command phrases needed to reach those destinations.



## 9 - Ancestors

This old dormitory contains two bunk beds, two unlocked chests holding blankets and robes, and a couple of chairs. A fine layer of dust covers everything.

**Invisible Sigils.** The doors and walls of this chamber contain invisible sigils. A character with truesight can see the sigils. A character with proficiency in Arcana who succeeds on a DC 16 Intelligence (Arcana) check recognizes that the sigils are a permanent *forbiddance* spell used to contain undead inside the room.

**Encounter: Harmful Spirits.** If the characters search the chests, they discover old bones lying at the bottom of each of them. Once the bones are found, a **gaki** (see the Appendix) rises from the chest and attacks. In the 11th-level version of this adventure, only one gaki attacks at a time unless they are both disturbed. In higher-level versions of the adventure, when one gaki appears, the other gaki joins it.

The gakis can't leave the room so long as the *forbiddance* spell remains.

**Gaki (2),** Med undead; **AC** 14; **hp** 75; **Spd** 30 ft; **Str** -2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1 **Cha** +3; **Saves** WIS +4, CHA +6; **Resist** acd, fire, ltng, thndr; bldg, prc, slash nonmagic; **Immune** cold, ncr, psn; charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +3; **Senses** darkvision 60, PP 14; **AL** CE; **CR** 8; **XP** 3,900.

► **Aura of Famine** Creature starts turn  $\leq$  10 ft away DC 14 Con save or half 2d10 ncr.

► **Gluttonous Attraction** If creature sees gaki at start of turn, DC 14 Wis save or move as close to gaki as possible.

► **Hungry Frenzy** Adv on melee atks against creature without full hp.

► **Incorporeal Movement** Move through objects, creatures as difficult terrain, 1d10 frc if ends turn inside.

► **Multiattack** 2 bite.

► **Melee Bite** (+7, 5 ft, 1d6+4 prc).

► **Ranged Spit Acid** (+6, 30 ft, 6d6 acid).

## 10 - Tomfoolery

The door to this room exudes the horrible stench of rotten eggs. A creature that enters the room or comes within 5 feet of the door must make a DC 12 Constitution saving throw or become poisoned until the end of its next turn. A creature that succeeds on its saving throw is immune to the room's stench for 24 hours. Ophidians and undead automatically pass their saving throws. Creatures with Keen Smell make their saving throws with disadvantage.

Crates and barrels filled with food supplies crowd the majority of this dark room. The floors are covered in nests fashioned from small twigs and branches. A variety of cracked and rotting eggs fill these nests. There are various cages around the room, all filled with mice and rats of various sizes and colors.

At the southeast corner of the room, a table stands covered with cookware.

**Encounter: Grimlock.** A **grimlock** named Zerek escaped from the prison and hid here in this room amid the crates. Although the room's stench makes Zerek ill—thanks to his heightened senses—the smell masks his presence from the ophidians.

If the characters discover Zerek, Zerek immediately surrenders and begs for help. Zerek explains that his lover, Owigrot, is being held captive in the prison. Zerek warns that the prison is guarded by—what smells like—a sick dragon.

**Grimlock (1),** Med humanoid; **AC** 11; **hp** 11; **Spd** 30 ft; **Str** +3, **Dex** +1, **Con** +1, **Int** -1, **Wis** -1, **Cha** -2; **Immune** blinded; **PB** +2; **Senses** blindsight 30 (blind beyond), PP 13; **AL** NE; **CR** ¼; **XP** 50.

► **Blind Senses** no blindsight if deafened or cannot smell.

► **Keen Hearing and Smell** adv on Perception to hear & smell.

► **Stone Camouflage** Adv on Stealth +3 to hide in rocks.

► **Melee Spiked Bone Club** (+5, 5 ft, 1d4+3 bldg plus 1d4 prc).



## 11 - Nesting

Four iron braziers burn with intense heat, creating extreme heat throughout the area. See the rules for extreme heat detailed in the *DMG*.

The floors here are covered in various nests, all of which contain bright, yellow eggs. A character who succeeds on a DC 14 Intelligence (Nature) check recognizes that these are ophidian eggs.

Destroying the eggs here enrages the ophidians. When this happens, the ophidians try to capture the characters instead of killing them. They want the characters to suffer.

Ironically, ophidians eat the majority of their own eggs.

**Treasure: Ophidian Eggs.** Ophidian eggs are a prized delicacy throughout the cosmos—a fact known by a character who succeeded on the aforementioned Nature check. Each egg is worth 500 gp. There are thirty eggs in this room. The eggs must be kept warm at temperatures between 100 and 115 degrees Fahrenheit. Ophidian eggs not kept near heat turn bad after 24 hours, in which case they become worthless. So long as these eggs are kept near heat, they hatch after 7 days. An immature ophidian uses the statistics of a **giant poisonous snake** except it has an Intelligence score of 5.

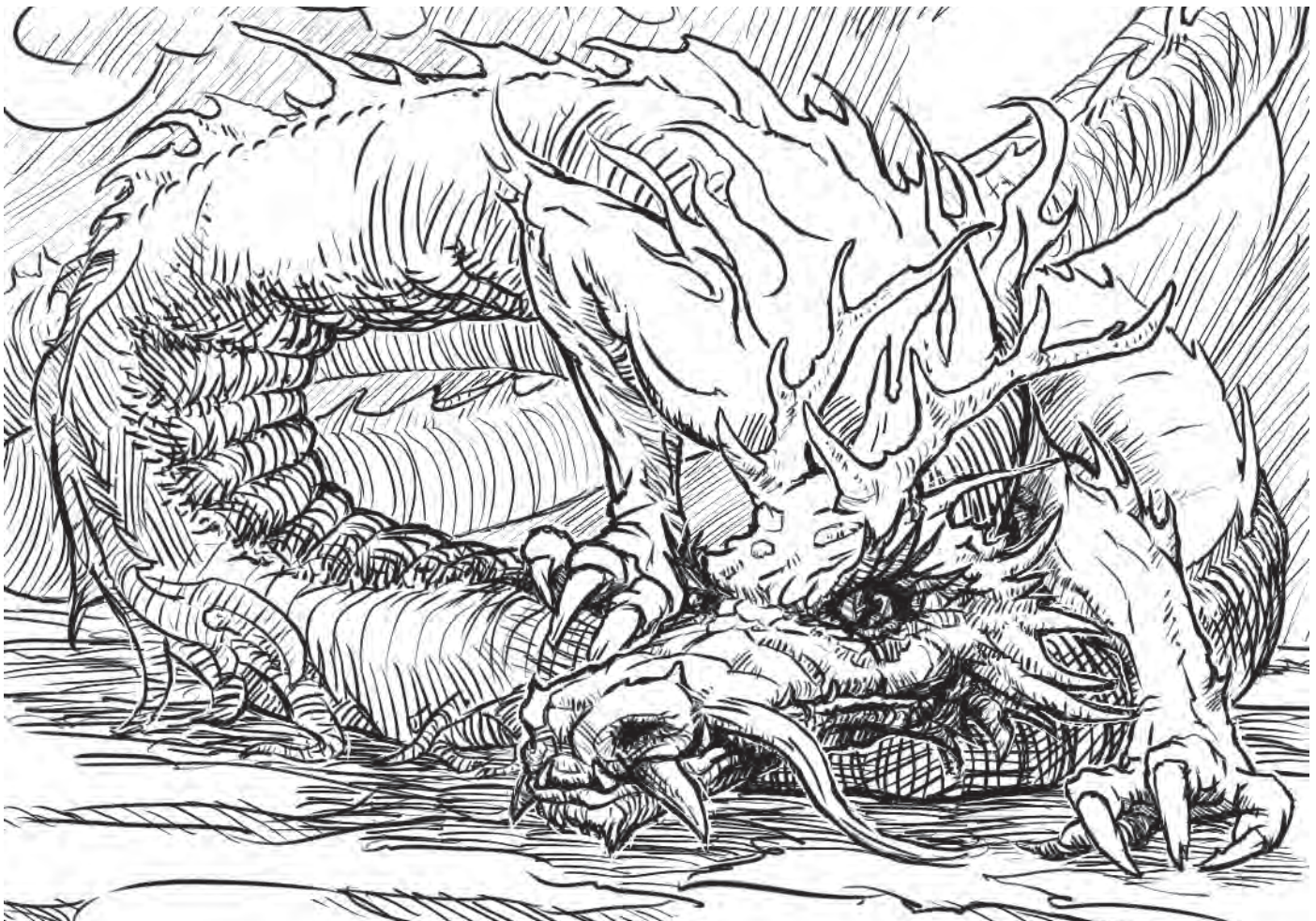
## 12 - Tripwire

The door to this room is protected by an *alarm* spell that alerts The Eternal to the characters' presence. Noticing the *alarm* spell requires a successful DC 11 Intelligence (Arcana) check. The spell is removed with a *dispel magic* spell or successful DC 16 Intelligence (Arcana) check.

An oval pool dominates the west side of this room. The pool is filled with black water that emits a soft greenish glow. Two green-burning iron braziers flank the pool. Bookshelves thick with books on planar history and divination practices cover the eastern wall.

**Encounter: Tuckerthranx.** An adult red dragon named Tuckerthranx (or "Tucker" for short) is kept here. The Eternal regularly feeds on Tucker, keeping the dragon relatively weak. Currently, Tucker suffers from three levels of exhaustion and only has 86 hit points remaining. His maw is muzzled to prevent him from breathing fire and he is chained by his neck to a nearby wall.

Tucker wants nothing more than to escape this monastery but can't do it himself. If the characters free the dragon, the dragon allies himself with the party until he regains his strength. While Tucker is wise enough to recognize that attacking the party would be foolhardy, he offers no loyalties beyond





the monastery and flees the first chance he gets.

The chain and muzzle were both created by the *imprisonment* spell. Only a *dispel magic* spell cast at 9th-level removes the abjuration.

