

APPENDIX C - CREATURES

CELESTIAL DEVOURER

A wretched, mutated creature, a celestial devourer is borne of greed, gluttony, and pride. Though no pious clergy person would label a celestial devourer as 'angelic', they are physiologically and arcanically celestial. Spells such as *detect evil and good* identify them as such and a *magic circle* impedes them the same as a deva or solar.

A Glutton's Punishment. Consuming the flesh of celestials is no trivial affair. In small quantities, one might notice an enhancing effect: a buoying fortitude, an augmentation to one's charisma, perhaps even the ability to detect the presence of good and evil. Regular consumption can see these boons turned on their heads: emaciation, a sinister twist to one's smile that few trust, and a blind madness towards morals and ethics. When taken to excess, a mortal creature will usually die by their own wasting, through misadventure, or at the hand of a vengeful paladin. However, a creature in a position of power with access to other means of sustaining and protecting itself might undergo the full transformation to a celestial devourer.

Followers and Fanatics. A celestial devourer generates an infectious madness; a zealous entitlement that causes both them and their followers to believe it is worthy of godhood. Over time, their followers' lose their kindness and mercy, becoming cruel sycophants. They develop an innate resistance to radiant damage and they can't be charmed, such is their adoration for the devourer they serve.

LAIR ACTIONS

While the celestial devourer is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

| Hunt Level | VDC | Vmod | Vdam | Vdist |
|------------|-----|------|----------|--------|
| 6th | 13 | +5 | 5 (2d4) | 20 ft. |
| 11th | 15 | +7 | 10 (3d6) | 40 ft. |
| 16th | 17 | +9 | 21 (6d6) | 60 ft. |

Lair Actions. On initiative count 20 (losing initiative ties), the celestial devourer can take a lair action to cause one of the following effects; the celestial devourer can't use the same effect two rounds in a row:

Royal Reverence. An object of import within the lair—such as a throne, altar, or statue—releases a wave of divine energy. Each creature of the celestial devourer's choice within **Vdist** of that object must succeed on a **VDC Constitution saving throw** or fall **prone** in supplication to the celestial devourer and gain 1 level of **exhaustion**.

Bolster Zealots. Followers of the celestial devourer that can hear his speech are suffused with fanatical energy and throw themselves into battle with reckless abandon. Until initiative count 20 on the next round, allies of the celestial devourer gain **advantage** on attack rolls, but attack rolls against them have **advantage**.

Radiant Burst. All lights that the celestial devourer can see flare with divine energy. Each creature within **20 feet** of a light source must succeed on a **VDC Constitution saving throw** or become **blinded** until initiative count 20 of the following round.

REGIONAL EFFECTS

The region containing the celestial devourer's lair is warped by the infusion of his dark magic, creating one or more of the following effects. For the sake of this adventure, the lair is Dor'alon.

- Celestials that come within 1 mile of the lair feel an intense dread growing within them. A celestial must succeed on a **DC 10 Charisma saving throw** at the end of each hour spent in the affected area. On a failure, it becomes **frightened** of the lair for **24 hours**. The effect can be removed earlier by a *greater restoration* spell or similar magic.
- Food spoils at twice the usual rate within 3 miles of the lair, and creatures within the affected area must eat and drink twice as much to be satiated.
- Vegetation within 6 miles of the lair grows twisted and blackened as if scorched by fire. Creatures born in the region are deformed and vulnerable to disease.

If the celestial devourer dies, the intense dread and food spoilage quickly fade in 24 hours. The deformed vegetation returns to normal over **1d10** days.



CELESTIAL DEVOURER PARVUS

Large celestial, lawful evil

Armour Class 14 (natural armour)

Hit Points 90 (12d10 + 24)

Speed 40 ft., fly 120 ft. (mythic state only)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 17 (+3) | 15 (+2) | 16 (+3) | 17 (+3) | 18 (+4) |

Saving Throws Con +5, Wis +6, Cha +7

Skills Perception +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Celestial, Common, Elvish

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 7 (2d6) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 90 hit points, his Decaying Blast recharges, he regains any expended use of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 2,900 XP (5,800 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

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

ACTIONS

Multiattack. The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +7, range 120 ft., one creature. *Hit:* 13 (2d8 + 4) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 15 Dexterity saving throw**, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 10 (3d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 15 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 14 Dexterity saving throw** or take 7 (1d8 + 3) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 14**).

