



GROTTO OF NIGHTMARES

Grotto of *Nightmares* is a Fifth Edition adventure for **four characters with an average party level (APL) of 20**. The adventure takes place at the edge of an enchanted forest where strange, ancient eldritch dangers lurk, then moves to the Deep Ethereal Plane. In the Legends of Omeria campaign setting, you can place this adventure somewhere in the Wallingmiotta and then in The Dream. Fair warning: the adventure is built to be deadly, even for high-level characters.

BACKSTORY

Crimson Crazuk is thousands of years old. In fact, Crazuk is so old, it hardly remembers a time before it was a lich. Crazuk is genderless and free of ethnicity. Even its moniker—Crimson Crazuk—was adopted at some point in its storied history, with no memory (or care) for its previous name.

Thousands of years ago, Crazuk created the ultimate weapon—the Grotto of Nightmares. This displaced cavern travels through the Deep Ethereal, occasionally touching the borders of other planes of existence. When it arrives, it attracts the attention of the planes' greatest challengers—typically creatures close to “ascension”, such as demigods and high-level heroes.

So far, over 990 visitors to the grotto have perished within its indestructible dream walls. The souls of these visitors are then locked into a pink-glowing candle Crimson calls its soul candles. Not even the nigh-immortal creatures who work in the grotto know why Crimson Crazuk is collecting soul candles. However, the serpent person sorcerer supreme Zsoasku, Crazuk's closest ally, theorizes that the ancient lich hopes to collect 1,000 candles as an offer to its goddess, The Black Goat.

And it just so happens that the souls of the characters will bring the candle count to exactly 1,000.

ADVENTURE HOOKS

The characters are traveling through a mysterious forest when they are met by the **ghost** of a young girl. She introduces herself as Marie, and invites the characters to dinner at her grandfather's home in the middle of “the Dream Grotto.”

If the characters agree, immediately the entrance to a cavern appears in the middle of the forest through which they were traveling. Torches burn alongside the caverns walls, lighting the way into the mysterious grotto's depths.

Should curiosity not be enough to pique the characters' interest, high-level characters who possess strong relationships with nature or religion—clerics, druids, paladins, etc.—sense that Marie's soul is in torment. The girl won't share why with the characters, no matter how hard they pry.

Failing that, have the group make an Intelligence (History or Nature) check. Regardless of the outcomes, the character with the highest result remembers learning about something a mysterious grotto rumored to be home of an ancient lich. The grotto moves through the Dreamscape searching for souls to claim. Despite being an obvious trap, it's believed that the grotto hides immeasurable wealth—the ill-gotten gains of thousands of dead adventurers, many of whom were near demi-gods.

THE GROTTO

The Grotto of Nightmares exists in the Deep Ethereal (or The Dream in Omeria), straddling the borders between the Feywild and Shadowfell. It is ruled by an ancient **lich** named Crimson Crazuk who uses the grotto to bewilder, trap, and kill powerful beings. Crazuk is a worshipper of the ancient goddess, The Black Goat (formally, “The Black Goat of The Woods with a Thousand Young” or Shub-Niggurath)

and leads a cult dedicated to her.

Existing within the Deep Ethereal, the grotto is bathed in perpetual darkness. Roiling mists slide through its dark passages, lightly obscuring its insides to even those who can see past the Ethereal's black curtain.

Unlike the majority of The Ethereal Plane, the grotto has its own gravity, subjective to the grotto's floors. However, a character who somehow escapes the grotto while it is still in the Deep Ethereal gains the ability to fly as normal.

Since it is in the Deep Ethereal, the grotto does not overlap the Material (or The Real in Omeria). As such, all creatures exist on the same plane and can affect each other as normal. Creatures that can see into the Ethereal cannot see beyond what is in front of them.

MAGIC IN THE GROTTTO

Because the grotto moves through the Deep Ethereal, certain spells and magical effects do not function properly. The spells *blink*, *ethereality*, *forbiddance*, and *secret chest* all fail in the grotto, as do magic items, creature features, and other effects that would duplicate those spells' effects.

No spell other than *wish* can be used to enter the grotto or leave it. Magic that summons creatures or objects from other planes function normally in the grotto, as does magic that involves an extradimensional space (except *secret chest*, as noted above). Any spells cast within such an extradimensional space are subjected to the same restrictions as magic cast within the grotto.