**Potential Encounter: The Eternal.** If The Eternal is encountered here, he is currently draining blood from Tucker. For the next hour, The Eternal is immune to fire damage. The Eternal views Tucker as one of his greatest prizes and will fight until reduced to mist to ensure the dragon remains in this room. If reduced to mist, The Eternal flees to his sarcophagus in **area 35**.

**Divining Water.** The pool's water emits an aura of divination magic. A creature that drinks from the pool ignores the limitations on divination magic set by the plane of elemental chaos for 24 hours (see General Features for details). The divining water can be bottled and carried away from the monastery. A *potion of divining water* is a common magic item that can be sold for 25 gp per vial.

**Treasure: Magic Items.** In addition to the books stored on them, the bookshelves on the western wall contain six *potions of gaseous form*, a *wand of secrets*, a *ring of knocking*. The ring is an uncommon magic item with 3 charges. As an action, the ring's wearer can expend one charge to cast the *knock* spell. The ring regains all expended charges at dawn.

**Tuckerthranx, Adult red dragon (1);** Huge dragon; **AC** 19; **hp** 86; **Spd** 40 ft, climb 40 ft, fly 80 ft; **Str** +8, **Dex** +0, **Con** +7, **Int** +3, **Wis** +1, **Cha** +5; **Saves** DEX +6, CON +13, WIS +7, CHA +11; **Immune** fire; **PB** +6; **Senses** blindsight 60, darkvision 120, PP 23; **AL** CE; **CR** 17; **XP** 18,000.

► **Exhausted** Dis on attack rolls and saves.

► **Legendary Resistance (3/Day)** choose to succeed on failed save.

► **Multiattack** Frightful Presence, 1 Bite, 2 Claw

► **Melee** Bite (+14, 10 ft, 2d10+8 prc plus 2d6 fire); Claw (+14, 5 ft, 2d6+8 slsh); Tail (+14, 15 ft, 2d8+8 bldg).

► **Frightful Presence** 120 ft, any creatures, DC 19 Wis save or frightened 1 min, save end of turn, immune 24 hrs on success.

► **(Unavailable) Fire Breath (Recharge 5-6)** 60 ft cone, DC 21 Dex save or half 18d6 fire.

► **Legendary Actions (3)** Detect (Perception +13 check); Tail Attack (1 tail attack); Wing Attack, 2 actions (10 ft of dragon, DC 22 Dex save or 2d6+8 bldg and knocked prone; dragon can then fly up to half Spd).

### 13 - Beaten

The only thing of note in this dark room is a well standing near the eastern wall. A 5-foot-tall stone lip surrounds the well. It is 100-feet deep and filled with cold water.

### 14 - Armory

This room is dark. Weapon racks filled with simple melee weapons line the western wall. The doors leading to **areas 15** and **17** are locked.

**Treasure: Magical Quarterstaff.** One of the weapons on the wall is a quarterstaff carved to look like two intertwining snakes, their heads at either end of the staff. The quarterstaff is a magical weapon that requires attunement. The staff imparts a +3 bonus to attacks and damage rolls made with the weapon. While attuned to it, the user suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit. Also, if the user is presented with an opportunity to use the staff in a wicked way—such as using it to attack an unconscious or surrendering enemy—the staff influences the user to do so. If the user refuses, the user must succeed on a DC 15 Charisma saving throw, or become charmed by the staff as if affected by the *suggestion* spell.

### 15 - Illusion

The door connecting this room to **area 14** is locked.

The west end of this dark room contains two locked cells. The northernmost cell contains the skeleton of a human mage. The southern cell is empty.

**Treasure: Ring of Mind Shielding.** A human wizard named Erick died in this cell wearing a *ring of mind shielding*. When Erick died, his soul entered the ring. The ring is invisible but can still be detected with a *detect magic* spell. A character who wears the ring can communicate telepathically with Erick. So long as the character gets along with Erick, Erick assists with Arcana and History checks (he adds +13 to both). Erick claims he has a *clone* stored within his citadel at the other side of the elemental plane of chaos. He offers to pay the characters as much as 30,000 gp if they can help him reach his body.

## 16 - Fire

This is a torture room. Tools, knives, and other instruments of pain cover shelves and cabinets lining the walls. A bloodstained chair stands at the north end of the room, while a stretching rack dominates the south half. An iron brazier burns at the east end of the room. The brazier holds two red hot short swords.

**Encounter: Ophidian Interrogators.** There is an unconscious but stable **grimlock** strapped to the rack. Ophidian interrogators stand around the room, discussing their next course of action. The number and types of ophidians located here depend on the level of the adventure, as shown on the table below. The ophidians are detailed in the Appendix.

### Area 16 Encounters

Adventure Level	Encounter
11th	1 ophidian master and 2 ophidian monks
14th	2 ophidian masters and 1 ophidian monk
17th	1 ophidian shadowfang and 2 ophidian masters
20th	1 ophidian shadowfang and 3 ophidian masters

**Treasure: Magic Weapons.** There are six +1 daggers, two +1 shortswords, a +1 light hammer, and a +1 handaxe spread throughout the room.

**Ophidian Master** (1, 2 or 3); Med humanoid (ophidian); **AC** 18; **hp** 118; **Spd** 30 ft; **Str** +0, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +1; **Saves** DEX +8, CON +6, WIS +6; **Resist** psy; **PB** +3; **Senses** darkvision 60, PP 16; **AL** LE; **CR** 7; **XP** 2,900.

- ▶ **Shrug Off Adv** on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 2 fist and 1 bite, or 2 shortbow.
- ▶ **Melee** Bite (+8, 5 ft, 1d6+5 bldg plus 2d8 psn); Fist (+8, 5 ft, 1d8+5 bldg).
- ▶ **Ranged** Shortbow (+8, 80/320 ft, 1d6+5 prc).
- ▶ **Reaction** Deflect Blow (reduces dmg from melee atk by 20).



- Ophidian Monk** (1 or 2); Med humanoid (ophidian); **AC** 16; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0; **Saves** DEX +6, CON +4, WIS +4; **Resist** psy; **PB** +2; **Senses** darkvision 60, PP 12; **AL** LE; **CR** 4; **XP** 1,100.
- ▶ **Shrug Off Adv** on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious;
  - ▶ **Unarmored Defense** Wis included in AC.
  - ▶ **Multiattack** 2 fist and 1 bite, or 2 shortbow.
  - ▶ **Melee** Bite (+6, 5 ft, 1d6+4 bldg plus 2d8 psn); Fist (+6, 5 ft, 1d8+4 bldg).
  - ▶ **Ranged** Shortbow (+6, 80/320 ft, 1d6+4 prc).

**Ophidian Shadowfang** (1); Med undead; **AC** 19; **hp** 150; **Spd** 40 ft; **Str** -2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2; **Saves** DEX +9, CON +7, WIS +7; **Vuln** rad; **Resist** acid, cold, fire, ltng, psy, thndr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained**; **PB** +4; **Senses** darkvision 60, PP 16; **AL** LE; **CR** 9; **XP** 5,000.

- ▶ **Amorphous** Move through 1 inch space.
- ▶ **Shadow Stealth** BA Hide (Stealth +13) in dim light or darkness.
- ▶ **Sunlight Weakness** In sunlight, dis atk, checks, saves.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 3 strength drain.
- ▶ **Melee** Strength Drain (+9, 5 ft, 2d6+5 ncr, target Str reduced 1d4 until rest; dies at 0 Str and becomes shadow).

## 17 - Mimic

The door to this room is locked.

This dark room contains four cells. All but the central cell, 17c, are locked.

**Encounter: Mimic and Rust Monsters.** All of cell 17c is covered in magical *darkness*, as the spell, obscuring two **rust monsters** hidden inside. The door to the cell is a fake—it's actually a **mimic** in disguise. The mimic patiently waits for a creature to touch it so it can grapple it. Then, while it's grappling the creature, the two rust monsters hidden in the darkness of the room approach.

**Mimic** (1); Med monstrosity; **AC** 12; **hp** 58; **Spd** 15 ft; **Str** +3, **Dex** +1, **Con** +2, **Int** -3, **Wis** +1, **Cha** -1; **Immune** acid; prone; **PB** +2; **Senses** darkvision 60, PP 11; **AL** N; **CR** 2; **XP** 450.

- **Shapechange** Ac to change into any amorphous object.
- **Adhesive (Object Form Only)** Sticks to anything, creature  $\leq$  Huge grappled (DC 13, dis).
- **False Appearance (Object Form Only)** Indistinguishable from ordinary object if motionless.
- **Grappler** atk adv vs grappled targets.
- **Melee** Pseudopod (+7, 5 ft, 1d8+3 bldg; if in object form target subject to Adhesive); Bite (+7, 5 ft, 1d8+3 prc plus 1d8 acid).

**Rust Monster** (2); Med monstrosity; **AC** 14; **hp** 27; **Spd** 40 ft; **Str** +1, **Dex** +1, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **PB** +2; **Senses** darkvision 60, PP 11; **AL** U; **CR** ½; **XP** 100.

- **Iron Scent** pinpoint ferrous metal  $\leq$  30 ft; Rust Metal Nonmagic metal takes -1 penalty if deals damage, destroy at -5.
- **Melee** Bite (+3, 5 ft, 1d8+1 prc); Antennae (corrode metal  $\leq$  5 ft, if worn DC 11 Dex save, armor takes -1 penalty, destroyed at 10 AC or +0) .