CELESTIAL DEVOURER MEDIUS

Large celestial, lawful evil

Armour Class 16 (natural armour)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 120 ft. (mythic state only)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 19 (+4) | 16 (+3) | 18 (+4) | 19 (+4) | 20 (+5) |

Saving Throws Con +7, Wis +8, Cha +9

Skills Perception +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Celestial, Common, Elvish

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 127 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 8,400 XP (16,800 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

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

ACTIONS

Multiattack. The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 13 (3d8) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +9, range 120 ft., one creature. *Hit:* 23 (4d8 + 5) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC17 Dexterity saving throw**, taking 21 (6d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 14 (4d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC17 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC17 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC16 Dexterity saving throw** or take 9 (1d10 + 4) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC16**).

CELESTIAL DEVOURER MAGNUS

Large celestial, lawful evil

Armour Class 18 (natural armour)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 120 ft. (mythic state only)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 22 (+6) | 21 (+5) | 19 (+4) | 20 (+5) | 21 (+5) | 22 (+6) |

Saving Throws Con +9, Wis +10, Cha +11

Skills Perception +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 20

Languages Celestial, Common, Elvish

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 22 (5d8) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 152 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 15,000 XP (30,000 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

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

ACTIONS

Multiattack. The devourer makes two Greatsword attacks, and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 22 (5d8) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +11, range 120 ft., one creature. *Hit:* 24 (4d8 + 6) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 19 Dexterity saving throw**, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 21 (6d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 19 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 19 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 19 Dexterity saving throw** or take 13 (2d6 + 6) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 18**).

PITCROW

Denizens of the Hells, pitcrows are capricious and opportunistic scavengers. With feathers of crimson so deep it is often mistaken for black, these large corvids are as likely to help a wandering adventurer as they are to report that adventurer to the local authorities. In fact, most pitcrows will often do both, for double the reward.

Scouts & Cleaners. When a pitcrow can be bribed, coaxed, or coerced into working with others, they often find themselves in scouting roles. Single crows might stake out a building, crossroads, or grave, reporting their observations to a clandestine employer in exchange for choice scraps or jewellery. A demon lord or archdevil might enlist a whole murder to scout battlefields or harry routed enemies. Whatever the case, pitcrows do not seek to put themselves in danger and can always be found plucking at the viscera of corpses after a meeting of devils and demons.

PITCROW

Tiny fiend, lawful evil

Armour Class 12 (natural armour)

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 4 (-3) | 15 (+2) | 12 (+1) | 14 (+2) | 12 (+1) | 11 (+0) |

Skills Insight +3, Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Flyby. The pitcrow doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The pitcrow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 12 Wisdom (Insight)** check.

Pack Tactics. The pitcrow has **advantage** on an attack roll against a creature if at least one of the pitcrow's allies is within **5 feet** of the creature and the ally isn't incapacitated.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Vicious Mockery. *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the pitcrow. *Failure:* 5 (2d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

MURDER OF PITCROWS

Huge swarm of Tiny fiends, lawful evil

Armour Class 12 (natural armour)

Hit Points 112 (15d12 + 15)

Speed 10 ft., fly 50 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 15 (+2) | 12 (+1) | 14 (+2) | 12 (+1) | 11 (+0) |

Skills Insight +4, Perception +4

Damage Resistances bludgeoning, cold, fire, lightning, piercing, slashing

Senses passive Perception 14

Languages Infernal

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Flyby. The murder doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The murder can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 13 Wisdom (Insight)** check.

Pack Tactics. The murder has **advantage** on an attack roll against a creature if at least one of the pitcrow's allies is within **5 feet** of the creature and the ally isn't incapacitated.

Swarm. The murder can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny pitcrow. The murder can't regain hit points or gain temporary hit points.

ACTIONS

Multiattack. The murder makes two Swarm of Beaks attacks or it can use Vicious Mockery six times. If it has half its hit points or fewer, it can use Vicious Mockery three times, instead of six.

Swarm of Beaks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) piercing damage, or 13 (3d8) piercing damage if the murder has half its hit points or fewer.

Vicious Mockery. *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature that can hear the murder. *Failure:* 7 (3d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Self-Policing. Despite their selfish tendencies, pitcrow communities can grow surprisingly large and exhibit a kind of mass self-governance. Any individual found exploiting the common good is immediately ostracised and assaulted. Defecate too close to the communal blood pool? Get pecked to death. Exhibit a communicable disease? Get pecked to death. Produce more offspring than you can protect? *They* get pecked to death.

