



THE TWILIGHT HUNTER

3RD, 8TH, 12TH LEVEL
MOTES OF THE DIVINE PART I

ARE YOU HUNTER? OR PREY?



CONTENTS

INTRODUCTION 1

BACKGROUND 1

 SUMMARY 2

 ADVENTURE HOOKS 2

 TRACKING 3

KNOW THY ENEMY 5

 CLUE 1: MORE THAN A BEAST 5

 CLUE 2: SHADOW HUNTER 6

 CLUE 3: FEAR OF FIRE 7

THE BATTLE AHEAD 8

 CRIMSON HOLLOW 8

 WAVE 1: THE TRAPPER 10

 WAVE 2: THE HUNTER 10

 WAVE 3: THE BEAST 11

 OPTIONAL ENDING:
 PACK ATTACK 12

AFTERMATH 12

TREASURE 13

 HARVESTING 13

 CRAFTING 13

APPENDIX A - MAGIC ITEMS 14

APPENDIX B - SPELLS 17

APPENDIX C - CREATURES 18

 BLOODHOUND 18

 BLOOD WOLF 23

 POISON WOLF 24

FAMILIAR: REDWING 26

 MONSTER TRAINER 27

LEGAL 29

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INTRODUCTION

The Twilight Hunter is a 5th-edition adventure optimized for four characters with an average party level of 3, 8, or 12. Characters who complete this adventure should earn enough experience to progress one-half of the way to 4th level, one-third of the way to 9th level, or two-thirds of the way to 14th level. A new danger has entered the cursed Evenfall Forest, terrorizing the local villagers. The Bloodhound, a mechanical and shapechanging creature, has begun stalking the mist-covered woods, searching for the blood he needs to survive.

Once the characters trek through the forest, they discover the Bloodhound used the attacks to lure them into his trap—the hunters have become the prey. They must navigate the Bloodhound’s obstacles and fend off his wild pack to face the shapechanging beast that won’t stop until he has their blood. Ranged attacks and the ability to deal fire damage will be highly beneficial in this hunt.

BACKGROUND

When monsters stalk the night, there will always be those who hunt them. Most of these hunters have a reason for what they do: revenging lost loved ones, the need to protect those who cannot protect themselves, or simply in exchange for gold. Some, like Roul Hasdrubal, hunt for the sheer pleasure of the chase and the eventual kill.

Roul was a fearless hunter whose prowess was overshadowed only by his reputation for brutality. Once he started to track his prey, he did not stop until his hands were soaked in its blood. A patient hunter, he toyed with his quarry, bleeding them out using his beloved serrated knives. As he grew older and frailer, that same prey became his salvation.

When his limbs became weak, Roul rebuilt them with mechanical replacements. When his organs failed, he replaced them with those from great and powerful beasts. When age’s tiring embrace beckoned, he harvested the life-prolonging blood of shapechangers, inadvertently changing his physiology. Over time, this process rendered him mentally unstable and physically malformed. Now, the Bloodhound is the same as the monsters he once hunted; those he protected are now the prey of his unending quest to acquire fresh blood and improve his concoctions.

The Bloodhound has turned the cursed Evenfall Forest into his new hunting ground and lair. The Coldmore residents, while used to the wood’s peculiarities, were unprepared for the incursion. The Bloodhound has terrorized them over the last few weeks, disguising the ambushes as vicious animal attacks in hopes of drawing in more powerful prey to harvest their blood. Word has quickly spread that adventurers are needed in the dark woods to hunt down the “dangerous creatures.” The Bloodhound now waits for those strong enough to follow the breadcrumbs leading into his trap-filled lair.

NOTES OF THE DIVINE

This hunt is first in a series of five known collectively as *Motes of the Divine*. The following gives an optional background you can use to link these hunts together.

The mechanical, alchemical, and other less savoury means by which Roul’s life has been artificially extended didn’t come to pass by happenstance. A mysterious benefactor—whose identity is unknown even to the Bloodhound himself—found the bitterly ageing hunter and offered their help. Through experimentation and infusion with a mysterious energy that the stranger called a *mote of the divine*, Roul began to transform into the creature he is today. Disgusted with the resulting monstrosity, the stranger labelled him a “failed experiment” before vanishing. The twisted and deformed hunter now seeks to finish the experiments and fix his body, as outlined in his journal (see page 12).

OPPOSITE: SAM JUMISKO

SUMMARY

Here's what's been going on:

- **Which Monster?** The Bloodhound is a former monster hunter with a thirst for blood that he uses to morph and empower his mechanically enhanced body.
- **Monster's Motivation.** His intention is to become the ultimate predator, gaining the powers of the creatures whose blood he consumes.
- **Monster's Previous Actions.** Local residents and hunters have been mauled as if by a pack of wild monsters in the woods and left as bait to lure in adventurers.
- **Where's the Monster?** He is stalking the Evenfall Forest for new blood to consume and laying traps for adventurers that come hunting him.

ADVENTURE HOOKS

There are many reasons why a party of adventurers may choose to enter the Evenfall Forest. Here are a few ways to get your characters hooked into this monster hunt:

- **Curiosity: The Twilight Curse.** Rumors circulating through tavern gossip are becoming verified: something strange is happening in the Evenfall Forest. Already avoided for its dark reputation, the wood has reportedly become even more dangerous as locals have been reported missing or found ravaged. Perhaps the necromancer has returned to reclaim his cursed wood? Or a new pack of creatures has made the pale forest their home?
- **Morality: The Missing Hunters.** Mariam Shelley is the owner of the Spark & Flame, the best (and only) tavern in Coldmore. Her husband, Franklin, was among a group of hunters who disappeared in the Evenfall Forest, and their daughter, Claire, went to find her missing father. It's been a few days since they've been seen, and Mariam has asked her merchant friends to post her request for help around the local region.
- **Compensation: A White Whale.** Saltizar the Grim—known as Old Man Salty—is a famed exotic creature hunter who retired many years ago after losing his arm and leg to a rogue bulette. He's heard of the attacks in the Evenfall Forest and, based on the description of the wounds, believes the white werewolf known as Snowfang is responsible. Others scoff and say that Snowfang is a hunter's myth, but Old Man Salty swears he caught a glimpse of the beast and offers a hefty sum to anyone who can bring it back—dead or alive.

MARIAM SHELLEY

Coldmore villagers, like the nearby woods, are typically quiet and reserved, but innkeeper Mariam Shelley (LG halfling **commoner**) stands apart with her radiant personality. She works her tavern like a well-oiled machine; bold of spirit and full of boundless energy, she floats from table to table like light skipping over a pond. However, her usual vim and vigour have disappeared since her husband and daughter have gone missing. Now, her brow is wrinkled with worry and concern, and her knuckles are white as she absentmindedly twists the hand towel she uses to wipe down tables.

Since her tavern caters to local hunters and travellers, Mariam is a great source of information about the recent disappearances. She is the main point of contact for all the above adventure hooks. Mariam knows the following tidbits of information that she willingly shares:

- The creatures only attack those moving through the forest and haven't been seen anywhere near the village.
- Local hunters found villagers, travellers, and even other animals savagely mauled by wild creatures.
- Some speculate that a pack of dire wolves may be responsible based on the jagged claw marks.
- Her husband and daughter, Franklin and Claire, have been missing for two days. An experienced hunter she sent to find them never returned.
- A necromancer, long defeated, used to rule these woods.

HUNT REWARDS PER CHARACTER*

Hunt Level	Gold Reward		XP** Reward
	Rescuing Franklin and Claire Shelley	Slaying the Bloodhound	
3rd	125 gp	250 gp	950
8th	550 gp	1,250 gp	4,500
13th	1,500 gp	3,500 gp	13,000

*Regardless of which adventure hook you use, give the same rewards.