## 18 - Eldritch

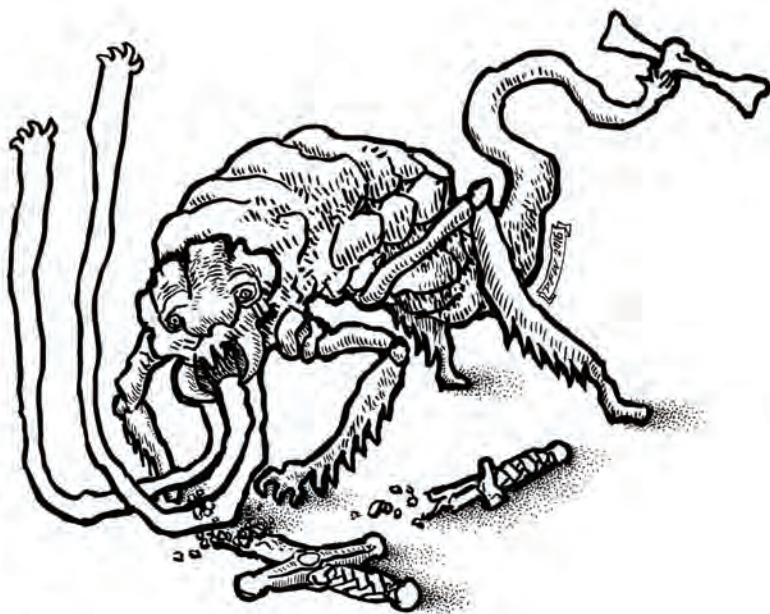
A burning fireplace illuminates the room. Two bunk beds stand against the south wall. Between the beds sits an unlocked chest filled with blankets and extra pillows. Against the western wall, a bookshelf holds books on planar flora and fauna.

**Trap: Eldritch Doll.** One particularly noteworthy trinket on the shelf is a tiny, humanoid-shaped wicker doll. The doll emits an aura of transmutation magic. When a creature touches the doll, the creature is cursed. An extra eye develops on the creature's face or neck. The eye is yellowish and clouded over. The eyeball functions similar to a hag's eye. A **night hag** named Barney Lo can take an action to see what the eye sees so long as the creature is on the same plane of existence as the hag.

So long as Barney can see through the eye, she can cast spells through it, as if the creature with the eye was the caster. Barney's spellcasting ability is Charisma (spell save DC 14). She can cast the following wizard spells through the eye (once per day each): *bestow curse*, *lightning bolt*, *hold person*, *magic missile*, *ray of enfeeblement*, *ray of sickness*, and *sleep*.

A *remove curse* spell or similar magic doesn't remove the eye. However, a creature, including the one with the eye, can attack the eye. The eye has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, Barney Lo takes 16 (3d10) psychic damage and is blinded for 24 hours.

Once the doll curses a creature, it no longer imposes this effect.



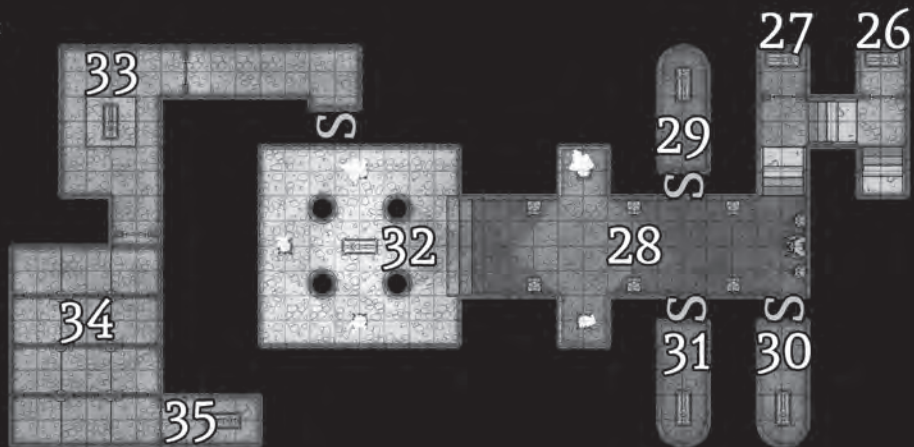
Guard Keep

1 square = 5 feet



Crypts

1 square = 5 feet



## 19 - Cookies

A fireplace burns at the north end of the room, illuminating this refectory. There are three long, wooden tables here, each one surrounded by six simple chairs. A shelf filled with cups and plates stands against the western wall.

**Encounter: Shadow Cat and Ophidians.** Unless encountered elsewhere, there are ophidians in this room. Joining the ophidians is their **shadow cat** ally, Cookies. The number and types of ophidians in this room depend on the level of the adventure as shown on the table below. Shadow cats and ophidians are detailed in the Appendix.

### Area 19 Encounters

Adventure Level	Number of Monks
11th	2 ophidian monks
14th	4 ophidian monks
17th	6 ophidian monks
20th	8 ophidian monks

**Ophidian Monk** (2, 4, 6, or 8); Med humanoid (ophidian); **AC** 16; **hp** 78; **Spd** 30 ft; **Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0; **Saves** DEX +6, CON +4, WIS +4; **Resist** psy; **PB** +2; **Senses** darkvision 60, PP 12; **AL** LE; **CR** 4; **XP** 1,100.

- **Shrug Off** Adv on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious;
- **Unarmored Defense** Wis included in AC.
- **Multiattack** 2 fist and 1 bite, or 2 shortbow.
- **Melee** Bite (+6, 5 ft, 1d6+4 bldg plus 2d8 psn); Fist (+6, 5 ft, 1d8+4 bldg).
- **Ranged** Shortbow (+6, 80/320 ft, 1d6+4 prc).

**Shadow Cat** (1); Lrg monstrosity; **AC** 13; **hp** 85; **Spd** 40 ft; **Str** +4, **Dex** +2, **Con** +3, **Int** -1, **Wis** +1, **Cha** -1; **PB** +2; **Senses** darkvision 60, PP 11; **AL** NE; **CR** 3; **XP** 700.

- **Avoidance** No damage or half from saves.
- **Innate Spellcasting** Wis (DC 11); At will: *blur*.
- **Pounce** Move  $\geq$  20 ft toward target, target DC 14 Str save or prone, BA bite against prone target.
- **Melee** Bite (+6, 5 ft, 1d8+4 prc plus 1d6 ncr, target DC 13 Con save or hp max reduced by ncr dmg taken until rest, die if reduced to 0, rise as zombie after 24 hours); Claw (+6, 5 ft, 2d6+4 slsh).

## 20 - Travel

There are no lights in this room.

A 20-foot-square mat dominates this area. Simple weapons held on racks line the walls. Training dummies made from straw and wood stand against the southern wall. **Potential Encounter:**

**The Eternal.** If **The Eternal** is encountered here, he is practicing Shar Aknian either by himself or with his entourage.

## 21 - Hidden

A burning fireplace in the northern wall illuminates this room. Three bows lie on an L-shaped table against the southeastern corner. Two arrow slits grant a view of the terrain to the south of the monastery. A locked chest sits near the fireplace.

**Encounter: Shadow Chest.** The chest contains six **shadows**, which emerge and attack any non-ophidian in the room. Unless detected in advance with a successful DC 21 Wisdom (Perception) check, the shadows have advantage on their initiative rolls.

**Treasure: Magical Arrows.** Each arrow slit holds a single ceramic jar within which ten +1 *arrows* are stored.

**Shadow** (6); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncro, psn; **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained** **PB** +2; **Senses** darkvision 60, PP 11; **AL** CE; **CR** ½; **XP** 100.

- **Amorphous** Squeeze through 1 inch space.
- **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness.
- **Sunlight Weakness** In sunlight, dis atk, checks, saves.
- **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncro, target Str reduced 1d4 until rest; dies at 0 Str).

## 22 - Pillow

This room acts as the keep's barbican. A fireplace at the north end of the room illuminates the area and keeps a 30-gallon cauldron of water boiling. A track runs the length of the room upon which the boiling cauldron can be slid.

**Hazard: Boiling Water.** A creature operating the cauldron can tip it north, east, or west, spilling its contents through the murder holes set into the floors. When this happens, any creatures in **area 1** directly below the barbican must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage on a failed saving throw or half as much damage on a successful one.

## 23 - Incense

This room is identical to **area 21**, except it does not contain a chest that holds shadows. It also smells of sweet incense.

## 24 - Sparkling

This large area acts as a tavern for the ophidians. Six round tables surrounded by simple chairs fill the room. Shelves lined with cups and plates cover the eastern wall. Kegs filled with fermented cobra venom stand near the shelves.

There is nothing of value in this area.

## 25 - Spears

A pair of bunk beds stand against the western wall. A large table surrounded by chairs stands to the east. Arrow slits in the southern and eastern walls provide views of the monastery's exterior.

**Encounter: Practicing Monks.** At the south end of the room, a group of ophidians use a **despaircrow** to train with spears. The nature of the ophidians depends on the level of the adventure, as shown on the table below. The despaircrow and the ophidians are detailed in the Appendix.

*Area 25 Encounters*

Adventure Level	Encounter
11th	2 ophidian monks
14th	1 ophidian master and 1 ophidian monk
17th	2 ophidian masters
20th	3 ophidian masters



**Despaircrow (1):** Med construct; **AC 11; hp 36; Spd 30 ft; Str +0, Dex +1, Con +0, Int +0, Wis +0, Cha +1; Vuln fire; Resist cold; bldg, prc, slsh non-magic; Immune psn; charmed, exhaustion, frightened, paralyzed, poisoned, unconscious; PB +2; Senses darkvision 60, PP 10; AL CE; CR 1; XP 200.**

► **False Object** adv on init if motionless, DC 15 Perception to see it's animated.

► **Haunting Voice** mimic any voice it or target telepathy heard, DC 15 Insight to tell it's imitation.

► **Multiattack** 2 claw.

► **Melee Claw** (+3, 5 ft, 2d4+2 slsh, target DC 11 Wis save or frightened until end of despaircrow's next turn).

► **Fear Gaze** 1 creature ≤ 30 ft DC 11 Wis save or frightened and paralyzed until end of despaircrow's next turn.

► **Read Thoughts** reads surface thoughts 1 creature ≤ 30 ft, continue while concentrating, target dis Fear Gaze.