Spells can't destroy or alter the shape of the grotto, and its walls, floors, and ceilings are immune to all damage.

While in the grotto, characters who receive spells from deities or otherworldly patrons continue to do so. And spells that allow contact with being from other planes function normally.

SLEEP IN THE GROTTTO

Crazuk does not allow creatures to rest easily while in its domain. If a character attempts a long rest, the character must make a DC 20 Wisdom saving throw. On a failed saving throw, the creature sleeps for the normal period of time but does not gain any of the normal benefits for completing a long rest. As such, the character also gains one level of exhaustion. The character can attempt to long rest again in 24 hours.

Short rests taken in the grotto are done as normal, however, a character can only have one short rest per 24 hour period. Attempting to rest longer than one hour requires the character to make the same checks as if they were trying to complete a long rest.

DEATH IN THE GROTTTO

The souls of all humanoids who die within the grotto become trapped in one of Crimson Crazuk's soul candles (see area 6b). Only the destruction of Crimson Crazuk and the soul candles will free a trapped soul.

Any spell that returns a humanoid from the dead (including *revivify*, *raise dead*, *resurrection*, and *true resurrection*) automatically fails if cast on a humanoid whose soul is trapped in one of Crazuk's soul candles.

KEYED LOCATIONS

The following locations are keyed to the map of The Grotto included in this document.

1 - ENTRANCE

The ghost, Marie, leads the characters down a long, twisting ramp (1a) that encircles a huge, open-air area exposing the interior of the grotto to the endless night of the Deep Ethereal. Torches lacking warmth provide light along the way.

At the center of the pit (1b) stands a colossal gourd, easily 30-feet tall. At one side of the gourd, right where the descending ramp deposits travelers into the bottom of the pit, there is a small wooden door set into its wall.

There are multiple exits from this chamber. As the characters traipse down the ramp, they hear odd things happening beyond the doors or passages.

Creatures whisper from within area 9. Dark things lurk in area 8. Someone weeps from area 7. Chill wind escapes from the passages leading to areas 5 and 6. Candle light slips under the door to area 3.

Once the characters reach the bottom of the ramp, they lose all magical methods they have to return to the Prime Material (The Real) from where they are. Only by defeating Crimson Crazuk will they be able to escape.

2 - THE MARQUIS' GOURD-SHAPED HOME

As the characters approach the 30-foot tall gourd at the center of the entrance cavern, they hear happy humming coming from behind the door to the gourd. If the ghost Marie is still with the characters, she knocks gently on the door.

THE MARQUIS BITTENCOURT

"Well, hello!" greets a man wearing a powdered wig, blue waist coat with gold-trimmed tail, and pressed pantaloons. "Dinner will be served shortly. Sorry it took so long—of course, the servants are out for the weekend, it being the holiday and all."

If asked 'what holiday', the wiggled man smiles, "Arrival Day, of course!"

The wiggled man is a **ghost** named Marquis Bittencourt. Marie claims to be his granddaughter.