**Includes all monsters, traps, and puzzles, averaged for a party of 4.

EVENFALL FOREST

The forest lies near a thinning of the veil between the Material Plane and the Plane of Shadow. Long ago, a necromancer tapped into that dark plane and cursed the region with its eponymous perpetual twilight, never truly day nor night. Even after the necromancer's death and still fueled by the shadow realm connection, the curse continues to corrupt and rob the forest's plants of colour. See page 18 for regional effects caused by the Bloodhound.

Centuries later, the mist-shrouded woods are now home to various creatures and plants that have thrived under its pale-leafed canopy. Without the usual hum of insects and songbirds, the woodland would seem peaceful if not for the uneasy feeling that every living thing is holding its breath and anxiously waiting to see what happens next.

Nestled at the forest's southeastern-most edge is the secluded village of Coldmore. Timber from the forest's pale-barked trees is exported from the region along with highly prized Evenfall truffles. Due to recent events, its peaceful and pallid villagers have become even more withdrawn.

TRACKING

The Evenfall Forest lives up to its name as the sun never rises or sets on the gloaming woodland. Combined with the fog and mist blanketing the forest floor, the dim light makes tracking difficult, and getting lost is easy with so few landmarks. The Bloodhound left a purposeful trail for the characters that leads straight into the ambush waiting in his lair. In addition to being a master hunter and trapmaker, the Bloodhound is a sadistic predator who enjoys torturing his prey and leaving macabre scenes behind as both trail and warning.

As the characters make their way through the forest, they need four Tracking checks and one success to find the Bloodhound's lair. Each of the first three check brings the characters to one of the "bread-crumbs" the Bloodhound has left for them (see Know Thy Enemy, page 5). You can use the forest random encounters from *Heliana's Guide* to populate your hostile encounters.

UNIQUE FLORA & FAUNA

The curse laid upon the Evenfall Forest seeped into the soil and water, tainting the trees and corrupting the creatures. The woods are eerily quiet, and the few small animals seen within quickly retreat to hide. While the effects are mostly benign, they are most readily seen in the black and purple leaves of the grey-barked trees and the almost-monochromatic undergrowth that peaks through the ever-present ground fog.

Some examples the characters may come across while journeying in the forest are listed here.

Silver-Tailed Cheshire Fox. These graceful foxes have ebony fur and overly long twin tails ending in razor-sharp silvery tips. The fox can control each tail independently, slicing into its prey before detaching its tri-hinged jaws and ripping chunks out of them. These territorial vulpines hunt in packs, using their natural stealthiness to ambush intruders and avoid larger predators and hunters. Some tailors pay a pretty copper for the fox fur, and the tail tips are often crafted into silver daggers popular among young werewolf hunters.

The silver-tailed cheshire fox uses **jackal** statistics with the following modifications:

- New Action: **Multiattack.** The fox makes two Tail attacks.
- New Action: **Tail. Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 1 piercing damage, and the target must make a **DC 10 Constitution saving throw**, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Twilight Wasp. The glittering wings of a twilight wasp resemble a twinkling star-filled night sky. Their distinct purple and black crystalline carapaces have sharp, jagged edges that sparkle when the light hits them. Besides being venomous, a twilight wasp's sting carries a subtle taste of the forest's curse: the flesh around the sting turns black and itches fiercely for **3d8 hours** after being stung. Their crystal carapaces can be crushed into a powder used by healers as a coagulant.

Greyshade Stranglers. These bloodthirsty, thorn-covered vines have distinct grey leaves, the tips of which are tinged red. A greyshade strangler hides within the undergrowth, grabbing hold of anything with a pulse that steps near it. They feed on the blood spilled by their thorns but are easily removed by Small or larger creatures. While harvesting them can be dangerous, the leaves of the stranglers can be used to combat blood diseases and brew antitoxins. A leaf can be harvested with a component DC of 15 and can be used as the ingredient for a *potion of poison resistance*.



MARIAM SHELLEY

Humanoid (halfling), landlady, she/her

Personality. Bold, energetic, currently worried about family.

Appearance. Rosy cheeks, thick blond curls, strong forearms. Brow wrinkled with obvious concern.

Desire. To retrieve family and continue being a source of joy in the dour village of Coldmore.

Fear. Dissolution of her community.

"What'll it be? Grandma's Old Peculiar? Liverwort ale? How about nightshade for those bloody beasts out there."

OGNIEN SPORIN

JESSE JACKDAW BURNS

KNOW THY ENEMY

While following the Bloodhound's trail through the Evenfall Forest, the characters come across a savaged dire wolf, an injured hunter and his daughter huddled together for safety, and the crispy corpse of a hunter that died in a strange manner. Each of these scenarios provides an opportunity for the characters to learn the following information about the Bloodhound. The GM determines the order in which these clues appear.

- It is a Construct, using both natural and metal weaponry.
- It can travel through shadows.
- It has an aversion to fire.

CLUE 1: MORE THAN A BEAST

Directly on the path ahead are signs of a deadly struggle and bloody drag marks that lead through the underbrush. They end at a tree where a mangled dire wolf corpse hangs from vines tied to a thick branch. Mixed with ragged teeth marks are precise, equidistant slashes and punctures, as if the wolf was both meal and target practice. A chemical odour wafts off the thorny vines the carcass swings from, keeping a fly swarm at bay.

The Bloodhound left the grisly scene to put the adventurers' nerves on edge but unwittingly left behind a few clues. A casual inspection of the wounds on the wolf can easily determine they were made from teeth, claws, and razor-sharp metal blades.

The Trapper. A character proficient in the Nature skill or who succeeds on a **DC 13 Wisdom (Nature)** check recognizes the vines as "tanglevine," a rare plant used in snares.

The Beast. A successful **VDC Wisdom (Survival)** check determines the teeth marks—while definitely made by animal fangs—don't match the imprint of any animal local to the area. If the check succeeds by 5 or more, the character recognizes multiple fang types, as if the bites were made by a single mouth constructed using various animal teeth. These teeth marks combined with the pungent medicinal smell indicates that this is surely some sort of Construct and not of the natural world.



HANDOUT 1. RAVAGED CORPSE



HANDOUT 2. SHADOW DANCE

CLUE 2: SHADOW HUNTER

A flickering campfire pushes out through the mist ahead, its light muted by the perpetual dimness encompassing the forest. An older man with a heavily bandaged leg sleeps under a makeshift lean-to next to the fire. Guarding over him is a young girl, no older than twelve years, with a tight grip on a short spear and a grimly determined look in her eyes.

The Bloodhound attacked Franklin Shelley's (LG human **scout**) hunting party, and he was the sole survivor. The injured hunter was allowed to escape and spread the word in hopes of drawing adventurers into the forest but collapsed from his wounds before making it back home. His fearless, precocious daughter, Claire (NG human **commoner**), tracked him down, made a campfire, and has been treating his injuries. Healing Franklin through magical means or treating him with a successful **DC 13 Wisdom (Medicine)** check using a healer's kit allows the pair to safely make their way back to Coldmore.

If questioned, Claire and Franklin share the following information about their encounter with "the Beast":

- The Beast attacked Franklin's hunting party from the shadows in a blur of fur, fangs, and claws.
- The Beast walks on two legs and wears a flowing cloak, but also has animalistic features that they couldn't fully make out in the dark.
- The Beast returned, but stayed at the edge of their campfire and was never clearly visible in the light.
- Both claim that the Beast would be in one location one moment and suddenly appear in a different spot a split second later.

CLUE 3: FEAR OF FIRE

Smoke and ash drift on a light breeze, leading back to a half-built campsite in a charred clearing. The corpse of a hunter lies in the middle of a ring of scorched grass, a broken bow lying near her outstretched hand.

This Coldmore hunter, Isla, was ambushed by the Bloodhound while setting up her camp. She reflexively swung with her oil lantern, spilling the oil in a wide circle around herself and lighting the field on fire. This fire kept the Bloodhound at bay, but Isla couldn't escape and eventually succumbed to the smoke and flame.