**Ophidian Master (1, 2, or 3):** Med humanoid (ophidian); **AC 18; hp 118; Spd 30 ft; Str +0, Dex +5, Con +3, Int +1, Wis +3, Cha +1; Saves DEX +8, CON +6, WIS +6; Resist psy; PB +3; Senses darkvision 60, PP 16; AL LE; CR 7; XP 2,900.**

► **Shrug Off** Adv on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious.

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 2 fist and 1 bite, or 2 shortbow.

► **Melee Bite** (+8, 5 ft, 1d6+5 bldg plus 2d8 psn); **Fist** (+8, 5 ft, 1d8+5 bldg).

► **Ranged Shortbow** (+8, 80/320 ft, 1d6+5 prc).

► **Reaction Deflect Blow** (reduces dmg from melee atk by 20).

**Ophidian Monk (1 or 2):** Med humanoid (ophidian); **AC 16; hp 78; Spd 30 ft; Str +0, Dex +4, Con +2, Int +0, Wis +2, Cha +0; Saves DEX +6, CON +4, WIS +4; Resist psy; PB +2; Senses darkvision 60, PP 12; AL LE; CR 4; XP 1,100.**

► **Shrug Off** Adv on saves against charmed, frightened, incapacitated, paralyzed, stunned, unconscious;

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 2 fist and 1 bite, or 2 shortbow.

► **Melee Bite** (+6, 5 ft, 1d6+4 bldg plus 2d8 psn); **Fist** (+6, 5 ft, 1d8+4 bldg).

► **Ranged Shortbow** (+6, 80/320 ft, 1d6+4 prc).





## 26 - Rotating

The door to this dark crypt is locked. The front of the door is carved to look like a snake with its mouth open. A character who looks inside the snake's mouth notices a small hole inside.

**Encounter: Shadowfang.** The crypt contains the sarcophagus of one of the monastery's old masters that has since become an **ophidian shadowfang** (see the Appendix). When a living creature comes within 5 feet of the door, the shadowfang rises from its sarcophagus and pours out of the hole in its door.

**Treasure: Ophidian Bones.** Lifting the sarcophagus' lid requires two or more creatures with combined Strength scores of 22 to perform. The sarcophagus contains the preserved corpse of the shadowfang. If the corpse is destroyed, the shadowfang from which it emerges is also destroyed. The corpse lacks eyes. In place of its eyes are two rubies, each worth 2,500 gp.

**Ophidian Shadowfang** (1); Med undead; **AC** 19; **hp** 150; **Spd** 40 ft; **Str** -2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2; **Saves** DEX +9, CON +7, WIS +7; **Vuln** rad; **Resist** acid, cold, fire, ltng, psy, thndr; bldg, prc, slsh nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +4; **Senses** darkvision 60, PP 16; **AL** LE; **CR** 9; **XP** 5,000.

- ▶ **Amorphous** Move through 1 inch space.
- ▶ **Shadow Stealth** BA Hide (Stealth +13) in dim light or darkness.
- ▶ **Sunlight Weakness** In sunlight, dis atk, checks, saves.
- ▶ **Unarmored Defense** Wis included in AC.
- ▶ **Multiattack** 3 strength drain.
- ▶ **Melee** Strength Drain (+9, 5 ft, 2d6+5 ncr, target Str reduced 1d4 until rest; dies at 0 Str and becomes shadow).

## 27 - Wind

This area is identical to **area 26**.

## 28 - Butter

Nine gargoyle heads, three each protruding from the north, south, and eastern walls, decorate this 70-foot-long hallway. Two burning braziers set into alcoves in the north and south walls illuminate the area.

**Hidden Crypts.** The three crypts described below (**areas 29** through **31**) were bricked over long ago by the ophidians. Only 1-inch-wide tunnels cut into the walls serve as evidence of their existence. These tunnels allow the amorphous creatures hidden in these crypts to escape into this chamber. See each area for details.

The only way to get beyond the wall is to cast a spell or use a feature that allows a character to move through solid walls or inside the 1-inch-wide tunnel (such as the *etherealness*, *gaseous form*, or *passwall* spells).

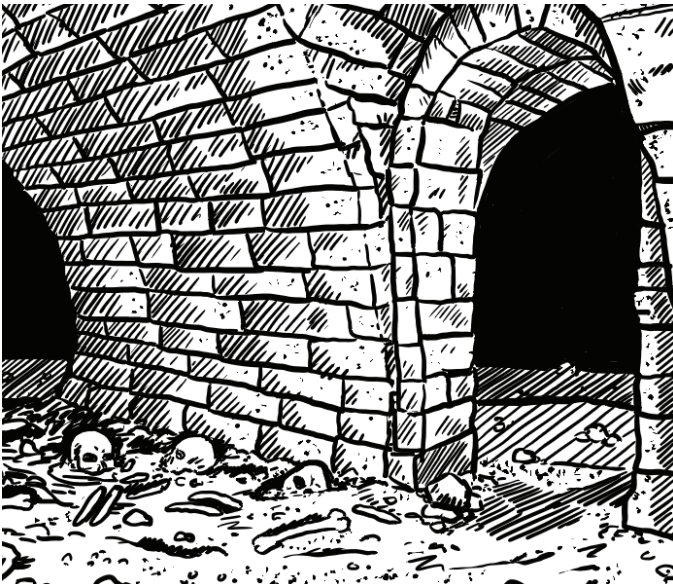
**Hidden Key.** If a character searches the large gargoyle head on the eastern wall and succeeds on a DC 15 Intelligence (Investigation) check, they discover a long, thin key stored inside its mouth. The key unlocks the sarcophagus in **area 32**. Removing this key from its place alerts the shadows hiding in **areas 30** and **31**.

## 29 - Dung

This dark, hidden crypt contains a large stone sarcophagus. The sarcophagus is actually an illusion used to hide the presence of an imprisoned **fiendish otyugh**. Touching the sarcophagus releases the otyugh.

**Fiendish Otyugh** (1); Lrg fiend; **AC** 14; **hp** 114; **Spd** 30 ft; **Str** +3, **Dex** +0, **Con** +4, **Int** -2, **Wis** +1, **Cha** -2; **Saves** CON +8; **Resist** cold, ltng; bldg, prc, slsh nonmagic; **Immune** fire, psn; poisoned; **PB** +4; **Senses** darkvision 120, truesight 60, PP 11; **AL** N; **CR** 9; **XP** 5,000.

- ▶ **Limited Telepathy** transmit messages & images to creature that understands language ≤ 120 ft, no responses.
- ▶ **Multiattack** 3 atks: 1 bite and 2 tentacles.
- ▶ **Melee** Bite (+7, 5 ft, 2d8+3 prc plus 2d8 fire; target DC 15 Con save or poisoned until disease cured, repeat save 24 hours for cure or 1d10 max hp reduction until disease cured); Tentacle (+7, 10 ft, 1d8+3 bldg plus 1d8 prc plus 2d8 fire, if ≤ Med grappled DC 13 & restrained, 2 tentacles).
- ▶ **Tentacle Slam** grappled creatures DC 14 Con save or 2d6+3 bldg and stunned until end of otyugh's next turn, success half dmg and not stunned).



### 30 - Plumbing

This dark, hidden crypt contains an empty stone sarcophagus.

**Encounter: Shadows.** Shadows linger in this area. The shadows emerge from the crypt whenever a living creature comes within 5 feet of the 1-inch-wide tunnel that connects this area to **area 28**. The number of shadows encountered depends on the level of the adventure.

#### Area 29 Encounters

Adventure Level	Encounters
11th	3 shadows
14th	6 shadows
17th	12 shadows
20th	16 shadows

**Shadow** (3, 6, 12, or 16); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncro, psn; **exhaustion**, **frightened**, **grappled**, **paralyzed**, **petrified**, **poisoned**, **prone**, **restrained** **PB** +2; **Senses** darkvision 60, **PP** 11; **AL** CE; **CR** ½; **XP** 100.

- ▶ **Amorphous** Squeeze through 1 inch space.
- ▶ **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness.
- ▶ **Sunlight Weakness** In sunlight, dis atk, checks, saves.
- ▶ **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncro, target Str reduced 1d4 until rest; dies at 0 Str).

### 31 - Hatchery

This secret crypt is identical to **area 30**.

### 32 - Climbing

Four 5-inch-thick stone columns hold this chamber's 20-foot-high ceilings aloft. Iron braziers enchanted with *continual flame* illuminate the area. A stone sarcophagus carved to look like an ophidian monk rests at the center of the chamber.

**The Sarcophagus.** One or more creatures with combined Strength scores of 22 or higher can remove the sarcophagus' lid. The inside of the sarcophagus appears to be empty. However, a character who inspects the sarcophagus and succeeds on a DC 20 Wisdom (Perception) check notices that the sarcophagus has a locked false bottom. A successful DC 15 Intelligence (Investigation) check made outside the sarcophagus reveals a keyhole hidden amid the stone snake's scales. If the key found in **area 28** is inserted into this hole and turned, it unlocks the sarcophagus' false bottom. Otherwise, the compartment can be opened with a successful DC 20 Dexterity check using proficiency in thieves' tools, or broken open with a DC 25 Strength (Athletics) check

The hidden compartment contains a simulacrum of The Eternal. For simplicity's sake, the simulacrum uses the **vampire spawn** stat block except it is a construct, it lacks the spawn's Regeneration feature, and it can't regain hit points with its bite attack. If the simulacrum is destroyed, it melts into a pile of water. A character with proficiency in Arcana that succeeds on a DC 17 Intelligence (Arcana) check recognizes that the creature they fought was a simulacrum.

**Hidden Duct.** The ceiling within 5 feet of the north wall hides a 1-inch-wide hole that connects this area to **area 33**, which is 10 feet above this chamber. Spotting the hole requires a successful DC 18 Wisdom (Perception) check. The only way to get beyond the wall is to cast a spell or use a feature that allows a character to move through solid walls or through the 1-inch-wide tunnel (such as the *etherealness*, *gaseous form*, or *passwall* spells).

