



# **DRAGON'S HOARD 4**

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**A BIG HOMEBREW COMPILATION**

# PLAYER OPTIONS

# SUBCLASSES

## MONK: WAY OF POWER

*A corpse was found, the body of a powerful corrupted warrior of old. Upon studying it, a treacherous power was found. Where most choose to bury this knowledge, Monks of the way of power embraced it, founding new monasteries, teaching their pupils a new way to improve their body, a way to make them unbreakable.*

### POWER WITHIN

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You can use the power within in a different way, a more violent way. Upon reaching 3rd level in this class you can exchange your Dexterity and Strength score. Now anytime a monk ability requires you to use Dexterity you can choose to use Strength instead.

In addition your body is sturdier than it ever was, power courses through you. Your hit point maximum increases by 3, and you gain 1 additional hit point each time you gain a level in this class.

### CORRUPTED KI

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Your ki is changed by your power. Also at 3rd level, when you damage a creature with an unarmed attack, you can expend 1 ki point to attempt to terrorize them. They must succeed a Wisdom saving throw against your ki save DC or become frightened of you for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### WALKING DISASTER

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Power courses through you, and your presence is terrifying to those who face you. At 6th level, you gain proficiency in the Intimidation skill and can add your Strength modifier to any Intimidation check you make.

In addition when a creature that is frightened of you deals damage to you, you can, as a reaction, expend 1 ki point, to feed on their fear and augment your power, halving the damage you take.

### UNBREAKABLE BODY

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You are made of power, the weapons of mere mortals isn't enough to break you. At 11th level you gain resistance to slashing, piercing and bludgeoning damage from non-magical weapons.

### CORRUPTED PUNCH

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You focus all your energy in a single punch. At 17th level, as an action expend 4 ki points, you make an unarmed attack, on a hit the target takes 6d10 bludgeoning damage and 6d10 necrotic damage and is knocked back back 30 feet. If the target is frightened of you, you have advantage on this attack roll.

Once you use this ability you can't use it again until you take a short or long rest.

## PALADIN:

### OATH OF THE BLACKGUARD

They want power and will stop at nothing to get it.

#### TENETS OF THE OATH

A paladin who embraces the Oath of the Blackguard owes allegiance to no one. There are no tenets of this oath, for it lacks any substance. Those who are unfortunate enough to have close contact with blackguards have observed that a blackguard's overwhelming concern is burning power, especially if it can be obtained at the expense of others.

#### OATH SPELLS

You gain oath spells at the paladin levels listed.

#### BLACKGUARD SPELL LIST

Paladin level	Spells
3	<i>hellish rebuke, bane</i>
5	<i>flame blade, ray of enfeeblement</i>
9	<i>fireball, bestow curse</i>
13	<i>fire shield, blight</i>
17	<i>flame strike, raise dead</i>

#### CHANNEL DIVINITY:

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Smite good:** As part of making an attack, you can decide to smite good, if the creature's alignment is other than Evil, you gain a bonus to the attack roll and damage roll equal to your charisma modifier and can add an additional number of necrotic damage equal to your paladin level. You can use this ability after seeing the attack roll but before knowing whether it hits or not.

**Command fiend and undead:** As an action, you target one fiend or undead creature you can see within 30 feet of you. The target must make a Wisdom saving throw. On a failed save, the target must obey your commands for the next hour, or until the you use this channel divinity option again. An undead whose challenge rating is equal to or greater than your paladin level is immune to this effect. You need to concentrate on this effect as if you were concentrating on a spell.

#### UNHOLY SMITE

At 3rd level, the damage dealt by your holy smite feature becomes necrotic damage. The 1d8 extra damage applies to celestial and fey targets instead of fiends and undead.

#### AURA OF DESPAIR:

Starting at level 7, you start emitting a weakening aura to crush your foes. All enemy creatures within 10 feet of you suffer a -2 penalty to their saving throws.

At 18th level the range of this aura increases to 30 feet.



#### DRAINING SMITE

At level 15, when you use your smite good ability, you can drain the essence of your foes. After dealing damage with smite good, you heal an amount of hit points equal to half of the total damage dealt by the hit.

#### EMBODIMENT OF DEATH

Beginning at level 20. As a bonus action, for one minute you can unleash the full might and power of the blackguard's oath. Your aura of despair ability now reduces the saving throws and armor class of enemies by 4. In addition the aura reduces any bright light in a 30-foot radius around you to dim light. Enemies that start their turn in your aura must succeed a wisdom saving throw or be frightened of you for 1 minute. While active, you have advantage on attack rolls against creatures that are frightened of you.