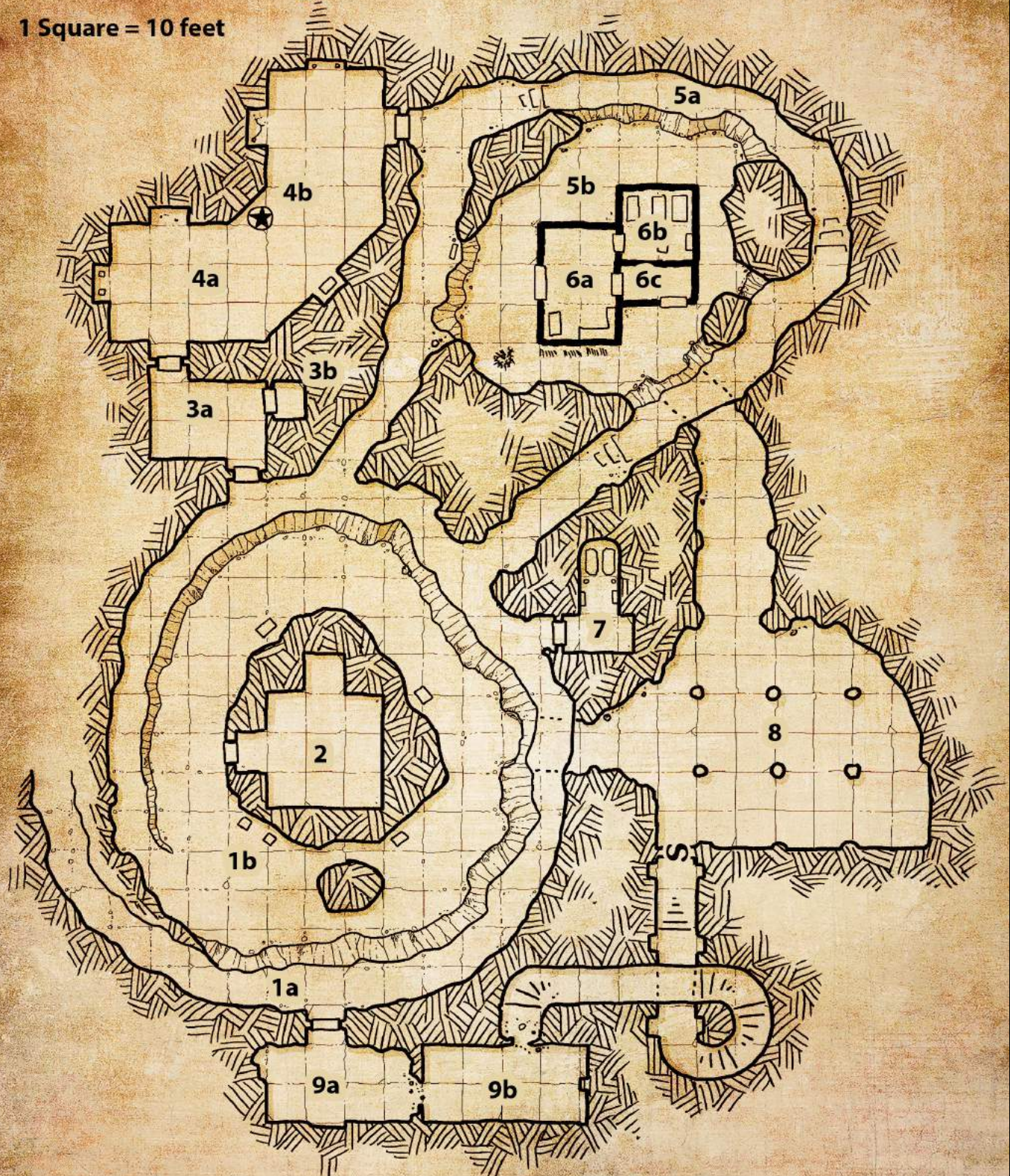
Bittencourt's gourd-home boasts two beds—a normal sized one for him and a small one for his granddaughter, Marie—a dining table, and a burning hearth surrounded by surfaces for meal preparation.

The Marquis' job is to explain to the characters where they are and what is happening. Although he seems fixated on serving a meal to all of them—he promises it's not cursed or poisoned or anything but understands if they're reluctant—the Marquis does his best to answer their questions.

- The Marquis shares that the grotto exists in the Deep Ethereal. And now that they are inside the grotto proper, only a *wish* spell can remove them from the grotto.

The Grotto of Nightmares

1 Square = 10 feet



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Get a VTT-friendly version of this map from Dyson Logos' website.

- The grotto is the creation of a god-like being named Crimson Crazuk. Crazuk collects the souls of mortals who are “near Ascension.” In other words, *high-level adventurers*. Crazuk worships a goddess that is older than the Cosmos itself. The Marquis only knows her name as “The Black Goat.” The Black Goat’s young loiter the grotto, devouring the weak.
- Joining the young are strange humanoids which the Marquis refers to as skullbound. They all wear masks and carry candles that emit pinkish flames. The skullbound are led by an ancient serpent person named Zsoasku.
- The grotto moves through time and space, searching for adventurers that the Crazuk deems “worthy for his collection.”
- Marquis knows all of the magical restrictions placed on the grotto as noted above.
- The Marquis and his granddaughter are both ghosts. They have been trapped in the grotto for as long as they can remember. No amount of magic—not even a *wish* spell—will free them from the grotto so long as it exists.
- The grotto is a trap. So far, no one has escaped it, and all who’ve fought against Crimson Crazuk have died.