**The Eternal Simulacrum;** Med construct; **AC** 15; **hp** 82; **Spd** 30 ft; **Str** +3, **Dex** +3, **Con** +3, **Int** +0, **Wis** +0, **Cha** +1; **Saves** DEX +6, WIS +3; **Resist** ncro, bldg, prc, slsh nonmagic; **PB** +5; **Senses** darkvision 60, **PP** 13; **AL** NE; **CR** 5; **XP** 1,800.

- ▶ **Spider Climb** Climb walls without check.
- ▶ **Weaknesses** Forbiddance, Harmed by Running water (20 acid), Stake to the Heart, Sunlight Hypersensitivity (20 rad).
- ▶ **Multiattack** 2 attacks, only 1 bite.
- ▶ **Melee** Claws (+6, 5 ft, 2d4+3 slsh or grapple (DC 13)); Bite (+6, 5 ft, willing, grappled, restrained, or incapacitated creature, 1d6+3 prc plus 2d6 ncro).

### 33 - Obstacles

The eastern door of this chamber is locked.

A stone sarcophagus sits atop a wide dais. Inside the sarcophagus lies an **ophidian shadowfang** (see the Appendix) that dresses and acts identically to The Eternal. This shadowfang pretends to be The Eternal to prevent his true sarcophagus (**area 35**) from being found.

During combat, the ophidian shadowfang summons six **shadows** that fight alongside it.

**Treasures and Hidden Door.** The door to the south is locked. Inside, a simple shelf built into the wall holds a large golden gauntlet decorated with six gems, each one a different color. The gauntlet is worth 1,000 gp, and each individual gem is worth 500 gp. There are also three coin purses, each of which contains 500 pp. Finally, there is a *ring of invisibility* stored in a small, glass box.

**Hidden Hole.** A loose bit of stone on the south wall of the treasure closet hides a 1-inch wide hole that connects this area to **area 34**. Spotting the hole requires a successful DC 20 Intelligence (Investigation) check.

If the characters can't move beyond the wall to the other side via the hole, this section of wall can be destroyed. The wall has AC 19, 75 hp (damage threshold 5), and immunity to poison and psychic damage. If the wall's hit points are reduced to 0, it crumbles, revealing the room beyond. Destroying the wall alerts the undead creatures inside **area 34** to the characters' presence.

**Ophidian Shadowfang** (1); Med undead; **AC** 19; **hp** 150; **Spd** 40 ft; **Str** -2, **Dex** +5, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2; **Saves** DEX +9, CON +7, WIS +7; **Vuln** rad; **Resist** acid, cold, fire, ltng, psy, thndr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncr, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained; **PB** +4; **Senses** darkvision 60, PP 16; **AL** LE; **CR** 9; **XP** 5,000.

► **Amorphous** Move through 1 inch space.

► **Shadow Stealth** BA Hide (Stealth +13) in dim light or darkness.

► **Sunlight Weakness** In sun, dis atk, checks, saves.

► **Unarmored Defense** Wis included in AC.

► **Multiattack** 3 strength drain.

► **Melee** Strength Drain (+9, 5 ft, 2d6+5 ncr, target Str reduced 1d4 until rest; dies at 0 Str and becomes shadow).

**Shadow** (6); Med undead; **AC** 12; **hp** 16; **Spd** 40 ft; **Str** -2, **Dex** +2, **Con** +1, **Int** -2, **Wis** +0, **Cha** -1; **Vuln** rad; **Resist** acid, cold, fire, ltng thdr; **bldg**, **prc**, **slsh** nonmagic; **Immune** ncro, psn; exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained **PB** +2; **Senses** darkvision 60, PP 11; **AL** CE; **CR** ½; **XP** 100.

► **Amorphous** Squeeze through 1 inch space.

► **Shadow Stealth** BA Hide (Stealth +4) dim light or darkness.

► **Sunlight Weakness** In sunlight, dis atk, checks, saves.

► **Melee** Strength Drain (+4, 5 ft, 2d6+2 ncro, target Str reduced 1d4 until rest; dies at 0 Str).



## 34 - Dance

This area is divided into four sections by iron bars.

**Encounter: Cyclops Heads.** Eight **floating cyclops heads** (see the Appendix) protect this area. The cyclopes keep their distance, using their necrotic rays from behind the bars.

**Trap: Iron Bars.** All of the iron bars are electrified. If a creature touches the iron bars or attacks the bars with a melee weapon attack, it must make a DC 15 Constitution saving throw, taking 18 (4d8) lightning damage on a failed saving throw or half as much damage on a successful one. A target wearing metal armor makes its saving throw at disadvantage.

The trap protecting a 10-foot-wide section of bars can be disabled with a successful DC 15 Dexterity check using proficiency in thieves' tools. If the check fails by 5 or more, the character is electrocuted and must make a saving throw.

The bars can be bent open with a successful DC 20 Strength (Athletics) check. They can also be destroyed. A 10-foot-wide section of bars has AC 19, 30 hp, and immunity to piercing, poison, and psychic damage.

**The Eternal's Chamber.** The door connecting this area to **area 35** is *arcane locked*. Outside of dispelling it with a *knock* spell or similar magic, only a successful DC 30 Strength check breaks open the door. However, it does have a 1-inch-wide niche carved into it. The niche is large enough to allow amorphous creatures like shadows and oozes, as well as The Eternal in his mist form, to move through the door.

**Floating Cyclops Head** (8), Sml undead; **AC** 14; **hp** 17; **Spd** 0 ft, fly 30 ft; **Str** +0, **Dex** +0, **Con** +5, **Int** -4, **Wis** -2, **Cha** -3; **Saves** WIS +0; **Immune** psn, poisoned; **PB** +2; **Senses** darkvision 60, PP 8; **AL** NE; **CR** 1; **XP** 200.

► **Undead Fortitude** Resist 0 hp with DC 5+damage Con save unless rad or crit; drop to 1 hp.

► **Melee** Bite (+2, 5 ft, 1d4 prc).

► **Ranged** Necrotic Ray (+5, 120 ft, 3d6 ncr, target DC 15 Con save or hp max reduced by ncr dmg taken until rest, die if reduced to 0).



## 35 - Therapy

The Eternal's sarcophagus lies at the center of this locked room (see above for details on the door's lock).

The sarcophagus is crafted from one solid piece and lacks a lid. Only a 1-inch-wide hole carved into its base allows The Eternal to move into and out of the sarcophagus while in its mist form. If The Eternal is encountered here or he retreated here after combat, the characters will need to find a way inside the sarcophagus.

Spells and effects that affect stone such as *passwall* can grant the characters access to The Eternal. Otherwise, the sarcophagus has AC 19, AC 150 (damage threshold 10), and immunity to poison and psychic damage. If the sarcophagus' hit points are reduced to 0, it is destroyed, revealing The Eternal.

If The Eternal is encountered here, he fights until his hit points are reduced to 0, in which case he tries to flee. If he can't flee or if the characters have trapped him, he tries to bargain with the characters, promising them whatever he can to stop them from destroying him.

**Treasure: False Bottom.** Unless The Eternal is resting within it, the inside of the sarcophagus appears to be empty. However, a character who inspects the sarcophagus and succeeds on a DC 20 Wisdom (Perception) check notices that the sarcophagus has a locked false bottom. A successful DC 15 Intelligence (Investigation) check made outside the sarcophagus reveals a small latch hidden in the side of the sarcophagus. If pulled, the latch opens the hidden compartment. Otherwise, the compartment can be opened with a successful DC 20 Dexterity check using proficiency in thieves' tools, or broken open with a DC 25 Strength (Athletics) check.

The compartment contains a *portable hole* within which The Eternal stored its treasure: 30,000 pp.

## CONCLUDING THE ADVENTURE

The Eternal's dark influence is all that keeps the monastery from collapsing back into the elemental plane of chaos. If The Eternal is permanently destroyed, the entire area starts to shake. The characters have 1 minute to evacuate the monastery before it tumbles onto their heads. Any creature caught inside the collapsing monastery takes 55 (10d10) bludgeoning damage from the falling debris. After the monastery is destroyed, the characters are once more subjected to the conditions of the plane of elemental chaos. And if they fail to escape via one of the portals in **area 7**, they will have to find another way to leave the plane. Ω

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# APPENDIX

Written by **Dave Hamrick**, Paizo Publishing, and **Kobold Press**

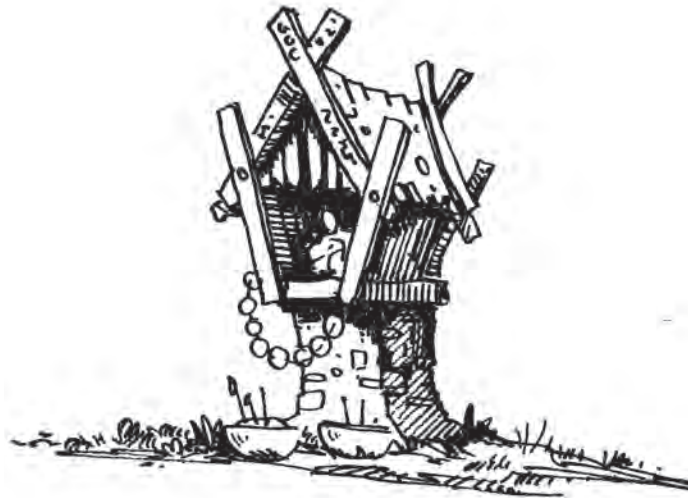
Art by **Rick Hershey** and **Maciej Zagorski**

## MONK ENEMIES

Monk-centric campaigns invite a unique variety of martial arts foes and villains. A bevy of new creatures and villains well-suited for your monk adventures are included in this Appendix. Additionally, the table below offers a variety of enemies (and allies) you can employ from the *MM*. These are classic monsters often seen in cinema and other media. Of course, you are free to pit your monk characters against any creature you see fit.

### SOURCES

- **BSA.** This issue of *BroadSword Adventures for Fifth Edition*.
- **SRD.** The Fifth Edition systems reference document; monsters also found in the *MM*.