## RANGER:

### SINGULARITY CONCLAVE

*Rangers of the singularity conclave have spent much of their formative years close to gravity wells and other space altering events, studying them to gain a deep understanding of their magic. Zipping around the battlefield, these rangers are hard to pin down, and will lock their foes in place before finishing them off, guarding the world from foes unheard of.*

#### SINGULARITY MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Singularity Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

##### SINGULARITY SPELLS TABLE

Ranger Level	Spell
3	feather fall, hunter's mark
5	hold person
9	fly
13	dimension door
17	hold monster

#### ANCHOR

*3rd level Singularity Conclave feature*

As a reaction to a creature, marked by your Hunter's Mark spell, within 60 feet of you moving or teleporting, you can attempt to lock them in place. The creature must succeed a Strength saving throw against your Spell save DC or have the teleport fail, and their speed reduced to 0 until the start of your next turn.

You can use this ability once per casting of the hunter's mark spell, or until you expend a spell slot of 1st level or higher to use it again.

#### GRAVITATIONAL WEAPONRY

*3rd level Singularity Conclave feature*

When you attack with a weapon you can use your control over gravity to help you wield it with accuracy and power. You can use your Wisdom modifier Instead of Strength or Dexterity modifier, for the attack and damage rolls you make with weapons.

#### EXTRA ATTACK

*5th level Singularity Conclave feature*

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

#### TUGGING SINGULARITY

*7th level Singularity Conclave feature*

You can maneuver around the battlefield at break neck speeds. You can, as a bonus action, create a gravitational singularity at a point within 30 feet of you that you can see. You are instantly pulled in its space in a straight line, this doesn't count against your movement. If you are grappled or restrained, this effect fails.

You can use this ability a number of times equal to your Wisdom modifier before needing to take a short or long rest.

#### RAMMING IMPACT

*11th level Singularity Conclave feature*

Your blows alter the gravitational fabric around your targets. Once per turn, when you deal damage to a creature, you can create a temporary disruption of gravity, inflicting an additional 1d8 magical bludgeoning damage, and you can then choose to push the creature 10 feet in a straight line in a direction of your choice.

#### CRUSHING PRESENCE

*15th level Singularity Conclave feature*

You can unleash a terrifying wave of crushing gravity. As an action, all creatures of your choice within 30 feet of you must succeed a Strength saving throw against your spell save DC or be incapacitated, knocked prone and have their speed reduced to 0 until the end of your next turn, as the gravity crushes them to the ground.

You can use this ability once per long rest.

## SWORDMAGE CONCLAVE

Swordmages are powerful spellcasters who blended martial combat with magic. These rangers trained alongside wizards to develop their skills. Wielding swords enchanted with spells, swordmages were powerful foes to cross, hardened through years of training in the melding of spell and blade.

### BLADE AND MAGIC

At 3rd level, You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level. In addition when your Spellcasting feature lets you learn a ranger spell of 1st level or higher, you can choose the new spell from evocation or abjuration school from the wizard spell list or from the whole ranger spell list. You must otherwise obey all the restrictions for selecting the spell, and it becomes a ranger spell for you. The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

### AEGIS

You learn the *hunter's mark* spell, it doesn't count against the maximum number of ranger spells you can learn. When you cast the spell, the target doesn't need to fall to 0 hit points for you to change target. Whilst under the effect of your hunter's mark a creature suffers a -2 penalty to all its attack rolls against creatures other than you.

In addition you can cast the hunter's mark spell at it's lowest level without expending a spell slot once per long rest. If you do so, damage can't break your concentration on this spell. You must have a free hand to use an aegis.

Pick one of the following aegis, you cannot change it later.

- **Aegis of Assault:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport to an unoccupied space adjacent to it and make one melee weapon attack against it. If there are no unoccupied space available this fails.
- **Aegis of Ensnarement:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to teleport the marked target to a solid surface in an unoccupied space adjacent to yours, and you have advantage on your next attack roll against it. If there are solid surfaces nor unoccupied space available this fails.
- **Aegis of Shielding:** If the marked target is within 30 feet of you and deals damage to a creature other than you, you can use your reaction to diminish that damage by an amount equal to your ranger level + Your Wisdom modifier.