Fear of Flame. Casually searching the area uncovers unidentifiable claw marks and tracks ringing the burnt area's outer edge, and a successful **DC 13 Wisdom (Perception)** or **Intelligence (Investigation)** check finds the overturned lantern, revealing the source and the sequence of events. A casual search of Isla's body reveals no wounds besides minor burns and scorched clothing, and a successful **DC 13 Wisdom (Medicine)** check confirms she died of smoke inhalation.

HANDOUT 3. FLAME SAFE



THE BATTLE AHEAD

When the characters reach Crimson Hollow, they must navigate hidden traps and hazards to reach the Bloodhound as he taunts them in a game of cat and mouse. Once the party navigates the trapped area, he uses his shapechanging potions to transform into a hybrid form and howls to summon his bestial allies. As the Bloodhound is defeated, he drinks his final potion, transforming into a twisted collage of creatures with steel-feathered wings.

Helping Hand. The stoic hunters of Coldmore are a capable and loyal band who look out for each other. While they don't join the fray directly, at any time during the battle, a hunter (**scout**) can assist a character with a *potion of healing* (normal, greater, or superior at 3rd, 8th, or 12th level, respectively) or even free a character caught in a trap before quickly retreating back into the forest. If the characters helped Franklin Shelley, his daughter Claire is the hunter that lends a helping hand.

CRIMSON HOLLOW

The Bloodhound's lair lies deep in the Evenfall Forest among the crumbling ruins from which a necromancer ruled the region centuries ago. The structures were built on a nexus where the veil between the Material Plane and the Plane of Shadow is thinnest. The waterways of this clearing once spread the necromancer's curse throughout the forest. Now the Bloodhound uses the water to create his shapechanging potions, bonding him to the lair's latent magic.

Hazard: Cursed Waters. A stream runs from a 5-foot-deep pool at the northern end of Crimson Hollow and splits the area in half. The water is tainted; when a creature enters the water for the first time on a turn or starts its turn there, it must succeed on a **VDC Constitution saving throw** or take **Vdam** necrotic damage.

Lighting. At night, the lair is dark, stars and moons hidden by the thick canopy. During the day, dim sunlight filters through to the forest floor.

Ruins. In the field's centre stand 20-foot-high ruins that limit sight and provide a vantage point for the Bloodhound and his ranged attacks. He uses his Shadow Jump legendary action to reach this high ground and escape characters who engage him in melee.

Waves. The battle is divided into three distinct phases called waves that introduce new challenges and difficulties. They also bring opportunities to counter them depending on the characters' discovery and usage of the provided clues.

Lair Actions. See page 18 for the Bloodhound's lair actions.

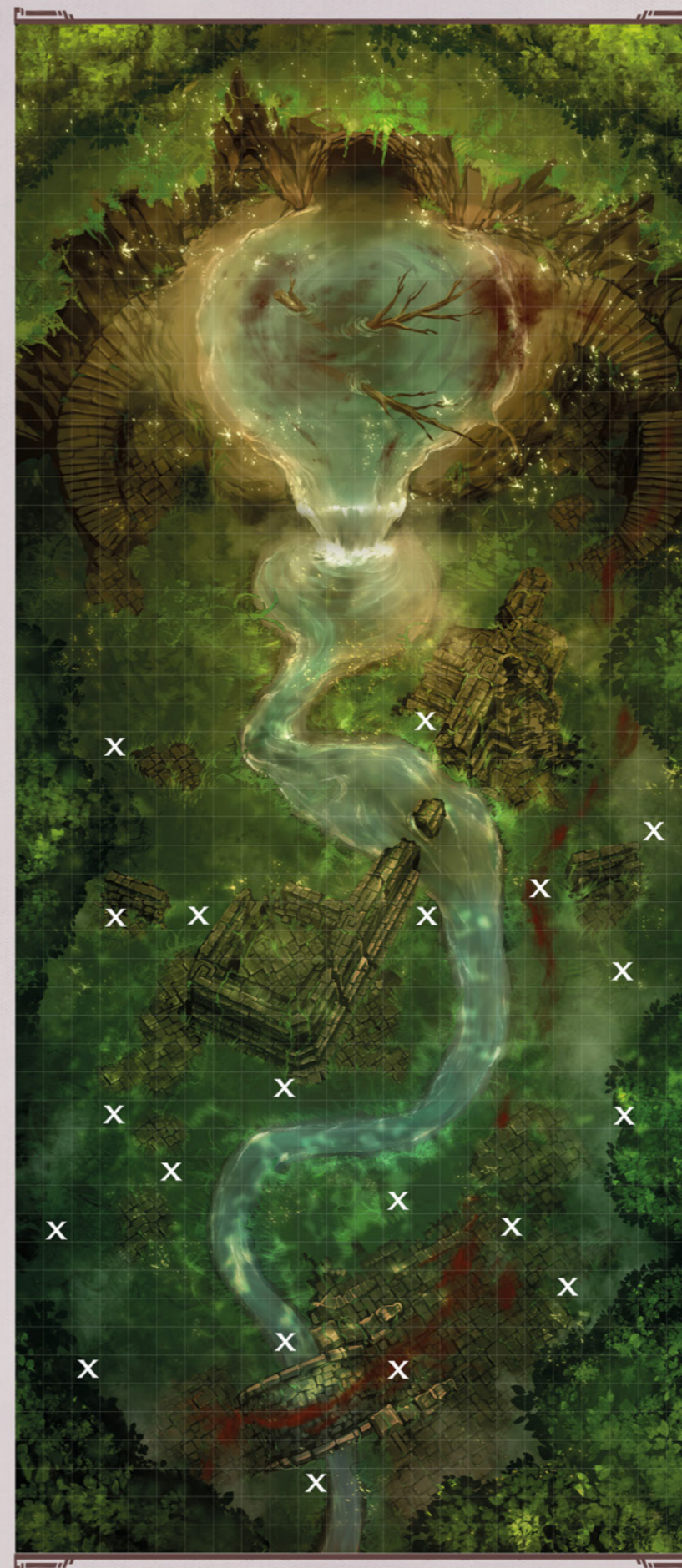
ENTERING CRIMSON HOLLOW

When the characters first enter the field, they arrive at the far southwestern end with the Bloodhound nowhere in sight. Read aloud or paraphrase the following once they arrive:

An unmistakable, bloody trail leads through the woods to a large, open field nestled at the base of a rocky cliff and split in half by a gurgling stream. The blood continues over a stone bridge and up the field's centre, past crumbling walls and ancient columns covered in creeping vegetation. It then climbs up a flight of stairs and ends at a cave entrance where a scum-and-blood-covered pond feeds into the creek.

Entrance. The Bloodhound makes his presence known but constantly shifts from shadow to shadow using his Shadow Jump legendary action.

A voice, whose mouth and throat sound as if they must've been grotesquely mangled, drifts from the shadows. "So nice of you to finally arrive. I was worried you couldn't follow my little hint," it gargles before the same voice emerges from shadows in an entirely different direction. "I'm afraid this is the last stop for you. I need your blood, you see. But don't worry, since you'll be dead, you'll have no more use for it," it says before breaking down into what sounds like drowning gasps, but you realise are deformed chuckles. "And please... I want you to fight... it will be so much more satisfying if you struggle."



ROLEPLAYING THE BLOODHOUND

The Bloodhound is an apex predator that believes he has evolved past the limitations of mankind and approaches something akin to godhood. This megalomania and disdain for those less intelligent and capable than him—which is everyone in his eyes—shines through in his snide manner of speech. As his temper flares, the Bloodhound's bestial rage emerges, creating a stark contrast with his intellectual taunting and commentary.

Seeing the characters as nothing more than a new source of blood for his experiments, the Bloodhound nonetheless enjoys torturing them through taunts and jeers, crudely snarling at them if they evade or strike him. To him, the party is just another animal pack to hunt and kill.