### Monk Enemies

CR	Monster Name	Source	CR	Monster Name	Source
1/8	Bandit	SRD	4	Ghost	SRD
1/8	Flying snake	SRD	4	Ophidian monk	BSA
1/4	Giant poisonous snake	SRD	5	Martial arts master	BSA
1/4	Goblin	SRD	5	Vampire spawn	SRD
1/4	Zombie	SRD	5	Wraith	SRD
1/2	Hobgoblin	SRD	6	Ogre chief	BSA
1	Friar	BSA	7	Oni	SRD
1	Ghoul	SRD	7	Ophidian master	BSA
1	Martial arts initiate	BSA	8	Assassin	SRD
1	Ninja	BSA	8	Spirit naga	SRD
1	Specter	SRD	9	Ophidian shadowfang	BSA
2	Bandit captain	SRD	10	Guardian naga	SRD
2	Giant constrictor snake	SRD	11	Behir	SRD
2	Ogre	SRD	13	Rakshasa	SRD
2	Ogre zombie	SRD	13	Vampire	SRD
3	Giant scorpion	SRD	15	Martial arts grandmaster	BSA
3	Manticore	SRD	16	Marilith	SRD
4	Elephant	SRD	17	Dragon Turtle	SRD

## NEW MONSTERS

### BODAK

When mortal humanoids find themselves exposed to profound, supernatural evil, a horrific, occult transformation can strip them of their souls and damn them to the tortured existence of a bodak. Changed into a twisted, misanthropic husk, the bodak is driven by profound emptiness, sorrowful longing, and vengeful hatred of all life. A bodak's appearance is profoundly disturbing. Its flesh looks dried, taut, and desiccated, though it possesses a strange, otherworldly sheen. Its body is disproportionate and distinctly androgynous. Hairless

and with only vague hints of facial structure, the bodak's eyes are deep set in their sockets and constantly weep foul-smelling smoky vapors.

Bodaks vehemently despise all living creatures and immediately seek to destroy any they encounter. A bodak retains the ability to speak one language it knew in life (typically Common), but it rarely engages in conversation, instead spitting out an incomprehensible stream of vile accusations, curses, and threats. On occasion, a bodak might wield weapons, but most rely primarily upon the effects of their deadly gaze.

<b>Bodak</b>					
<i>Medium undead, chaotic evil</i>					
<b>Armor Class</b> 18 (natural armor)					
<b>Hit Points</b> 58 (9d8 + 18)					
<b>Speed</b> 30 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	12 (+1)
<b>Skills</b> Perception +4, Stealth +5					
<b>Damage Resistances</b> fire, cold; bludgeoning, piercing, and slashing from nonmagical attacks					
<b>Damage Immunities</b> lightning, poison					
<b>Condition Immunities</b> poisoned					
<b>Senses</b> darkvision 60 ft., passive Perception 14					
<b>Languages</b> the languages it knew in life					
<b>Challenge</b> 6 (2,300 XP)					
<p><b>Death Gaze.</b> When a creature that can see the bodak's eyes starts its turn within 30 feet of the bodak, the bodak can force it to make a DC 13 Constitution saving throw if the bodak isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature dies. Otherwise, a creature that fails its saving throw takes 36 (8d8) necrotic damage. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the bodak until the start of its next turn, when it can avert its eyes again. If the creature looks at the bodak in the meantime, it must immediately make the save. A humanoid killed by this attack raises as a bodak in 24 hours unless the start is resurrected by a spell such as <i>revivify</i> or <i>resurrection</i>.</p> <p><b>Sunlight Sensitivity.</b> While in sunlight, the bodak has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.</p>					
<b>ACTIONS</b>					
<p><b>Multiattack.</b> The bodak makes two slam attacks.</p> <p><b>Slam.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) bludgeoning damage.</p>					



## GAKI

*A wretched spirit, at once both emaciated and bloated, stuffs huge handfuls of filth from a dung heap into its gaping, toothy maw.*

The gaki, or hungry ghosts, are restless spirits of avaricious humans, cursed by the gods to live eternally in constant hunger. This hunger manifests itself as an insatiable desire to consume filth or cannibalistically devour human carrion. A hungry ghost appears as a hairless human with deep, bruised-blue skin stretched tight over both its emaciated ribs and its pendulous belly.

### Caryatid Column

*Medium construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 34 (4d8 + 16)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

**Damage Immunities** damage from spells, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

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

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

**Languages** understands the languages of its creator but can't speak

**Challenge** 3 (700 XP)

**False Appearance.** While the caryatid column remains motionless, it is indistinguishable from a normal statue.

**Limited Immutable Form.** The caryatid column is immune to any spell or effect that would alter its form with the following exceptions: 1. Any spell cast upon the caryatid column that would transform stone into another form of matter, such as mud, deals 1d6 necrotic damage to the column for every level of the spell cast. 2. The spell *flesh to stone* cast against the caryatid column does not change its form, but negates its immunity to damage from spells and its Magic Resistance feature until the end of its next turn.

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

**Magic Weapons.** The caryatid column's weapon attacks are magical.

**Shatter Weapons.** Whenever a creature strikes a caryatid column with a nonmagical weapon not made of adamantine, the column takes no damage, and the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition not made of adamantine that hits the column is destroyed.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage when wielded with two hands.

**Desperate Hunger.** Gaki rarely hunt mortal creatures. Though gaki can kill mortal creatures and devour their flesh, they find the rancid taste of carrion far more appetizing. When gaki do attack humanoids, it is because that mortal is keeping it from eating. Gaki cursed to eternally feed on feces, for instance, stalk outhouses and viciously attack the creatures relieving themselves within,

### Despaircrow

*Medium construct, chaotic evil*

**Armor Class** 11

**Hit Points** 36 (8d8)

**Speed** 30 ft.

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

**Skills** Deception +5

**Damage Vulnerabilities** fire

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

**Damage Immunities** poison

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

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

**Languages** understands the languages of its creator but speaks only through the use of its Haunting Voice trait

**Challenge** 1 (200 XP)

**False Object.** If the despaircrow is motionless at the start of combat, it has advantage on its initiative roll. If a creature hasn't observed the despaircrow move or act, that creature must succeed on a DC 15 Wisdom (Perception) check to discern that the despaircrow is animate.

**Haunting Voice.** The despaircrow can mimic any voices it has heard or the target of telepathy has heard. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

### ACTIONS

**Multiattack.** The despaircrow makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature, it must succeed on a DC 11 Wisdom saving throw or become frightened until the end of the despaircrow's next turn.

**Fear Gaze.** The despaircrow targets one creature that it can see within 30 feet of it. If the target can see the despaircrow, the target must succeed on a DC 11 Wisdom saving throw or be magically frightened until the end of the despaircrow's next turn. The frightened target is paralyzed.

**Read Thoughts.** The despaircrow magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the despaircrow can continue reading its thoughts, as long as the despaircrow's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the target has disadvantage on saving throws against the despaircrow's Fear Gaze.



as the gaki believes the creatures are guarding their rightful meal.

**Esoteric Devourers.** A hungry ghost is cursed to consume a single thing for eternity. Usually the object of their hunger is disgusting refuse like feces or garbage, but some gaki have more unusual tastes. Often, these tastes ironically reflect the sins these spirits committed in life. Gaki are generally benign, but the hungers that put them in conflict with civilized creatures—such as hungering for gold, clothing, magical scrolls—are the most destructive of all.

**Hungry Dead Nature.** The hungry ghost doesn't require air or sleep.

<b>Gaki</b>						
<i>Medium undead, chaotic evil</i>						
<b>Armor Class</b> 14						
<b>Hit Points</b> 75 (10d8 + 30)						
<b>Speed</b> 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
7 (-2)	18 (+4)	17 (+3)	10 (+0)	12 (+1)	16 (+3)	
<b>Saving Throws</b> Wis +4, Cha +6						
<b>Skills</b> Perception +4						
<b>Damage Resistances</b> acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks						
<b>Damage Immunities</b> cold, necrotic, poison						
<b>Condition Immunities</b> charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained						
<b>Senses</b> darkvision 60 ft., passive Perception 14						
<b>Languages</b> the languages it knew in life						
<b>Challenge</b> 8 (3,900 XP)						
<b>Aura of Famine.</b> If a creature starts its turn within 10 feet of a gaki, it is overwhelmed by a hunger that dissolves fat and atrophies muscle. It must make a DC 14 Constitution saving throw, taking 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.						
<b>Gluttonous Attraction.</b> At the start of its turn, if a creature can see the gaki, it must make a DC 14 Wisdom saving throw. On a failure, it is overcome with a desire to kill and eat the ghost, and it must move as close to the gaki as it can.						
<b>Hungry Frenzy.</b> The gaki has advantage on melee attack rolls against any creature that doesn't have all its hp.						
<b>Incorporeal Movement.</b> The gaki can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.						
<b>ACTIONS</b>						
<b>Multiattack.</b> The gaki makes two bite attacks.						
<b>Bite.</b> <i>Melee Weapon Attack:</i> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage.						
<b>Spit Acid.</b> <i>Ranged Spell Attack:</i> +6 to hit, range 30 ft., one target. <i>Hit:</i> 21 (6d6) acid damage.						

<b>Floating Cyclops Head</b>						
<i>Small undead, neutral evil</i>						
<b>Armor Class</b> 14 (natural armor)						
<b>Hit Points</b> 17 (2d6 + 10)						
<b>Speed</b> 0 ft., fly 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
10 (+0)	11 (+0)	20 (+5)	3 (-4)	6 (-2)	5 (-3)	
<b>Saving Throws</b> Wis +0						
<b>Damage Immunities</b> poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> darkvision 60 ft., passive Perception 8						
<b>Languages</b> understands Giant but can't speak						
<b>Challenge</b> 1 (200 XP)						
<b>Undead Fortitude.</b> If damage reduces the head to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the head drops to 1 hit point instead.						
<b>ACTIONS</b>						
<b>Bite.</b> <i>Melee Weapon Attack:</i> +2 to hit, reach 5 ft., one target. <i>Hit:</i> 2 (1d4) piercing damage.						
<b>Necrotic Ray.</b> <i>Ranged Spell Attack:</i> +5 to hit, range 120 ft., one target. <i>Hit:</i> 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw. On a failed saving throw, the target's hit point maximum is reduced to an amount equal to the necrotic damage taken. The target dies if this reduces its hit points to 0. Otherwise, the reduction lasts until the target completes a short or long rest.						