*Rangers who chose this conclave usually have a more scholarly approach to magic. If your player wishes to, you can choose to make Intelligence their spellcasting ability instead of Wisdom, and replace the subclass abilities requiring their Wisdom modifier to require their Intelligence modifier instead.*



### TELEPORTING ENFORCER

Starting from level 7, you can, as a bonus action, teleport a number of feet equal to 10 x your Wisdom modifier. You can use this ability only if you haven't moved during a turn, and after using it, your speed is 0 until the end of your current turn. Beginning at 15th level, you can ignore that restriction.

### MAGI-BREAKER

You are the bane of magic users. At 11th level your body is attuned to magic, empowering you. When you cast an abjuration spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add a bonus equal to your Constitution modifier (minimum of +1) to that check.

### RELENTLESS AEGIS

At 15th level, every time an enemy under the effect of your *hunter's mark* spell deals damage to a creature other than you, it takes force damage equal to your Wisdom modifier, if you are not incapacitated.

# RACE

## OOZEBORN

*Victims of terrible experiments, these once elves have had their essence corrupted, and their precious connection to the world removed from them. Slime was injected in their veins to replace their blood, different slimes yielded different results, most of them died. The few that survived however are profoundly changed, although elf-like in appearance, they are not alike. Still a fertile race Oozeborns can reproduce, and although the experiments are long since over, the species remains.*

### OOZEBORN TRAITS

Your Oozeborn character has the following traits.

**Age.** Oozeborn reach adulthood in their late teens and live to about 300 years.

**Alignment.** Oozebloods do not tend toward a particular alignment. The best and worst are found among them. Although resentment is common among them.

**Size.** Oozeborn vary widely in height and build, from barely 5 feet to well over 7 feet tall. Regardless of your position in that range, your size is Medium.

**Appearance.** Oozeborn at a glance look exactly like elves, a prolonged look will reveal that their skin seems squishier and often has an odd tint for an elf. Often while experiencing severe emotions, Oozeborns reveal their true nature, the slime in them becoming apparent.

**Ooze walk.** Your base walking speed is 25 feet.

**Malleable body.** Your body can become amorphous at will (no action required), you can move through a space as narrow as 1 inch wide without squeezing.

**Caustic self.** Your ooze heritage has altered you, you gain the following benefits:

- You have resistance to acid damage.
- You don't need to eat, drink, or breathe.
- You have advantage on saving throws against being charmed and against diseases.

**Languages.** You can speak, read, and write Common and one extra language of your choice. Oozeborn typically learn the languages of the people they stay around.

**Ability score increase.** Your Constitution increases by 2 and your Strength score increases by 1.

**Subrace.** Elves that become Oozeborn were experimented on with a wide variety of slime species. The survivors inherited these traits, according to what slime your ancestor received, you can choose between 4 subraces: Ochre Jelly, Black Pudding, Gelatinous Cube and Gray Ooze.

### OCHRE JELLY

Ochre jelly are some of the weakest slime forms, yet oozeborns who share their traits are surprisingly mobile. Your character skin has a yellow tint and you gain the following traits:

**Spider climb.** You can adhere to all surfaces, and can walk along them as per the effects of the *spider climb* spell.

**Improved walk.** Your base walking speed is 35 feet.

### BLACK PUDDING

Infused with blood of black puddings, a splitting and dangerous slime species, your character has darker skin and gains the following traits:

**Insulated body.** Whenever you take lightning damage you can reduce the damage by 2.

**Splitting:** When subjected to slashing or lightning damage, as a reaction, you can split your body in 2. Your other body remains within 5 feet of you and occupies your space, and it is impossible to tell which body is the real one. Each time a creature Targets you with an Attack during the spell's Duration, roll a d20, on a 11 or higher it targets the duplicate instead of you. Your duplicate shares your AC, If an Attack hits your duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an Attack that hits it. It ignores all other damage and Effects.

You can use this ability once per long rest.

### GELATINOUS CUBE

The most predatory of all slimes, oozeborns who share traits with gelatinous cube are sticky ambushers. Your character's skin has a green hue and gains the following traits:

**Partial transparency:** as an action you can render your body transparent for 10 minutes, a creature must succeed a Wisdom (Perception) check against a DC equal to 8 + your proficiency bonus + your Constitution modifier to see you if you haven't moved or attacked since becoming transparent. You can use this ability once per short or long rest.

**Sticky body:** You have advantage on athletics checks made to grapple creatures.

### GRAY OOZE

Stealthy and corrosive is what defines gray oozes. Your Oozeborn character's skin has a gray, ash-like tint and gains the following traits:

**False appearance:** As an action, you can become indistinguishable from a wet rock, while you remain immobile in dim light or darkness.