NON-PLAYER CHARACTERS

RANGER

Medium humanoid (any race), any alignment

Armour Class 16 (studded leather)

Hit Points 149 (23d8 + 46)

Speed 30 ft. (40 ft. with *longstrider*)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 18 (+4) | 14 (+2) | 10 (+0) | 16 (+3) | 10 (+0) |

Saving Throws Str +5, Dex +7

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +5

Senses passive Perception 16

Languages any two languages

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Land's Stride. Moving through nonmagical difficult terrain costs the ranger no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Spellcasting. The ranger is a 6th-level spellcaster and can cast the following spells, using Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks):

2/day each: *cure wounds*, *locate animals or plants*, *longstrider*, *spike growth*^c

1/day each: *conjure animals*^c, *wind wall*^c

^aSee Appendix B; **bold** indicates combat spell; ^c indicates concentration.

ACTIONS

Multiattack. The ranger makes three attacks with its Shortsword or two attacks with its Longbow.

Shortsword. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) piercing damage.

Longbow. *Ranged Weapon Attack:* **+9** to hit, range 150/600 ft., one target. *Hit:* 8 (**1d8 + 4**) piercing damage.

Volley. The ranger makes a separate Longbow attack against each creature of its choice within **10 feet** of a point it can see within the weapon's range.

Whirlwind. The ranger makes a separate Shortsword attack against each creature of its choice within its reach.

BONUS ACTIONS

Hunter's Mark (1/Short or Long Rest). The ranger chooses one creature it can see within **90 feet** and mystically marks it as its quarry for **1 hour**. For the duration, the ranger deals an extra 3 (**1d6**) damage to the target whenever it hits it with a weapon attack, and the ranger has **advantage** on any **Wisdom (Perception)** or **Wisdom (Survival)** check it makes to find the creature. If the target drops to 0 hit points before this effect ends, the ranger can use a bonus action on a subsequent turn to mark a new creature.

SORCERER

Medium humanoid (any race), any alignment

Armour Class 11 (14 with *mage armor*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 12 (+1) | 14 (+2) | 10 (+0) | 10 (+0) | 16 (+3) |

Saving Throws Con +4, Cha +5

Skills Arcana +2, Deception +5, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Metamagic. The sorcerer has **7** sorcery points and regains all expended sorcery points when it finishes a long rest. It can spend these points in the following ways:

Quicken Spell. When the sorcerer casts a spell that has a casting time of 1 action, it can spend **2** sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sorcerer casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Spellcasting. The sorcerer is a 7th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks):

At will: *can'trip*^{*}, *light*, *magnetobolt*^{*}, *message*, *shocking grasp*

2/day each: *mage armor*, *mistystep*, *haste*^c, *magnetite shard*^{*}

1/day: *blinding radiance*^{c*}

^aSee Appendix B; **bold** indicates combat spell; ^c indicates concentration.

ACTIONS

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

Magnetobolt. *Ranged Spell Attack:* **+5** to hit, range 90 ft., one target. *Hit:* 7 (**2d6**) force damage and the creature must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

Shocking Grasp. *Melee Spell Attack:* **+5** to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) lightning damage and the creature can't take reactions until the start of its next turn. The sorcerer has **advantage** on the attack roll if the target is wearing armour made of metal.

UNIQUE FLORA & FAUNA

Though the island's flora and fauna have been decimated by demon hordes, patches of the once-blessed landscape persist still. Here are some examples of the more intriguing things the characters can find on the island:

Sun Jelly. A sun jelly is similar in appearance to a minuscule jellyfish—but made of shimmering golden light and floating in mid-air instead of swimming through the sea. These benign creatures also lack the sting of their sea-faring counterparts. Their shimmering swarms drift around sweet-smelling grass or vegetation and emit a faint light, much like glow bugs. The duration of any item's effect that creates light is doubled when a sun jelly's ichor (component DC 10) is used as an additional crafting component.

Spiketooth. Despite their small size, these four-legged creatures possess thick white leathery hides, wide heads with short horns above the forehead, and oversized, rhino-like horned noses. Their beady eyes resemble cut sapphires embedded in their craggy faces, and large serrated teeth fill their massive jaws. While they appear ferocious, they are extremely playful and loyal, often bonding with young children. An annual festival—Pricklelass—is held across Shai'taryn celebrating this bond.

Fairy's Toothbrush. This sweet-smelling flower grows in and around forests home to celestial or fey creatures. Their trefoil-shaped petals range in colour from bright yellow (celestial) to crimson (fey), and they perfume the air with an intoxicating, cotton-candy-like scent. As the name suggests, a fairy's toothbrush has abrasive petals that are often chewed to clean teeth, leaving them sparkling and freshening the breath of its chewer.