<b>Friar</b>						
<i>Medium humanoid (any race), any alignment</i>						
<b>Armor Class</b> 14						
<b>Hit Points</b> 32 (5d8 + 10)						
<b>Speed</b> 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
16 (+3)	13 (+1)	14 (+2)	10 (+0)	16 (+3)	13 (+1)	
<b>Saving Throws</b> Str +5, Dex +3						
<b>Skills</b> Religion +2						
<b>Senses</b> passive Perception 13						
<b>Languages</b> any one language (usually Common)						
<b>Challenge</b> 1 (200 XP)						
<b>Unarmored Defense.</b> AC bonus equal to Wisdom modifier (included).						
<b>ACTIONS</b>						
<b>Multiattack.</b> The friar makes two quarterstaff attacks.						
<b>Quarterstaff.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage when wielded as a two-handed weapon.						
<b>Light Crossbow.</b> <i>Ranged Weapon Attack:</i> +3 to hit, range 80/320 ft., one target. <i>Hit:</i> 5 (1d8 + 1) piercing damage.						
<b>Rousing Words (Recharges After a Short or Long Rest).</b> For 1 minute, the friar can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an ability check, attack roll, or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the friar. A creature can benefit from only one Rousing Words die at a time. This effect ends if the friar is incapacitated.						

## HUECUVA

Huecuvas are the risen corpses of heretical clerics who blasphemed and renounced their deities before meeting death. In unlife, they hate and seek to destroy those pious souls who keep their vows. Although easily mistaken for skeletons, huecuvas have a spark of intelligence that makes them cunning and deceptive foes. When night falls, a huecuva emerges to seek out its prey. Fortunately for the living, the typical huecuva has only fragments of intellect remaining, so it is usually not long before the undead creature makes an error of judgment or simply reveals itself for the monster it is.

Most huecuvas remember little of their former lives except for the blasphemies that led them to their cursed fates. They often find themselves drawn to the ruins of old temples, where they rage against or seek hopeless absolution from the deities who so afflicted them. Huecuvas sometimes work in concert with other undead creatures that share the same area.

<b>Huecuva</b>					
<i>Medium undead, neutral evil</i>					
<b>Armor Class</b> 20 (plate armor, shield)					
<b>Hit Points</b> 65 (10d8 + 20)					
<b>Speed</b> 30 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	9 (-1)	14 (+2)	4 (-3)	19 (+4)	14 (+2)
<b>Saving Throws</b> Wis +6, Cha +4					
<b>Skills</b> Religion +1					
<b>Damage Immunities</b> poison					
<b>Condition Immunities</b> poisoned					
<b>Senses</b> darkvision 60 ft., passive Perception 14					
<b>Languages</b> understands the languages it knew in life but can't speak					
<b>Challenge</b> 3 (700 XP)					
<b>Turn Resistance.</b> The huecuva has advantage on saving throws against effects that turn undead.					
<b>Spellcasting.</b> The huecuva is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared: Cantrips (at will): <i>guidance, resistance, sacred flame, thaumaturgy</i> 1st Level (4 slots): <i>bane, bless, detect magic, false life, inflict wounds, sanctuary</i> 2nd Level (3 slots): <i>blindness/deafness, enhance ability, spiritual weapon, ray of enfeeblement</i> 3rd Level (2 slots): <i>animate dead, bestow curse, fear, spirit guardians, vampiric touch</i>					
<b>ACTIONS</b>					
<b>Morningstar.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage. The target must succeed on a DC 12 Constitution saving throw or contract huecuva blight, a disease. The symptoms manifest after 1 day, the creature experiencing cramps and fatigue. The creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, the target must make a DC 12 Constitution saving throw. On a failed save, the target gains one level of exhaustion. On a successful save, the character's exhaustion level increases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.					
<b>Light Crossbow.</b> <i>Ranged Weapon Attack:</i> +1 to hit, range 80/320 ft., one target. <i>Hit:</i> 3 (1d8 - 1) piercing damage.					
<b>Sacred Flame (Cantrip).</b> The huecuva targets one creature that it can see within 60 feet of it. The target must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) radiant damage. The target gains no benefit from cover for this saving throw.					

<b>Master Sushi</b>					
<i>Medium humanoid (locathah), lawful evil</i>					
<b>Armor Class</b> 20					
<b>Hit Points</b> 127 (17d8 + 51)					
<b>Speed</b> 30 ft., swim 90 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
10 (+0)	20 (+5)	16 (+3)	13 (+1)	21 (+5)	10 (+0)
<b>Saving Throws</b> Str +3, Dex +8					
<b>Senses</b> darkvision 60 ft., passive Perception 15					
<b>Languages</b> Aquan, Common					
<b>Challenge</b> 8 (3,900 XP)					
<b>Amphibious.</b> Sushi can breathe both air and water.					
<b>Magic Weapons.</b> Sushi's fist attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.					
<b>Unarmored Defense.</b> Sushi gains a bonus to his AC equal to his Wisdom modifier (included).					
<b>ACTIONS</b>					
<b>Multiattack.</b> Sushi makes four poison fist attacks or four dart attacks. Sushi can replace one of his poison fist attacks with a Touch of Death attack.					
<b>Poison Fist.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) bludgeoning damage plus 7 (2d6) poison damage.					
<b>Dart.</b> <i>Ranged Weapon Attack:</i> +8 to hit, range 20/60 ft., one target. <i>Hit:</i> 8 (1d6 + 5) piercing damage.					
<b>Touch of Death (Recharge 6).</b> Sushi makes a poison fist attack. If the attack hits, the target must make a DC 16 Constitution saving throw. On a failed saving throw, the target is paralyzed. The target must repeat its saving throw at the end of its next turn. If the saving throw succeeds, the target is no longer paralyzed. If the saving throw fails, the target's hit points are reduced to 0.					
<b>REACTIONS</b>					
<b>Deflect Missiles.</b> In response to getting hit by a ranged weapon attack, Sushi reduces the damage he would take from the attack by 10, to a minimum of 0. If Sushi reduces the damage to 0, Sushi can catch the missile and make a ranged weapon attack with the weapon or piece of ammunition as part of the same reaction. This attack uses the same modifier to hit and deals the same damage as Sushi's dart attack.					

<b>Martial Arts Initiate</b>						
<i>Medium humanoid (any race), any alignment</i>						
<b>Armor Class</b> 16						
<b>Hit Points</b> 26 (4d8 + 8)						
<b>Speed</b> 40 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
10 (+0)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	10 (+0)	
<b>Saving Throws</b> Str +2, Dex +5						
<b>Senses</b> passive Perception 13						
<b>Languages</b> any one language (usually Common)						
<b>Challenge</b> 1 (200 XP)						
<b>Unarmored Defense.</b> The initiate gains a bonus to its AC equal to its Wisdom modifier (included).						
<b>ACTIONS</b>						
<b>Multiattack.</b> The initiate makes two fist attacks.						
<b>Fist. Melee Weapon Attack:</b> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d4 + 3) bludgeoning damage.						
<b>Dart. Ranged Weapon Attack:</b> +5 to hit, range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.						

<b>Martial Arts Master</b>						
<i>Medium humanoid (any race), any alignment</i>						
<b>Armor Class</b> 18						
<b>Hit Points</b> 90 (12d8 + 36)						
<b>Speed</b> 55 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
10 (+0)	18 (+4)	16 (+3)	10 (+0)	18 (+4)	10 (+0)	
<b>Saving Throws</b> Str +3, Dex +7						
<b>Senses</b> passive Perception 14						
<b>Languages</b> any one language (usually Common)						
<b>Challenge</b> 5 (1,800 XP)						
<b>Magic Weapons.</b> The martial arts master's fist attacks are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.						
<b>Unarmored Defense.</b> The martial arts master gains a bonus to its AC equal to its Wisdom modifier (included).						
<b>ACTIONS</b>						
<b>Multiattack.</b> The martial arts master makes four fist attacks or three dart attacks.						
<b>Fist. Melee Weapon Attack:</b> +7 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (1d6 + 4) bludgeoning damage.						
<b>Dart. Ranged Weapon Attack:</b> +7 to hit, range 20/60 ft., one target. <i>Hit:</i> 7 (1d6 + 4) piercing damage.						
<b>REACTIONS</b>						
<b>Deflect Missiles.</b> In response to getting hit by a ranged weapon attack, the martial arts master reduces the damage it would take from the attack by 10, to a minimum of 0. If the martial arts master reduces the damage to 0, the martial arts master can catch the missile and make a ranged weapon attack with the weapon or piece of ammunition as part of the same reaction. This attack uses the same modifier to hit and deals the same damage as the martial arts master's dart attack.						

## MARTIAL ARTS INITIATE/ MASTER/GRANDMASTER

Students of monasteries are instructed in martial arts combat either in groups or as a master's single student. As they progress in their training, they go from being an initiate to becoming a master. Only the most diligent students eventually reach the rank of grandmaster, having honed their inner ki to the point that they can manipulate both themselves and their opponents.