DINNER’S END

Once the characters have asked all the questions they want of the Marquis and eaten what they will, the Marquis sighs. “Well, I wish you luck. If it’s any consolation, you seem more promising than the last group that came through here.”

Just then, the fire in the hearth goes out. When the characters turn back to the Marquis, a withered skeleton wearing tattered noble livery sits in his place. Similarly, where the ghost Marie sat now lies a child’s skeleton. The food lies in ruin, molded and covered in insects. Regardless, characters who ate the meal before it vanished gain the same benefits had they eaten a heroes’ feast.

Unless the characters have already encountered the skullbound from area 2, their candlelight is visible through the cracks in the gourd’s door.

SKULLBOUND

Leaving the gourd, the characters come face to face with the skullbound, who’ve exited area 3 to confront the characters. The six mask-wearing humanoids stand along the ramp (area 1b), each with its purplish candle held in front of it.

Encounter: Skullbound. A skullbound uses the **druid** stat block except it gains the following feature:

Skullbound Regeneration. If damage reduces the skullbound to 0 hit points, roll a d6, unless the damage is from a critical hit. On a roll of 1 to 5, the skullbound drops to 1 hit point instead. If the damage was from a critical hit or you rolled a 6, the skullbound transforms into a **dark young** (see the Appendix). The new dark young does not possess this feature.

The skullbound fight until destroyed.

3 - SKULLBOUNDS’ MEDITATION CHAMBER

If the characters have not yet encountered the skullbound (see area 2), then they find the six in this room (3a), sitting in

a circle meditating with their purple-flamed candles in their laps.

They will not break from the meditation unless the characters attack them (or they are called to another area).

3B - SCAR

The door to this small room is made from charred oak planks bound together with criss-cross sinew. Words in an indecipherable language are carved onto the door. Only a *comprehend languages* spell can read what the words say:

“There is only death here.” *Detect magic* reveals a strong presence of necromantic magic on the door.

If the skullbound are still alive, they halt their prayers as the characters move close to the door and watch intently.

Trap: The Scarred Corpse. Should the characters open the door to area 3b, they discover a small, empty room that smells strongly of ash. At the center of the floor lies an immolated corpse curled into the fetal position. Thin, red scars cover the totality of its form.

Each character who stands within 10 feet of the open door that can see the corpse must make a DC 20 Wisdom saving throw. On a failed save, the character becomes frightened. A frightened character must then repeat their saving throw at the end of their next turn. On a success, the frightened effect ends. On a failure, the character dies of fear.

While creatures are frightened of the creature on the floor, it twitches and appears to breathe.

If a character steps into the room (following all required saving throws), the corpse collapses into dust and blows away with a sudden breeze.

After the encounter with the scarred corpse, the skullbound continue their prayers.

4 - THE DEAD PILE

This large room is home to one of Crazuk’s dark young allies (see the Appendix). It guards a pile of treasure, goods collected from dead adventurers over the years.

Encounter: Dark Young and Skullbound. The** dark young** howls and snorts, dribbling saliva from its yawning maws. The creature doesn’t hesitate to attack the characters once they enter the room. Standing off to the side are two skullbound **druids** holding purple candles. They casually join the fray. See area 2 for details on skullbound.

Treasure: The Dead Pile. Literally hundreds of adventurers have died within the grotto. Their weapons and magic items lie in a pile at the base of a headless marble statue situated at the room’s apex. Because the value of the treasure is so great, instead of listing each individual item, roll on the DMG’s treasure hoard tables for its contents using the rules below:

- Roll once on the Treasure Hoard: Challenge 17+ table to determine the gold and platinum in the pile.
- Roll once on the Treasure Hoard: Challenge 17+ table for both gems and art objects.
- Roll six times on the Treasure Hoard: Challenge 17+ table for magic items.
- The treasure hoard also contains 1d4 artifacts, chosen from Chapter 7 of the *DMG*.

Curse. All of the treasure is cursed, gained when a character removes any piece of the treasure from this room.