X INDICATES TRAP

1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. CRIMSON HOLLOW

WAVE 1: THE TRAPPER

The Bloodhound is a master trapper and has peppered his lair with traps for ensnaring the characters. He uses the lair's topography and actions to funnel the characters into paths that trigger the traps. The psychopathic hunter wants to play with his prey and build up their fear before he finally ends them and takes their blood.

TRAPS

Map 1. Crimson Hollow (page 9) shows the locations of the Bloodhound's expertly hidden traps. A creature that isn't blinded can spot all traps within **10 feet** of it by using an action to make a successful **VDC Intelligence (Investigation)** check. A creature with a passive **Wisdom (Perception)** score of at least **VDC + 5** automatically detects these traps (no action required).

Each of the Bloodhound's traps occupy a 5-foot-square area. When a Small or larger creature moves onto a trapped area for the first time on a turn, the trap triggers and its effects activate immediately, interrupting the creature's movement. When a character triggers a trap, choose a trap from the table below or roll to determine which is triggered.

d6	Trap
1-2	Bear Trap
3-4	Punji Trap
5-6	Tanglevine

Bear Trap. When a creature triggers this trap, a hidden set of iron jaws snaps around its lower limb. The creature must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. In addition, on a failure, its speed becomes **0 feet** unless it's immune to being grappled. A creature can use its action to make a **VDC Strength (Athletics)** check, freeing itself or another trapped creature within its reach on a success.

Punji Trap. There is a hidden 2-foot-deep pit beneath this surface, filled with poisoned, sharpened stakes. When a creature triggers this trap, it must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage and **Vdam** poison damage and its speed becomes **0 feet** until the turn ends. In addition, on a failure, the creature must succeed on a **VDC Constitution saving throw** or become **poisoned** for **1 hour**.

Tanglevine. When this trap is triggered, twisted, thorny vines burst through the ground, creating an effect identical to the *entangle* spell (**save DC** equals **VDC**) within a **20-foot-radius circle** centred on the trap for **1 minute**.

TACTICS

The Bloodhound constantly shifts his position and uses his Thorn Wall lair action to lead the characters through his minefield of traps. He taunts the party, then immediately makes use of his Shadow Jump legendary action to teleport to a new source of cover. This tactic prevents his location from being discovered, and him from being targeted by attacks. On his turn, he makes ranged attacks with his nailbow. If the Bloodhound is ever cornered, he uses his Darkness lair action.

END OF WAVE

The triggers to end wave 1 are any of the following:

- Five traps are triggered.
- The characters make it past the traps and into the northern third of the field.
- The Bloodhound is reduced to one-half of his hit points or fewer. If this happens, the Bloodhound's initiative changes so that he takes his turn immediately after the creature that reduced him to half of his hit points (even if he has already taken a turn this round).
- The characters illuminate at least half of the location with bright light.

WAVE 2: THE HUNTER

Once the second wave is triggered, the Bloodhound turns to his shapechanging potions to enhance himself with a hybrid werewolf-like form. The Bloodhound takes a special lair action to begin wave 2; his howl calls upon a wild pack of the forest as he turns more bestial in nature, his rage increasing at the characters' temerity. Read or paraphrase the following when wave 2 begins:

The creature steps back with a feral snarl and reaches for a vial on its belt. "Foolish animals! I am the greatest hunter who has ever lived! Think you can get the best of me!?" it snaps before quaffing the glowing liquid. "Now you'll see what it is like to face a true predator..."

Its body shifts and morphs with a screech of metal and cracking bone. Coarse black fur spreads across its body as its scarf and hood are torn away to reveal a monstrous face with a multitude of mismatched eyes over a bird-like beak. It rears back and releases an undulating howl reverberating across the forest, inciting a boisterous chorus in response from the surrounding treeline.

ENEMIES

As the Bloodhound assumes his hybrid form, he lets out a bestial howl, summoning his wild pack from out of the surrounding forest. They flee only if the Bloodhound is slain.

Level 3. At 3rd level, the wave 2 combatants are:

- **1 Emaciated Bloodhound*** (CR 2)
- **3 swarms of ravens** (CR ¼)
- **2 wolves** (CR ¼)

Level 8. At 8th level, the wave 2 combatants are:

- **1 Bloodhound*** (CR 6)
- **4 dire wolves** (CR 1)
- **2 swarms of ravens** (CR ¼)
- **2 wolves** (CR ¼)

Level 13. At 13th level, the wave 2 combatants are:

- **1 Sanguine Bloodhound*** (CR 11)
- **4 poison wolves*** (CR 4)
- **2 swarms of dire ravens** (CR 4; use the **swarm of ravens** statistics with **68** hit points, and their beak attack has a **+6** attack bonus and deals **28 (8d6)** piercing damage on a hit, or **14 (4d6)** piercing damage if the swarm has half of its hit points or fewer)

*See Appendix C

TACTICS

The Bloodhound becomes more aggressive, resorting more frequently to melee attacks. In higher level versions of this hunt, he picks one target to be the focus of his Sanguine Mark and directs the pack to attack that creature, ensuring he can always benefit from his Pack Tactics trait against that target.

END OF WAVE

This wave ends once the Bloodhound is reduced to 0 hit points and his mythic state is triggered. Any remaining creatures assist the bloodhound in wave 3.

WAVE 3: THE BEAST

During the final wave, the Bloodhound's canine companion, Snarl, emerges from the northern cave. The Bloodhound himself transforms into a hybrid raven-like monstrosity, and he loses all vestiges of higher intelligence. He goes on an all out offensive while in this enraged form, pushing what remains of his wild pack to match his ferocity.

The creature staggers and laughs, hoarsely coughing up the same black blood that oozes from its many wounds. The wounded creature removes its belt and crushes its remaining vials against its chest, shattering the glass and liquid into its flesh without flinching as its many eyes burn with intense hatred. Laughing and groaning in agony, its face splits into one final bloody smile before its form mutates and shifts, and it sprouts bloody wings of jagged bone and steel.

At the same time, a low growl echoes from the cave to the north as a huge, wiry-haired wolf emerges, sniffing the air. Its one malevolent, yellow eye peers down on the scene, before teeth are bared and the growl rises to an audible threat.

ENEMIES

The enemies in wave 3 are the Bloodhound, in his mythic state, and a horrific, mutilated wolf named Snarl, who emerges from the cave to the north.

Level 3. At 3rd level, the wave 3 combatants are:

- **1 Emaciated Bloodhound*** (CR 3; mythic state)
- **1 dire wolf** (CR 1)

Level 8. At 8th level, the wave 3 combatants are:

- **1 Bloodhound*** (CR 9; mythic state)
- **1 poison wolf*** (CR 4)

Level 13. At 13th level, the wave 3 combatants are:

- **1 Sanguine Bloodhound*** (CR 15; mythic state)
- **1 blood wolf*** (CR 8)

*See Appendix C

TACTICS

The Bloodhound continues to use his Pack Howl lair action to summon members of his wild pack. He deploys his Razor Gust ability against clustered characters and his Shadow Jump at the characters with low AC.

END OF WAVE

This wave ends once the Bloodhound is reduced to 0 hit points. Once this occurs, any remaining members of his wild pack instantly retreat into the forest.

The creature's flesh begins bubbling and shifting, growing even more grotesque before collapsing. The body shudders one last time before going still as a pool of smoking black blood starts to seep along the ground.

Read aloud the following if this adventure follows the optional Motes of the Divine (see page 1) story arc.

Cracks that shine with an inner golden glow appear randomly on the body's mechanical parts. The ground begins to shake as the intensity increases until finally, golden energy erupts in a blinding flash, leaving a peaceful, divine feeling in its wake.