<b>Martial Arts Grandmaster</b>						
<i>Medium humanoid (any race), any alignment</i>						
<b>Armor Class</b> 19						
<b>Hit Points</b> 225 (30d8 + 90)						
<b>Speed</b> 60 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
13 (+1)	20 (+5)	16 (+3)	10 (+0)	18 (+4)	14 (+2)	
<b>Saving Throws</b> Str +6, Dex +10, Wis +9						
<b>Skills</b> Insight +9, Perception +9, Stealth +10						
<b>Damage Immunities</b> poison						
<b>Condition Immunities</b> poisoned						
<b>Senses</b> blindsight 10 ft., passive Perception 19						
<b>Languages</b> all, telepathy 30 ft.						
<b>Challenge</b> 15 (13,000 XP)						
<b>Ki Master.</b> The grandmaster can take the Dash, Dodge, or Disengage action as a bonus action on each of its turns.						
<b>Legendary Resistance (3/Day).</b> If the grandmaster fails a saving throw, it can choose to succeed instead.						
<b>Magic Weapons.</b> Its weapon attacks are magical.						
<b>Unarmored Defense.</b> The grandmaster gains a bonus to its AC equal to its Wisdom modifier (included).						
<b>Innate Spellcasting.</b> The grandmaster's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can cast the following spells, requiring no material components:						
At will: <i>feather fall, jump, misty step</i>						
3/day each: <i>fireball, lightning bolt, gust of wind</i>						
1/day each: <i>astral projection, haste (self), spiritual weapon</i>						
<b>ACTIONS</b>						
<b>Multiattack.</b> The grandmaster makes six attacks with its fist or with its darts. It can replace one of these attacks with its Stunning Strike.						
<b>Fist. Melee Weapon Attack:</b> +9 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) bludgeoning damage.						
<b>Dart. Ranged Weapon Attack:</b> +9 to hit, range 20/60 ft., one target. <i>Hit:</i> 9 (1d8 + 5) piercing damage.						
<b>Stunning Strike (Recharge 4-6).</b> The grandmaster makes a fist attack. If the attack hits, the target takes the normal damage and must succeed on a DC 17 Constitution saving throw or become stunned until the start of the grandmaster's next turn.						
<b>REACTIONS</b>						
<b>Legendary Block.</b> In response to another creature dealing damage to the grandmaster, the grandmaster reduces the damage to 0 unless the damage is from a critical hit.						

## MASTER SUSHI

Master Sushi is the training master of the Black Rose Clan. He is wise and intelligent and knows better to pick a fight he can't win. However, he's not above challenging characters to a one-on-one contest. As a locathah, he has fish-like features and has an innate poison he can inflict upon others with just a touch.

## NINJA

Ninjas are black-clad masked rogues often employed as thieves and assassins by criminal organizations. They can use a wide range weapons, many of which lack "honor" in the eyes of their enemies. Such weapons include blinding powder, smoke bombs, and a plethora of toxins with which they coat their weapons.

In Omeria, ninjas trace their origins to the slaves of Xenem Dynasty. Mainland organizations have since adopted similar tactics, particularly the Black Rose Clan of Greatwell whose ninja assassins are feared throughout most of Northern Omeria for their efficiency and lack of mercy.

<b>Ninja</b>						
<i>Medium humanoid (any race), any non-lawful alignment</i>						
<b>Armor Class</b> 14 (leather armor)						
<b>Hit Points</b> 11 (2d8 + 2)						
<b>Speed</b> 30 ft., climb 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
10 (+0)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	9 (-1)	
<b>Saving Throws</b> Dex +5						
<b>Skills</b> Stealth +7						
<b>Senses</b> passive Perception 11						
<b>Languages</b> any one language (usually Common)						
<b>Challenge</b> 1 (200 XP)						
<b>Cunning Action.</b> The ninja takes the Dash, Disengage, or Hide action as a bonus action.						
<b>Sneak Attack (Once per Turn).</b> The ninja deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ninja that isn't incapacitated and the ninja doesn't have disadvantage on the attack roll.						
<b>ACTIONS</b>						
<b>Katana.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage, or 7 (1d8 + 3) slashing damage when wielded as a two-handed weapon.						
<b>Shuriken.</b> <i>Ranged Weapon Attack:</i> +5 to hit, range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.						

## Ogre Chief

*Large giant, typically chaotic evil*

**Armor Class** 14 (ring mail)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
21 (+5)	10 (+0)	18 (+4)	9 (-1)	10 (+0)	9 (-1)

**Saving Throws** Str +8, Wis +3

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

**Languages** Common, Giant

**Challenge** 6 (2,300 XP)

**Wounded Fury.** While it has 30 hit points or fewer, the ogre chief has advantage on attack rolls. In addition, it deals an extra 14 (4d6) damage to any target it hits with a melee attack.

### ACTIONS

**Multiattack.** The ogre chief makes two melee weapon attacks.

**Maul.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) bludgeoning damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage.

## Ophidian Monk

*Medium humanoid (ophidian), lawful evil*

**Armor Class** 16

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
11 (+0)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	10 (+0)

**Saving Throws** Dex +6, Con +4, Wis +4

**Skills** Acrobatics +6, Athletics +6, Stealth +6

**Damage Resistances** psychic

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Ophidian

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

**Shrug Off.** The ophidian has advantage on saving throws against becoming charmed, frightened, incapacitated, paralyzed, stunned, and unconscious.

**Unarmored Defense.** While the ophidian is not wearing or wielding a shield, the ophidian adds its Wisdom modifier to its AC (included).

### ACTIONS

**Multiattack.** The ophidian makes two fist attacks and one bite attack, or two attacks with its shortbow.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) poison damage.

**Fist.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

**Shortbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

## OPHIDIANS

Ophidians are dangerous, snake-like humanoids that dwell in the plane of elemental chaos. Despite the disorderly nature of the plane, the ophidians are highly regimented in discipline. All ophidians practice a unique form of martial arts called Shar Aknian.

Ophidians have gained quite a collection of enemies during their time in the elemental plane of chaos. They particularly despise psychic darkmantles, who they consider to be their great ancestral enemy. Ophidian hunting parties travel the cosmos, destroying psychic darkmantles wherever they find them.

Ophidian Master						
<i>Medium humanoid (ophidian), lawful evil</i>						
<b>Armor Class</b> 18						
<b>Hit Points</b> 118 (16d8 + 46)						
<b>Speed</b> 30 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
11 (+0)	20 (+5)	16 (+3)	13 (+1)	17 (+3)	13 (+1)	
<b>Saving Throws</b> Dex +8, Con +6, Wis +6						
<b>Skills</b> Acrobatics +8, Athletics +6, Perception +6, Stealth +8						
<b>Damage Resistances</b> psychic						
<b>Senses</b> darkvision 60 ft., passive Perception 16						
<b>Languages</b> Ophidian						
<b>Challenge</b> 7 (2,900 XP)						
<b>Shrug Off.</b> The ophidian has advantage on saving throws against becoming charmed, frightened, incapacitated, paralyzed, stunned, and unconscious.						
<b>Unarmored Defense.</b> While the ophidian is not wearing or wielding a shield, the ophidian adds its Wisdom modifier to its AC (included).						
<b>ACTIONS</b>						
<b>Multiattack.</b> The ophidian makes two fist attacks and one bite attack, or two attacks with its shortbow.						
<b>Bite.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d6 + 5) piercing damage plus 9 (2d8) poison damage.						
<b>Fist.</b> <i>Melee Weapon Attack:</i> +8 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d8 + 5) bludgeoning damage.						
<b>Shortbow.</b> <i>Ranged Weapon Attack:</i> +8 to hit, range 80/320 ft., one target. <i>Hit:</i> 8 (1d6 + 5) piercing damage.						
<b>REACTIONS</b>						
<b>Deflect Blow.</b> The ophidian deflects one melee weapon attack so long as it has one hand free. The damage the ophidian takes from the attack is reduced by 20.						

## OPHIDIAN SHADOWFANG

Ophidian masters who impress their ancestors are awarded the status of shadowfang. To become a shadowfang, the ophidian must surrender its physical form and become an undead shadow. If its mental faculties survive the transformation, it becomes a formidable combatant. Its original body is then placed into a magical sarcophagus and preserved. The shadowfang cannot travel more than 5 miles from the sarcophagus that contains its body. And if its body is destroyed, the shadowfang is destroyed.

Ophidian Shadowfang						
<i>Medium undead, lawful evil</i>						
<b>Armor Class</b> 19						
<b>Hit Points</b> 150 (20d8 + 60)						
<b>Speed</b> 40 ft.						
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>	
6 (-2)	20 (+5)	16 (+3)	13 (+1)	19 (+4)	15 (+2)	
<b>Saving Throws</b> Dex +9, Con +7, Wis +7						
<b>Skills</b> Acrobatics +9, Athletics +6, Perception +7, Stealth +9						
<b>Damage Vulnerabilities</b> radiant						
<b>Damage Resistances</b> acid, cold, fire, lightning, psychic, thunder; bludgeoning, piercing, and slashing damage from nonmagical attacks						
<b>Damage Immunities</b> necrotic, poison						
<b>Condition Immunities</b> exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained						
<b>Senses</b> darkvision 60 ft., passive Perception 16						
<b>Languages</b> Ophidian						
<b>Challenge</b> 9 (5,000 XP)						
<b>Amorphous.</b> The shadowfang can move through a space as narrow as 1 inch wide without squeezing.						
<b>Shadow Stealth.</b> While in dim light or darkness, the shadowfang can take the Hide action as a bonus action. Its Stealth bonus is also improved to +13.						
<b>Sunlight Weakness.</b> While in sunlight, the shadowfang has disadvantage on attack rolls, ability checks, and saving throws.						
<b>Unarmored Defense.</b> While the shadowfang is not wearing armor or wielding a shield, the shadowfang adds its Wisdom modifier to its AC (included).						
<b>ACTIONS</b>						
<b>Multiattack.</b> The shadowfang makes three Strength Drain attacks.						
<b>Strength Drain.</b> <i>Melee Weapon Attack:</i> +9 to hit, reach 5 ft., one creature. <i>Hit:</i> 12 (2d6 + 5) necrotic damage. The target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. If a humanoid dies from this attack, a new shadow under the shadowfang's control rises from the corpse 1d4 hours later. The shadowfang can have no more than twelve shadows under its control at one time.						

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