While cursed, the character has disadvantage on all Wisdom, Intelligence, and Charisma saving throws. The curse ends when the character exits the grotto or a *remove curse* spell is cast.

5 - CRAZUK'S CAVERN

Like area 1, a 20-foot-high ledge (5a) surrounds the lower cavern, at the center of which stands a small house (5b), not unlike a peasant farmer's home. Smoke sleepily drifts from a stone chimney at the center of the house, rising into a natural chimney 50-feet into the ceiling above it.

Encounter: Dark Young and Invisible Stalkers. One of Crazuk's **dark young** companions slinks around the edge of the pit, looking for intruders. If the dark young isn't defense enough, two **invisible stalkers** stand guard at the front door to Crimson Crazuk's house.

6 - CRAZUK'S HOME

The ancient lich Crimson Crazuk lives in this small house at the center of the cavern.

6A - CRIMSON CRAZUK

There is nothing in this austere room save for a desk, chair, and two-foot-tall barrel next to the desk. The lich Crimson Crazuk sits at the desk scribing scrolls. When a particular scroll is finished, the lich lifts it into the air and it vanishes—off to some unknown location. Occasionally, the lich crumbles the paper in its hands and tosses the ball into the nail barrel.

Encounter: Crimson Crazuk. Crazuk is a dangerous combatant. First, the **lich** is in its lair and has access to lair actions. Crazuk also wears *wings of flying*, which grants it a fly speed of 60 ft.

Each day, the lich prepares *contingency* on itself. If the lich is attacked, it immediately *dimension doors* to area 9a before it takes damage. Because Crazuk is in its lair, its spell slots automatically regenerate. Crazuk then telepathically commands its **simulacra ooze** (see 6c) to fight on its behalf while recasting *contingency* on itself.

The only way to permanently destroy Crazuk is to extinguish its six soul candles protected in area 8.

Room of Rest. This is the only area in the dungeon in which characters can complete a long rest without having to make a saving throw.

6B - SOUL CANDLES

The door to this room is enchanted; *detect magic* picks up an aura of illusion magic. When a character opens the door, the door appears to open, but briefly. Beyond the open door is another door that looks exactly like the one just opened. Once the character sees this, they notice that the door they just thought they opened is no longer there. If they open the new door, the effect happens again. And again and again. In fact, this continues to occur until the characters open the door a total of 1,000 times, at which point the door actually opens. This effect does not happen on the other side of the door, nor does this effect occur when Crimson Crazuk opens the door.

It's unlikely that your players will want to roleplay opening the door one thousand times. If they specifically request to open the door 1,000 times, it will take the character roughly one hour and forty-five minutes to do so. During this time, have the character make a DC 15 Constitution check

plus a DC 15 Wisdom check. If both checks succeed, the character continues the task until it is complete. If one check fails, the character loses interest in his or her pursuit.

If another creature touches the door or the character trying to open the door spends 10 minutes or longer away from the door before the door opens, the count resets to zero.

The magic on the door can only be dispelled by a *wish* spell or Crazuk's command.

The Candles. Multiple tables crowd this small room, upon which hundreds of lit candles glow with pinkish flame. A character who spends a turn investigating a candle might see the face of a lost soul within the candle's flame.

Each candle here houses the soul of an adventurer that Crazuk used the grotto to capture. Destroying a candle releases the soul. The soul is then free to leave the grotto. Note that not all of the adventurers captured were good humanoids, and by freeing these souls the character may create problems for themselves at a later time.

6C - SIMULACRUM OOZE

This vestibule is guarded by a strange, ruby-colored ooze that lies in a puddle on the floor. The ooze uses the stat block of a **black pudding**, that it adds the following features:

Crazuk Simulacrum. The simulacrum ooze can use its action to polymorph into a precise replica of Crimson Crazuk. The simulacrum has all of Crimson Crazuk's (lich) statistics, including all of Crazuk's spell slots, except with a few changes as noted below, which makes it CR 21:

- The simulacrum's hit points are the same as the original pudding's.
- The simulacrum's type is still ooze, and its alignment is unaligned. However, its size changes to Medium.
- The simulacrum keeps its Split in its lich form. However, instead of splitting into two new puddings, it splits into two new Medium liches, each with half the simulacrum's original hit points. Both liches have the same spell slots remaining as the original lich.
- **New Trait: Rejuvenation.** When the ooze is destroyed, it becomes a puddle of indestructible, ruby-speckled liquid. After 24 hours, the puddle thickens and becomes a new simulacrum ooze and regains all its hit points. While the ooze is in its liquid state, a *wish* spell can be used to remove the ooze from existence.