OPTIONAL ENDING: PACK ATTACK

If you are running this as a one-shot adventure, you may wish to end the adventure with a climax. On initiative count 0 of each round after the Bloodhound dies, roll a **d4**; a number of beasts equal to the value rolled pour from the forest and attack the party, howling their misery at their leader's death and forcing the party to flee. Use a distribution of the non-Bloodhound combatants in the Enemies section of wave 2. More beasts stop emerging after **1 minute**.

AFTERMATH

Once the party has defeated the Bloodhound, they can explore the cave behind the cursed pool. Inside is a filthy nest of skins and furs he used for bedding and various objects stacked in a corner taken from his victims. See the Treasure section below for an example hoard the characters find.

Here are some additional developments that occur at the conclusion of this adventure:

- The people of Coldmore are grateful for the characters' assistance, and Mariam Shelley offers the party free room and board for the next week.
- Franklin recovers from his wounds with only the slightest of limps.
- Claire takes every opportunity to tail the characters and "learn" from them.
- Old Man Salty is saddened to hear that the creature was not Snowfang but pays the characters a portion of the promised sum. He has other "promising leads" for the party to hunt down the legendary Snowfang if they're interested.
- The Evenfall Forest has been cleansed of the Bloodhound's influence, but not its ancient curse.
- There may be clues inside the ruins where the Bloodhound made his lair, leading the party to a possible cure for the curse.
- If this adventure follows the optional Motes of the Divine story arc (see page 1), Roul's journal (see Treasure, page 13) also details his meeting with a mysterious stranger he calls Creo, who infused him with mystical power and helped build his mechanical body. Roul is explicit in his frustrations at being called a "failed experiment" and infers there may be others that Creo experimented on with the same power.

TREASURE

Inside the Bloodhound's nest is a hodgepodge of clothing, satchels, and bloodstained adventuring gear. Thrown into one corner is a leatherbound journal detailing Roul Hasdrubal's hunts, mechanical body enhancements, shapechanger blood ingesting, and subsequent journey into madness (as described in the "Background" section). Along with a collection of coins and castoff gear, as determined by the table below, is a *cranium rat cowl* (see Appendix A) wrapped in a rotting wolf's skin.

TREASURE

Hunt Level	Coins	Cranium rat cowl rarity
3rd	2d6 x 40 gp	Uncommon
8th	3d6 x 100 gp	Rare
13th	3d6 x 200 gp	Very rare

HARVESTING

The following unique components can be harvested from the Bloodhound, in addition to those normal for a Construct. The food component for the unique recipe is a *phial of Construct (bloodhound) blood*.

BLOODHOUND HARVEST TABLE

Component DC	Components
5	Phial of blood ^E (∞)
10	Bone (10)
15	Claw (2)
20	Pelt (1)



CRAFTING

The following unique items can be crafted from the Bloodhound's components.

BLOODHOUND CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Bloodhound's Caress	Weapon (claw)	Uncommon	—	Construct (bloodhound) claw	Frail	350 gp
		Rare			Robust	1,350 gp
		Very rare			Potent	6,300 gp
Bloodhound's Immobiliser	Weapon (any firearm)	Uncommon	—	Construct (bloodhound) bone	Frail	320 gp
		Rare			Robust	1,400 gp
		Very rare			Potent	6,500 gp
Bloodhound's Widebrim	Wondrous item	Uncommon	Required	Construct (bloodhound) pelt	Frail	550 gp
		Rare			Robust	2,600 gp
		Very rare			Potent	9,900 gp
Bloody Hairy	Magical meal	Varies	—	Phial of Construct (bloodhound) blood	Varies	Varies

*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

APPENDIX A - MAGIC ITEMS

BLOODHOUND'S CARESS

Weapon (claw), uncommon
Component: Construct (bloodhound) claw

The Bloodhounds, an enigmatic order of monster hunters, track their quarry by the scent of their spilled blood. The *bloodhound's caress* is designed to draw blood from its victims, ensuring a trail of blood can be followed back to the victim's lair, where any young can be dispatched before they grow to be menaces.

This claw has **4 charges** and regains **1d4** expended charges daily at dawn.

Arterial Slash. When you hit a creature with an attack using this weapon, you can expend **1 charge** to attempt to slice a crucial blood vessel, forcing the creature to make a **DC 13 Constitution saving throw**. On a failed save, the creature begins to bleed profusely for **1 minute**. While bleeding, the creature takes **1d6** slashing damage at the end of each of its turns, and any time it regains any hit points, it regains only half as many. A creature without blood automatically succeeds on this saving throw. A creature can end this effect on itself or a willing creature within **5 feet** of it by using its action to make a successful **DC 13 Wisdom (Medicine)** check.

Rare variant: Increase the charges to **6**, the recharge to **1d4 + 2**, the **DCs** to **15**, and the damage to **1d10**.

Very rare variant: Increase the charges to **8**, the recharge to **1d6 + 2**, the **DCs** to **16**, and the damage to **2d6**.

BLOODHOUND'S IMMOBILISER

Weapon (any firearm*), uncommon
Component: Construct (bloodhound) bone, pouch of Construct (bloodhound) teeth

The Bloodhounds are not just hack-and-slash monster hunters; they're experts on monster habits, anatomy, and harvesting. This nail gun grants these hunters the ability to immobilise their prey, allowing the horrors to be studied in greater detail. The more experienced the bloodhound, the more decrepit their firearm; whenever a foe of especially great might is felled by the gun, a notch spontaneously forms on its dark metal.

This firearm has **4 charges** and regains **1d4** expended charges daily at dawn.

Dead Stop. A special chamber within the firearm is loaded with sharp iron nails rather than normal ammunition. Once on each of your turns when you make an attack against a creature with this weapon, you can expend **1 charge** to fire a nail instead, which magically increases in size to become a 9-inch-long metal spike, dealing an extra **1d6** piercing damage on a hit.

In addition, if the target is a Large or smaller creature that isn't immune to the grappled or restrained conditions, it must succeed on a **DC 13 Strength saving throw** or be pinned against an adjacent surface (GM's discretion). If there's no surface to pin the creature to, it automatically succeeds on this saving throw. While pinned in this way, the creature's speed is **0 feet**. A creature within **5 feet** of the pinned creature

(including itself) can use an action to make a **DC 13 Strength (Athletics)** check, removing the spike and freeing the creature on a success.

Rare variant: Increase the charges to **6**, the recharge to **1d6**, the extra piercing damage to **2d6**, and the **DCs** to **15**.

Very rare variant: Increase the total number of charges to **8**, the recharge to **1d8**, the extra piercing damage to **3d6**, and the **DCs** to **16**.

*See *L'Arsene's Ledger*, Chapter 2, Equipment.

BLOODHOUND'S WIDEBRIM

Wondrous item, uncommon (requires attunement)
Component: Construct (bloodhound) pelt

Adorned with the teeth of a bloodhound and the feathers of a falcon, this ragged hat honours some of the most tenacious trackers in the animal kingdom and calls upon their gifts in the service of monster hunters far and wide. Wisps of crimson occasionally form in the eyes of its wearer, only to fade a moment later.

This hat has **3 charges** and regains **all** expended charges daily at dawn.

Hunter's Spirit. As an action while wearing this hat, you can expend **1 charge** to summon a spectral red hunter to your side for **1 hour** or until you dismiss it as a bonus action. This hunter takes the form of either a bloodhound or a falcon (your choice), doesn't occupy its space, can't interact physically with creatures or objects, and never leaves your side. As a bonus action, you can make the hunter invisible to all creatures but you, or visible again. Depending on the chosen form, the spectral hunter grants you different benefits.

- **Bloodhound.** When you make a **Perception** check that relies on smell, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can track a scent whose origin is up to **1 mile** away.
- **Falcon.** When you make a **Perception** check that relies on sight, you can do so through your spectral companion, gaining **advantage** on the check. In addition, you can see clearly up to **3 miles** away, as long as no obstructions are present, and make out small details of objects or creatures at that distance.