**Pseudopod:** Your unarmed strikes are made with pseudopod that deal 1d4 bludgeoning damage plus 1d4 acid damage and use your Strength modifier. In addition once per short or long rest as part of this attack you can coat the target with acid, diminishing their AC by 1d4 until the start of your next turn.

# ITEM

## GOBLET OF SOULS

*Wondrous Item, very rare (requires attunement by a creature with the Pact magic or Spellcasting ability.)*

While attuned to this goblet, you can as an action, when within 5 feet of a humanoid that died less than 1 minute ago, harvest their soul. It transforms into a light green liquid that bubbles inside the goblet, and remains magically in place. The goblet can hold up to 5 souls.

As an action you can expend a number of souls to cast the following spells (using your spell save DC):

- 1 soul: You can expend the soul to cast *speak with Dead* or *detect thoughts*
- 2 soul: You can expend the souls to cast *animate dead*
- 3 souls: You can as an action expend the souls and cast *dominate person* or *raise dead*

You can also as an action, drink from the goblet. You drink the whole content of it, gaining an amount of temporary hit points equal to 2d8 per soul, and the souls are expended.

Alternatively, if the goblet is full, you can as an action, cause the liquid to coalesce into a single soul coin. You can take 10 minutes to put a soul coin inside the goblet, and let it dissolve back into 5 souls.



*Soul coins are a very precious currency, particularly appreciated by devils and other soul devouring beings.*

**ELDER CLERIC YUKNALIS**



# SPELLS

## NON - GRAVITY SPELLS

### WINGS OF SALVATION

*3rd level conjuration*  
(Bard, Cleric, Paladin)

**Casting Time:** 1 reaction (that you take when an ally is targeted by an attack roll or forced to make a saving throw)

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

When a willing ally that you can see within range is in danger, you can give them wings to fly out of danger. As a reaction, a pair of angelic wings sprout on their back, which pulls them in a straight line to you, where they land in an unoccupied space next to you. This can potentially cause the harmful effect to miss if the creature leaves the range, the wings then vanish. This effect doesn't trigger attacks of opportunity.

**At Higher Levels:** When you cast this spell using a spell slot of 4th level or higher, the range of the spell increases by 15 feet for each slot level above 3rd.

### PROPELLING EXPLOSION

*3rd level evocation*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** 20 feet cone

**Components:** V, S, M (a bit of gunpowder)

**Duration:** Instantaneous

You release a powerful uncontrolled arcane explosion. All creatures in a 20 feet cone in front of you must succeed a Dexterity saving throw or take 3d12 force damage, or half as much on a success. The power of the deflagration knocks you back 20 feet in a straight line.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the damage of the spell increases by 1d12 force damage for each slot level above 3rd.

### GLORIA

*3rd level evocation*  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 bonus action

**Range:** Touch

**Components:** V, S

**Duration:** 1 round

You imbue a creature with glorious might. Until the start of your next turn whenever the target deals damage to a creature with weapon attacks, it gains an amount of temporary hit points equal to the damage dealt. The temporary hit points gained from this spell stack.



## CORRODE

3rd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You target a non-magical object in range. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a Dexterity saving throw to avoid the spell. On a fail, if the object targeted is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative -2 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. A weapon takes a permanent and cumulative -2 penalty to damage rolls. If its penalty drops to -4, the weapon is destroyed.

## MELT

6th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

Choose a creature within 60 feet of you. It must succeed a Dexterity saving throw or be corroded by acid coming out of you. If so it takes 6d8+30 acid damage and its skin melts horribly deforming it.

A creature affected by this spell has disadvantage on exhaustion saves caused by heat or cold. In addition it has disadvantage on all charisma (persuasion) checks, as people find such a deformed look untrustworthy and repulsive. Only a *regenerate* or *wish* spell can remove the caustic burns caused.

**At Higher Levels:** When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 for each slot level above 6th.

## SLIME BODY:

2nd level transmutation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

Your body becomes amorphous, you keep your appearance but you can move through a space as narrow as 1 inch wide without squeezing.

## ACID SWALLOW

7th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small vial of acid)

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

You force a target to ingest acid. It must succeed a Constitution saving throw. On a failure it takes 6d10 acid damage at the start of each of its turns, and has disadvantage on all its attack rolls and saving throws for 1 minute, as the acid melts its body. A creature can repeat the save at the end of each of its turns, ending the effect on a success. On a successful save the creature takes 6d10 acid damage and suffers no additional effect as the spell ends.