7 - ARCHIBALD AND STELLA

This dark, cobweb covered, oblong room is home to a pair of crumbling sarcophagi. From within one of the sarcophagi comes the sound of gentle weeping. The sarcophagi belong to Archibald (a **vampire**) and Stella (a **vampire spawn**). Although the four-thousand year old vampire lacks eyes, Archibald cries regardless. Stella, whose head lacks a lower jaw and tongue with which to speak, comforts Archibald.

Like the adventurers, the pair are interminably trapped in the grotto. Having been without a meal for some time, their thirst has left them delirious. They attack at the first sign of food. However, they both fear sources of radiant damage, recoiling. From there, they try to bargain for their endless non-lives by offering useful information about the grotto.

In the four-thousand years they've been prisoners in the grotto, they've searched every room and learned every trick. Interestingly, Crimson Crazuk has made little changes to the layout of its lair. "It considers it the 'perfect dungeon'," laments Archibald, the blind vampire.

The vampires offer the characters one free tidbit of information about any trap, trick, or creature in the grotto. From there, they won't offer any further details unless they are brought close to death or the characters allow the vampires to drink at least 10 hit points worth of blood from one of them.

The vampires honor their agreement without fail. The only thing that the vampires don't know is how to extinguish the candles in area 8. Archibald theorizes, however, that the six candles are somehow connected to the lich's lifeforce.

8 - THE KILL ROOM

The ceilings of this cavern are 50-feet high. Six 20-foot-high poles stand at the center of the room, each with a candle at the top of the pole burning with pinkish flame. The candles look identical to the candles carried by the skullbound as well as those found in Crimson Crazuk's candle room.

Encounter: Dark Young. Three **dark young** (see the Appendix) surround the poles. Each one has been commanded to guard the candles. They will use their long tentacles to pull any character away who attempts to extinguish one of the flames at the top of any of the poles.

If a dark young is reduced to 0 hit points, the dark young collapses into a pile of black sludge. While in this form, the sludge has the statistics of a **black pudding** except that it is immune to all damage. At the end of each of the sludge's turns, roll a d6. On a result of 1 - 4 nothing happens. On a result of 5 - 6, the sludge transforms into a new **dark young**. This continues until the six candles at the top of the poles in this area are extinguished.

Antimagic Zone. The entire area is affected by an area of anti-magic (as the spell *antimagic field*) that is 70-feet-wide, 60-feet-long, and 20-feet high. The very tops of the poles exist outside of the area of anti-magic, as does the cave's ceiling. Characters above the anti-magic field can still cast spells.

Crimson Crazuk's Candles. The six candles all hold an equal part of the lich Crimson Crazuk's soul, effectively acting as Crazuk's phylactery. If the characters can extinguish the candles, they can destroy Crimson Crazuk and escape from the lich's grotto.

A character can use their action to extinguish a single candle. When they do, have them make a DC 18 Charisma check. On a successful check, the candle goes out. Otherwise, it continues to burn. A character can use their action as many times as they like to extinguish a candle.

A *dispel magic* spell cast against a 6th-level spell extinguishes a candle. A *wish* spell only extinguishes one candle at a time.

Once one of the candles burns out, it cannot be relit.

The candles are nearly immovable, and the columns on which they sit are immune to all forms of damage. A character who attempts to move a candle must use its action to make a DC 30 Strength check, moving the candle up to 10 feet on a success. Once removed from its perch, the candle remains magically fixed in place and doesn't move, even if it is defying gravity. However, if the candle is pulled into the antimagic field it falls to the floor and goes out.

After three of the candles burn out, Crimson Crazuk dimension doors into the area to join the dark young in their fight against the characters, using its ring of flying to stay above the antimagic field. If the characters manage to burn out five of the six candles with Crazuk present, the lich halts

combat and offers the characters all of the treasure in The Dead Pile plus a trip to any place of their choice in the cosmos that borders The Deep Ethereal.