Rare variant: The item has the Sic 'Em property.

Sic 'Em. As a bonus action while the spectral hunter is summoned, you can order it to attack a creature of your choice that you can see within **30 feet** of you. Make a ranged spell attack against the target (+7 to hit). The effects of the attack depend on the form of the spectral hunter, which disappears after the effect ends.

- ◇ **Bloodhound.** On a hit, the attack deals **5d4** force damage, and the target must succeed on a **DC 15 Strength saving throw** or be knocked **prone** and have a speed of **0 feet** until the end of its next turn, as the bloodhound holds it in place.
- ◇ **Falcon.** On a hit, the attack deals **2d4** force damage, and the target must succeed on a **DC 15 Dexterity saving throw** or be **blinded** until the end of its next turn, as the falcon claws at its eyes.

Very rare variant: The bloodhound can track a scent up to 10 miles away and the falcon can see up to 30 miles away. The item has the Sic 'Em property; increase the attack modifier to +8, the save **DCs** to **16**, Bloodhound's damage to **10d6**, and the Falcon's damage to **6d6**.



BLOODHOUND'S CARESS

BLOODHOUND'S IMMOBILISER



BLOODHOUND'S WIDEBRIM

CRANIUM RAT COWL

Wondrous item, rare (requires attunement)

Component: Beast (Small or Tiny) brain

From the pelt and brain of a cranium rat is crafted this morbidly cute headgear. During ‘The Occupation’, such cowls were worn as a means of avoiding detection by the hive-minded, telepathic bjorg, a race bent on subjugating all free thought. The Night Hospitaller would ferry escapees across bjorg lines before delivering them to an underground steam-powered locomotive.

Illumination. As a bonus action while you wear the cowl, you can cause it to shed bright light in a radius of up to **20 feet** and dim light for an additional number of feet equal to the chosen radius, or extinguish the light.

Psionics. While you wear this cowl, you can cast the following spells (**save DC 15**): *command*, *comprehend languages*, and *detect thoughts*.

After you cast a spell in this way, roll a **d8**. If you roll equal to or lower than the spell’s level, this property can’t be used again until the next dawn.

Uncommon variant: Reduce the die of the Psionics property to a **d4**. Remove the *detect thoughts* spell from the list.

Very rare variant: Increase the **DC to 16**. Add *confusion* and *dominate person* to the spells that can be cast with the Psionics property. The item has the Telepathic Shroud property.

Telepathic Shroud. While wearing the cowl, you are **immune** to any effect that would sense your emotions, read your thoughts, determine whether you are lying, or know your alignment.

Legendary variant: Increase the **DC to 18** and the die of the Psionics property to a **d10**. Add *confusion*, *dominate person*, and *dominate monster* to the spells that can be cast with the Psionics property. While wearing the cowl, you have **advantage** on saving throws against divination spells. The item has the Telepathic Shroud property.

CRANIUM RAT
COWL



MOHAMMED BELLAQUH

APPENDIX B - SPELLS

BLOOD CURSE

5th-level biomancy* (*can be replaced by divination)

Casting Time: 1 minute

Range: Touch

Components: V, M (a drop of the target creature’s blood, which the spell consumes)

Duration: Concentration, up to 8 hours

Classes: Cleric, Ranger, Sorcerer, Warlock, Wizard

You touch the blood of a creature, attempting to create a trail that leads to the creature from whom it originated. The caster can choose whether only they can see the trail, or if everyone (including the target creature) can see it. The fresher the blood, the more accurate the spell; have the GM roll a **d100** on the table below to determine the outcome.

Time since blood exuded	Mishap	Wrong	Near	On Target
< 1 hour	—	—	01-10	11-100
1 < 8 hours	—	01-10	11-25	26-100
8 hours < 24 hours	01-10	11-25	26-50	51-100
24 < 240 hours	01-25	26-50	51-74	75-100
240+ hours	01-50	51-74	75-100	—

Mishap. The caster must make a save against the Malediction feature, then the spell ends.

Wrong. The trail leads to a different creature.

Near. The trail peters out 100 to 1000 feet away from the target creature.

On Target. The trail leads to and touches the creature.

Malediction. While the spell is active, you are within **90 feet** of the target of the spell, and you can see the target, you can try to corrupt its blood as an action. The target must make a **Constitution saving throw**, taking **8d8** necrotic damage and becoming **poisoned** for **1 minute** on a failure, or taking half as much damage and not being poisoned on a success. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the poison on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d8** for each slot level above 5th.

DETECT HEARTBEAT

2nd-level divination

Casting Time: 1 action

Range: Self (30 feet)

Components: V, S, M (a small hearing horn)

Duration: Concentration, up to 10 minutes

Classes: Bard, Cleric, Druid, Ranger, Sorcerer, Tamer, Wizard

You magically enhance your hearing to detect the rhythmic *thud-thud* of hearts. For the duration, you automatically succeed on **Wisdom (Perception)** checks to hear heartbeats within **30 feet** of you, though your magical hearing is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You know the direction (though not the distance) towards any heartbeat you hear. In addition, for the duration, you have **disadvantage** on saving throws against the deafened condition and have **vulnerability** to thunder damage.

EXSANGUINATE

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

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of venom)

Duration: Concentration, up to 1 minute

Classes: Druid, Ranger, Sorcerer, Warlock

You conjure a wave of anticoagulant liquid that drenches a creature you can see within range. For the duration, the first time that creature takes damage on a turn, it must succeed a **Constitution saving throw** or begin bleeding for **1 minute**. A creature without blood automatically succeeds on this saving throw. A creature that is bleeding takes **4d6** necrotic damage at the start of each of its turns as it bleeds freely through wounds and orifices. This damage can’t be reduced in any way. At the end of each of its turns, the creature can repeat the saving throw, ending the bleeding on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d6** for each slot level above 3rd.

APPENDIX C - CREATURES

BLOODHOUND

Bloodhounds are creatures born of biomanancy and artifice. The subject for any bloodhound is a creature in possession of an especially tough physique; the surgeries to augment its body and the toll of the biomantic treatments on its organs can reduce even a stout farmer to a wasted husk.

Bestial Affinity. A bloodhound sculpts its physique using the world around it as inspiration. More often than not, this draws from common creatures, like wolves and bears, or those that feed on the bloodhound's scraps, such as ravens and hyenas. Though not necessarily evil, the further a bloodhound progresses on its journey of self-modification, the greater its mannerisms, behaviour, and thought patterns evolve to mimic its muse, and the more bestial it becomes.

REGIONAL EFFECTS

The region containing a bloodhound's lair is warped by the infusion of his dark magic, creating one or more of the following effects:

- **Enhanced Darkness.** Shadows are magically extended and darker within the 6 miles surrounding the bloodhound's lair. The radius of a creature's darkvision is halved while within this area.
- **Animal Frenzy.** Animals are more aggressive and agitated than typical while within 1 mile of the bloodhound's lair. Mounts and animal companions grow increasingly restless and difficult to handle, suffering **disadvantage** on Perception checks. Beasts with an Intelligence score of 3 or lower are most likely to experience this effect.
- **Hunted.** While within 1 mile of the bloodhound's lair, humanoids feel as if they are being watched at all times and have an increasing sense that something is hunting them.

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

LAIR ACTIONS

While the bloodhound 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 hunt, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vdam	Darkness	Pack Howl
3rd	12	3 (1d6)	2nd-level	Wolf
8th	14	7 (2d6)	4th-level	Dire wolf
13th	16	14 (4d6)	6th-level	Poison wolf (see wave 2)

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

- **Darkness.** The bloodhound creates a **20-foot-radius sphere** of magical darkness, as per the *darkness* spell, centred on a point of his choice within the lair that lasts until initiative count 20 of the following round. The effect has an equivalent spell level equal to the value in the table above.
- **Thorn Wall.** The bloodhound summons tangled, thorny vines and brambles that burst from the ground, as per the *wall of thorns* spell and last for one **hour**; the **save DC** and damage equals **VDC** and **Vdam**, respectively.
- **Pack Howl (Waves 2 & 3 Only).** The bloodhound rears back and unleashes an undulating howl, summoning a member of his wild pack. The creature summoned depends on the hunt level.