**At Higher Levels:** When you cast this spell using a spell slot of 8th level or higher, the acid damage increases by 1d10 for each slot level above 7th.

## SERAPHINE'S CORRUPTED RIVER

4th level evocation

(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

**Duration:** Instantaneous

You create a tidal wave of acid that corrodes everything in its path. In a 60 feet long 10 feet wide line, all creatures must succeed a Dexterity saving throw or be hit by the wave, take 3d6 acid damage and 3d10 bludgeoning damage on a failure, or half as much on a success. In addition all plant life touched by the spells instantly melts, and the earth becomes charred, and cannot grow plants for 1d4 months after using this spell.

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, the acid damage increases by 2d6 for each slot level above 4th.

## ACID RAIN

*5th level conjuration*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

An acid cloud appears in the shape of a cylinder that is 10 feet tall with a 30-foot radius, centered on a point you can see 100 feet directly above you. All the area under the cloud becomes glistening with acid. All creatures of your choice under the cloud take 4d4 acid damage at the start of their turn. In addition as a bonus action on each of your turn, you can amplify the acid against one creature, that creature must subtract 1d6 to its AC until the start of your next turn, as the acid weakens its protection. As a bonus action on subsequent turns you can move the cloud 20 feet in any direction.

**At Higher Levels:** When you cast this spell using a spell slot of 6th level or higher, the acid damage increases by 2d4 for each slot level above 5th.

## WEAKENING CORRUPTION

*Evocation Cantrip*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

Target a creature within range. It must make a constitution saving throw or take 1d4 necrotic damage, and its AC is reduced by 1d4 against the next attack roll against it.

This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## SLIME TENTACLE

*1st level transmutation*

*(Bard, Cleric, Druid, Sorcerer, Warlock, Wizard)*

**Casting Time:** 1 action

**Range:** 15 feet

**Components:** V, S, M (a bit of slime)

**Duration:** Instantaneous

You grow a slimy tentacle as an extension of your body. Make a melee spell attack roll against a creature within range. It takes 2d4 acid damage and it must make a dexterity saving throw and be restrained by the pseudopod until the start of your next turn.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st.

# GRAVITY SPELLS

## GRAVITY WHIP

*Evocation Cantrip*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** S  
**Duration:** Instantaneous

Make a melee spell attack against a creature within range, on a hit it takes 1d4 bludgeoning damage and is pushed 10 feet in a straight line in any direction of your choice. In addition its speed is reduced by 5 feet until the start of your next turn.

**At Higher Levels.** This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## FALL

*1st level transmutation*  
(sorcerer, wizard)

**Casting Time:** 1 action  
**Range:** 10 feet  
**Components:** V, M (an elastic band)  
**Duration:** Instantaneous

As an action you can temporarily change which way is down for you, and immediately start falling in that direction until you hit a solid surface or have traveled 200 feet. You take fall damage as if normally falling upon hitting a solid surface

*Fall is often called an emergency panic button. The problem with this panic button, is that it's messy, hard to control, and leaves blood stains everywhere. I really don't understand why they still teach it at the academy.*

**DAMARI MOBRA**

## PRESSURE CAGE

*2nd level transmutation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet (10 feet radius)  
**Components:** V, S, M (a shard of ball and chain)  
**Duration:** 1 hour

Select a point within range. In a 10 feet radius centered on that point the gravity increases, causing immense pressure to be applied to all within. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed a Strength saving throw or have its speed reduced to 0. On a successful save the creature can move freely.

On subsequent turns as a bonus action, you can move the sphere up to 20 feet in any direction.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for each slot level above 3rd.

## DAMPEN GRAVITY

*3rd level transmutation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** Self (30 feet radius)  
**Components:** V, S, M (a feather)  
**Duration:** 1 hour

You focus your powers to lessen the call of gravity in a 30 feet radius around you. For the duration, creatures of your choice in the radius have their jump distance doubled, their movement speed increases by 10 feet they have advantage on all acrobatics checks and they ignore fall damage if they end their fall in the radius.

## FLING

*4th level evocation*  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** Instantaneous

Choose one creature within range, it is impacted by a devastating gravitational force and must make a Strength saving throw. On a failed save takes 6d10 bludgeoning damage and is knocked back 120 feet. The knock back stops early if the creature hits a solid surface or a creature of its size or larger. On a successful save a creature takes half as much damage and isn't knocked back.