If the characters persist, Crazuk attempts to *plane shift* them from its grotto. Crazuk's target location is your choice. The characters are free to make saves against the lich's spell.

9 - ZSOASKU'S CHAMBERS

The serpent person Zsoasku is among Crimson Crazuk's oldest allies. Despite its shapechanging abilities, Zsoasku prefers to remain in its true form. Joining Zsoasku are two skullbound **druids** (see area 2 for details).

FALSE ALLY

When the characters first encounter Zsoasku, the serpent person is organizing a stack of papers covered in arcane scribbles. Every few moments, a new paper appears out of thin air and drifts to the floor (they're sent here by Crimson Crazuk from area 6).

When Zsoasku sees the characters, it welcomes them to the grotto. It then asks that the characters free it from its immortal slavery at the hands of Crazuk. Zsoasku offers plenty of true information in which to hide its deceit: Crazuk lives in a small house protected by invisible guardians and clones of itself and the only way to destroy Crazuk is by extinguishing the six candles in area 8. However, Zsoasku fails to mention the grotto's other magical defenses such as the regenerating dark young in area 8 or the transformative abilities of the skullbound druids.

Zsoasku will go as far to travel with the characters, looking for opportunities to exacerbate dire situations with its own repertoire of spells.

Zsoasku uses the **archmage** stat block, except its type is a monstrosity (shapechanger), it has the same Shapechanger feature as a **doppelganger**, and it has darkvision out to 60 ft. Like Crazuk, Zsoasku has no interest in ending its long life at the hands of a band of adventurers. It will offer the characters whatever they wish—such as information on permanently destroying Crimson Crazuk—if they spare its life. Even if Zsoasku makes an arrangement, the serpent person is sure to betray the characters as it fears Crimson Crazuk far more.

AFTERMATH

There are three ways the characters can escape the Grotto of Nightmares. First, if the characters extinguish Crimson Crazuk's candles and destroy the lich, the grotto implodes. The characters find themselves exactly where they started with all evidence they were ever in the grotto erased from existence. Second, the characters can force Crazuk's hand. The easiest way to do this is by threatening to destroy Crazuk's soul candles. Crazuk knows when it's beat, and won't let its long life end so easily. Third, if the characters survive within the Grotto of Nightmares for 1,000 years or longer, Crimson Crazuk eventually calls a stalemate and lets them leave. It's possible, however, that Crazuk will also see value in the demigod-like adventurers and offer them a role in its greater plans.

If the characters all die in the Grotto of Nightmares, their souls become trapped in the candles. While trapped in a candle, time moves at a frightful slog. Sometime later—probably two or three centuries or so—a more capable group

of heroes enters the lich's grotto and frees the characters from their prisons. At this point, of course, the characters may have gone mad from their stay. Plus, there's no telling what harm Crimson Crazuk caused once it had 1,000 soul candles in its possession.

But that's a story for another time. Ω

DARK YOUNG

Huge aberration, chaotic evil

Armor Class 17 (natural armor)
Hit Points 152 (16d12 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	16 (+3)	17 (+3)	14 (+2)	18 (+4)	15 (+2)

Skills Perception +8

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

Condition Immunities poisoned

Senses blindsight 120 ft., passive Perception 18

Languages understands Deep Speech but does not speak

Challenge 12 (8,400 XP)

Trampling Charge. If the dark young moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the dark young can make one stomp attack against it as a bonus action.

Actions

Multiattack. The dark young makes four attacks with its tentacles.

Stomp. Melee Weapon Attack: +11 to hit, reach 5 ft., one prone target. Hit: 23 (3d10 + 7) bludgeoning damage.

Tentacles. Melee Weapon Attack: +11 to hit, reach 20 ft., one creature. Hit: 11 (1d8 + 7) bludgeoning damage and the target is grappled (escape DC 17). The dark young has four tentacles, each of which can grapple only one target.

Strength Drain. Each creature the dark young is grappling must make a DC 15 Constitution saving throw. On a failed saving throw, the target takes 10 (2d6 + 3) necrotic damage, and 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 long rest. On a successful saving throw, the target takes half as much necrotic damage and its Strength score is unaffected.

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