OPPOSITE: OGNJEN SPORIN



EMACIATED BLOODHOUND

Medium Construct, Chaotic Evil

Armour Class 14 (natural armour)

Hit Points 52 (8d8 + 16)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +3, Wis +4

Skills Acrobatics +3, Perception +4, Stealth +5, Survival +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 14

Languages Common, Sylvan, Undercommon

Challenge 2 (450 XP)

Proficiency Bonus +2

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **52** hit points, he regains any expended use of Legendary Resistance, and he gains a flying speed of **40 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 700 XP (1,150 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

ACTIONS

Multiattack. The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Nailbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **30 feet** of him that he can see and takes the Hide action.

MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **30-foot cone** must make a **DC 11 Dexterity saving throw**, taking 10 (3d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

BLOODHOUND

Medium Construct, Chaotic Evil

Armour Class 15 (natural armour)

Hit Points 110 (13d8 + 52)

Speed 40 ft., fly 60 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +6, Wis +5

Skills Acrobatics +6, Perception +5, Stealth +9, Survival +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

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

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan, Undercommon

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **110** hit points, he gains **50** temporary hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 5,000 XP (7,300 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

ACTIONS

Multiattack. The Bloodhound makes two attacks: one with his Bite and one with his Claws. He can replace any one attack with an attack from his Nailbow.

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

Nailbow. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

BONUS ACTIONS

Sanguine Mark (Recharges after a Short or Long Rest). The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature for the first time on a turn, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **40 feet** of him that he can see and takes the Hide action.

MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, he can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **40-foot cone** must make a **DC 14 Dexterity saving throw**, taking 14 (4d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

SANGUINE BLOODHOUND

Medium Construct, Chaotic Evil

Armour Class 16 (natural armour)

Hit Points 152 (16d8 + 80)

Speed 40 ft., fly 60 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +8, Wis +7

Skills Acrobatics +8, Perception +7, Stealth +12, Survival +7

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

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

Senses darkvision 120 ft., passive Perception 17

Languages Common, Sylvan, Undercommon

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aversion of Fire. If the Bloodhound takes fire damage, he has **disadvantage** on attack rolls and ability checks until the end of his next turn.

Immutable Form. The Bloodhound is **immune** to any spell or effect that would alter his form.

Keen Hearing and Smell. The Bloodhound has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

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

Unleash the Beast (Recharges after a Short or Long Rest). If the Bloodhound would be reduced to 0 hit points, his current hit point total instead resets to **152** hit points, he gains **50** temporary hit points, he regains any expended uses of Legendary Resistance, and he gains a flying speed of **60 feet** for the next **hour**. Additionally, the Bloodhound can now use the options in the "Mythic Actions" section for **1 hour**. Award a party an additional 13,000 XP (20,200 XP total) for defeating the Bloodhound after his Unleash the Beast activates.

ACTIONS

Multiattack. The Bloodhound makes three attacks: one with his Bite and two with his Claws. He can replace up to two attacks with attacks from his Nailbow.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Nailbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

BONUS ACTIONS

Sanguine Mark (Recharges after a Short or Long Rest). The Bloodhound causes ethereal, glowing, barbed wire to wrap around one creature he can see within **90 feet** of him for the next **10 minutes**. For the duration, whenever the Bloodhound deals damage to that creature with an attack, the creature takes an additional 3 (1d6) necrotic damage and the Bloodhound regains an equal number of hit points. If the target drops to 0 hit points before this effect ends, the Bloodhound can use a bonus action on a subsequent turn to mark a new creature.

LEGENDARY ACTIONS

The Bloodhound 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 Bloodhound regains spent legendary actions at the start of his turn.

Attack. The Bloodhound makes one attack with his Claws or Nailbow.

Shadow Jump. If the Bloodhound is in dim light or darkness, he teleports to another area of dim light or darkness within **60 feet** of him that he can see and takes the Hide action.

MYTHIC ACTIONS

If the Bloodhound's Unleash the Beast trait has activated in the last hour, it can use the options below as legendary actions.

Shadow Pounce. The Bloodhound uses his Shadow Jump legendary action option and then makes one attack with his Bite or Claws.

Razor Gust (Costs 2 Actions). The Bloodhound beats his wings in a cloud of metal shards. Each creature in a **60-foot cone** must make a **DC 16 Dexterity saving throw**, taking 28 (8d6) slashing damage on a failure or half as much damage on a success. The Bloodhound can then fly up to half his flying speed.

WOLVES

BLOOD WOLF

Predators of grassland, forest, hill, and mountain, blood wolves are a magically altered wolf subspecies capable of detecting haemoglobin itself. Their rust-coloured fur is highly prized as a symbol of status in mountain tribes and their deep maroon eyes appear in more than one children's fable.

Alphas. Blood wolves often find themselves alphas of packs of their smaller dire wolf cousins. These packs grow to unnaturally large sizes due to their pack leaders ability to detect prey that would otherwise be hidden. Branded 'lupine locusts', wolves lead by a blood wolf have a propensity to decimated an ecosystem before sweeping onto their next hunting ground.

Extra-Sanguinary Senses. The exact mechanism by which a blood wolf detects haemoglobin has not been identified. Scholars originally thought that the auditory acuity of such canines allowed it to hear the low-frequency thumps of heartbeats. Indeed, this research led to the development of spells such as *detect heartbeat* (see page 17), which has saved more than one trapped miner's life.

However, experiments with undead prey determined that a heartbeat is not necessary. This research was backed up by less-than-ethical testing using deafened blood wolf subjects. A final swathe of tests in *antimagic fields* confirmed that this sense is of a magical nature, an unfortunate headline for hunters and trappers that don't live in well-fortified keeps.

BLOOD WOLF

Huge Monstrosity, Neutral Evil

Armour Class 15 (natural armour)

Hit Points 136 (13d12 + 52)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	19 (+4)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +6

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

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Sylvan but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The wolf has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

Sanguine Predator. The wolf can magically see any creature that isn't an undead or a Construct within **60 feet** of it, even through total cover, heavily obscured areas, invisibility, or any other phenomena that would prevent sight. Whenever the wolf deals damage to a creature afflicted by a Sanguine Mark (see "Bloodhound"), the creature takes an additional 3 (1d6) necrotic damage and the wolf regains an equal number of hit points.

ACTIONS

Multiattack. The wolf makes three attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 10 (3d6) poison damage and the target must succeed on a **DC 15 Constitution saving throw** or become **poisoned** for **1 minute**. While poisoned in this way, its melee attacks deal half as much damage as normal and its speed is halved. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 20 (6d4 + 5) slashing damage.

POISON WOLF

Large mMonstrosity, Neutral Evil

Armour Class 15 (natural armour)

Hit Points 95 (10d10 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +5, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Keen Hearing and Smell. The wolf has **advantage** on Wisdom (Perception) checks that rely on hearing or smell.

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

Toxic Empowerment. When the wolf is subjected to an effect that would cause it to be poisoned, it's empowered by the toxins instead, gaining 14 (4d6) temporary hit points

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be knocked **prone**.

Poison Breath (Recharge 5-6). The wolf exhales a cloud of poisonous gas in a **20-foot cone**. Each creature in that area must make a **DC 14 Constitution saving throw**. On a failed save, a creature takes 14 (4d6) poison damage and is **poisoned** until the end of its next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

POISON WOLF

Where powerful evil makes its lair, corruption can seep into the land, warping fauna and flora into twisted mutants with malicious intent. Poison wolves are the result of one such transformation—vicious monstrosities whose ragged purple and black fur entraps the toxic miasma that wafts from its cruel maw.

Perilous Packs. Poison wolves are even more dangerous in packs than their regular counterparts; not only do they employ the same shrewd group tactics, their toxic exhalations can strengthen other poison wolves, augmenting their resilience. Those who purport to have slain such foul creatures extoll the virtue of using broken terrain to separate a pack, so that each wolf can be fought separately from its kin.

A Blight on the Land. Poison wolves regard the instigator of their transformation as an alpha; a leader to whom they submit. After that creature has departed, however, these packs tend to grow out of control, multiplying at unprecedented speed and forming veritable hordes that descend upon nearby settlements with ravenous hunger. Indeed, months after a village has been liberated from the sway of a great fiend, the same heroes that slew an archdemon may be called upon by an irate mayor to “finish the job properly”. Every last poison wolf must be slain lest a demon lord's legacy live on.





AGILITY I

PREREQUISITE: BECOME COMPANION

"Fast and furious..."

BLOOD READER I

PREREQUISITE: —

"A study in scarlet..."

EAGLE EYES I

PREREQUISITE: —

"But... it's a falcon..."

SHARP

PREREQUISITE: —

"The edgiest of companions."

MULTIATTACK

PREREQUISITE: —

"Slice and dice!"

AGILITY II

PREREQUISITE: AGILITY I

"...Too fast! Too furious!"

EAGLE EYES II

PREREQUISITE: EAGLE EYES I

"...how does any of this make sense?"

REINFORCED PLATING

PREREQUISITE: —

"Looking sharp!"

BLOOD READER II

PREREQUISITE: BLOOD READER I

"...a LOT of scarlet."

DIVE BOMB

PREREQUISITE: —

"Look out below!"

STEEL STORM

PREREQUISITE: —

"Blink and you'll miss it."

FAMILIAR: REDWING

"Mein laboratory had ein serious rat problem until I got Reddy here. Now every day, it brinks me several dead rats. Every day. Ze lab has been rat-free for ein month! Vere does it keep findink all zese rats?!"

— Humperdink, Still Has a Rat Problem

Type: Monstrosity

Creature Component: Any bloodhound

Bonus Tamer Improvement: Agility I and +2 Hit Dice

When parts from a deadly bloodhound are biomanically grafted onto a hunting falcon, the result is a redwing—a deadly and talented predator gifted with the sharp eyes to detect any prey, the dizzying speed to chase it, and the ferocity to cut it down. Redwings are fond of taking and proudly displaying trophies from their victorious hunts, and the especially successful ones grow a deeper shade of crimson with age, as blood tints their feathers and metal.

If any of the redwing's traits or actions require a saving throw, it is always against the redwing's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the redwing's Dexterity modifier

TAMER LEVEL

1

3

5

9

13

17

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the redwing the following improvements using your Monster Trainer feature:

AGILITY I

Prerequisite: Become a tamer's companion

Type: Passive (companion)

While not wearing armour, the redwing gains a bonus to its AC equal to its Dexterity modifier.

BLOOD READER I

Prerequisite: 3rd-level tamer

Type: Passive (tamer)

Once on each of the redwing's turns, when it deals damage to a creature that has blood and is within 5 feet of it, it can force the creature to make a **Constitution saving throw**. On a failed save, the redwing extracts and ingests some of the creature's blood, storing it within the compartment in its chest. A willing creature can also feed some blood to the redwing as an action while within its reach. The redwing can only hold the blood of one creature at a time; if it extracts blood from another, the first sample is destroyed.

While the redwing has a creature's blood stored within it, its tamer knows 3 of the following pieces of information (tamer's choice when blood is first extracted):

- Whether it has fewer than all, three-quarters, one-half, or one-quarter of its hit points.
- How many spell slots it has left, if any, and their levels.
- Whether it's under the effect of any spells or curses, and what they are.
- What special senses it possesses, their ranges, and the languages it understands.
- Its damage resistances and immunities.
- Its condition immunities.
- Its current emotional state, in the form of a word or a short sentence.

When the redwing's tamer reaches 9th level in the tamer class, they can choose 4 pieces of information to learn instead of 3.

EAGLE EYES I

Prerequisite: 3rd-level tamer

Type: Passive (companion & tamer)

The redwing gains darkvision out to **30 feet** and can't be surprised. While within the range of the redwing's darkvision, its tamer gains the same benefits.

When the redwing's tamer reaches 5th level in the tamer class, the range of the darkvision increases to **60 feet**.

REDWING

Tiny Monstrosity, Unaligned

Armour Class 13 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	7 (-2)	14 (+2)	10 (+0)

Skills Perception +4

Damage Resistances poison

Senses passive Perception 14

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Hunter's Instincts. The redwing is easily distracted by small prey animals. Whenever it sees a Tiny beast it hasn't seen before, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions chasing and attacking the beast. The redwing can repeat the saving throw at the end of each of its turns. On a success, it stops being distracted and can't get distracted by the same creature again.

Keen Sight. The redwing has **advantage** on Wisdom (Perception) checks that rely on sight.

ACTIONS

Steel Wing. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

The redwing gains two new action options: Talons and Multiattack. The damage die of the Talons attack increases with the specified die size in the redwing's Sharp improvement.

Multiattack. As an action, the redwing makes two attacks: one with its Steel Wing and one with its Talons.

Talons. Melee Weapon Attack: **Dex modifier + PB** to hit, reach 5 ft., one target. **Hit:** **1d4 + Dex modifier** slashing damage.

SHARP

Prerequisite: 5th-level tamer

Type: Passive (companion)

The damage die of the redwing's Steel Wing and its Talons attacks each increase to a **d10**.

AGILITY II

Prerequisite: 9th-level tamer, Agility I

Type: Active (bonus action), Passive (companion)

The redwing can take the Dash action as a bonus action. In addition, it doesn't provoke opportunity attacks when it flies out of an enemy's reach.

EAGLE EYES II

Prerequisite: 9th-level tamer, Eagle Eyes I

Type: Active (action), Passive (companion)

The redwing's proficiency bonus is doubled for any Perception checks it makes.

In addition, it can cast the *see invisibility* spell without requiring any components. While the redwing is under the effects of this spell, the tamer is also under the effects of the spell while within the range of the redwing's darkvision. After the redwing casts this spell, it can't do so again until its tamer finishes a long rest.

REINFORCED PLATING

Prerequisite: 13th-level tamer

Type: Passive (companion)

The redwing has **resistance** to bludgeoning, piercing, and slashing damage from nonmagical attacks.

BLOOD READER II

Prerequisite: 13th-level tamer, Blood Reader I

Type: Active (bonus action), Passive (companion & tamer)

While the redwing has a creature's blood stored within it, both it and its tamer have **advantage** on ability checks made to detect or track that creature. In addition, the redwing can use a bonus action to consume the blood it has stored and gain **advantage** on the next attack roll it makes against the creature that blood belonged to before the end of the turn.

DIVE BOMB

Prerequisite: 13th-level tamer

Type: Passive (companion)

If the redwing flies at least **10 feet** straight toward a target and then immediately hits it with a Steel Wing attack, the target takes an extra 3 (**1d6**) slashing damage for each 10 feet the redwing flew, up to a maximum of **3d6**.

When the redwing's tamer reaches 17th level in the tamer class, the damage increases to 4 (**1d8**), and the maximum to **4d8**.

STEEL STORM

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the redwing can unleash its full potential, becoming a lightning-fast killing machine. Until the end of the turn, its speed is doubled, it has **advantage** on all attack rolls, and it can make up to five Steel Wing attacks, as long as each one is made against a different target.

After the redwing uses this action, it can't do so again until its tamer finishes a long rest.

LEGAL

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