If the target lands on another creature, that creature must make a Dexterity saving throw or take [7 x the size difference between the flung creature and the landing pad creature] bludgeoning damage, to a minimum of 7 damage, or half as much on a successful save.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the flung creature takes an additional 1d10 bludgeoning damage and travels 10 additional feet for each slot level above 4th.

**Example:** if the flung creature is Huge and the creature it lands on is Medium, there are 2 sizes of difference, so  $7 \times 2 = 14$  bludgeoning damage, and the flung creature continues being knocked back. In contrast if the flung creature is medium, and lands on a Huge creature, the Huge creature only takes 7 bludgeoning damage and the medium creature stops moving.

## GRAVITY BARRIER

4th level evocation  
(Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S  
**Duration:** Concentration, up to 10 minute

You create a wall of increased gravity on the ground at a point you can see within range. You can make the wall up to 30 feet long, 10 feet high, and 1 foot thick, or you can make a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall vanishes when the spell ends. The wall's space is difficult terrain.

Any ranged weapon attack that passes through the wall's space automatically fails, and other ranged attacks have disadvantage. Any creature that tries to pass through the wall's space must succeed a Strength saving throw or take 4d8 bludgeoning damage and be knocked prone.

## PULL OF SINGULARITY

5th level transmutation  
(Bard, Sorcerer, Warlock, Wizard)

**Casting Time:** 1 action  
**Range:** 120 feet  
**Components:** V, S, M (a small magnet)  
**Duration:** Instantaneous

You condense gravity to the point where it alters reality. Choose a point that you can see within range, a tiny node of singularity appears. Choose a creature that you can see within 120 feet of the node, gravity pulls it in a straight line to the space of the node, which then vanishes. The target has resistance to fall damage until the start of its next turn.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature to be pulled by the same singularity for each slot level above 5th.

## ANTI-GRAVITY STEP

6th level transmutation  
(Bard, Sorcerer, Wizard)

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 10 minutes

Touch a creature, it gets flying speed equal to its walking speed and can hover.

**At Higher Levels.** When you cast this spell using a spell slot of 7th level or higher, you can target one additional creature for each slot level above 6th.

## CRUSH

7th level evocation  
(sorcerer, warlock, wizard)

**Casting Time:** 1 action  
**Range:** 60 feet  
**Components:** V, S, M (bone powder)  
**Duration:** Instantaneous

You target one creature within range. It must succeed a Strength Saving throw or be trapped in a field of gravity that compresses it and forces it to fold in on itself, taking 12d10 bludgeoning damage, falling prone and having its speed reduced to 0 until the start of your next turn as it reels from the pain.

**At Higher Levels.** When you cast this spell using a spell slot of 8th level or higher, you can target one additional creature within range for each slot level above 7th.



## **BURY**

*8th level transmutation*  
(Bard, Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You increase the pull of gravity in a 30-foot-radius and 300-foot-high cylinder centered on a point on the ground within range. Any creature in this area needs to expend 4 feet of movement to move 1 foot, if a creature is flying, it falls to the ground abruptly, taking fall damage.

All creatures on the ground that start their turn in that radius or enter it for the first time on a turn must succeed a Strength saving throw or be forced inside the ground, as the gravity pulls them in. They are restrained and incapacitated by the ground around them and the crushing pressure, but gain the benefits of 3/4 cover as only the upper part of their body is visible. A creature can repeat the saving throw at the end of each of its turn, freeing itself on a success.

## **OPPOSE**

*9th level transmutation*  
(Sorcerer, Wizard)

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

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

You can emanate a gravity that pushes against everything. Creatures cannot closer than 20 feet from you as the gravity repels them, in addition all ranged attack rolls against you automatically fail, as the gravity deflects them.

# FEATS

## ANCHORED

---

Your body is attuned to the gravitational field that surround all, and you're able to use that power to steady yourself, you gain the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- You Cannot fall prone or be moved against your will.
- In addition once per long rest, as a bonus action you can intensify the gravity around you, shattering the ground and transforming the area in a 10 feet radius around you into difficult terrain.

## FREE SOUL

---

You have learned to partially detach your body from the pull of gravity, granting you the following benefits:

- Your speed increases by 10 feet.
- Your jump distance is doubled.
- You can dash as a bonus action. If you dash, you start hovering a few inches above the ground ignoring all difficult terrain until the end of your turn, if you fall 10 feet or more the hovering ends.

## GRAVITATIONAL REPULSOR

---

You control the gravity around you, be it with your mind or body, giving you the following benefits:

- Your Constitution, Charisma, Intelligence or Wisdom score increases by 1 to a maximum of 20.
- As a bonus action you can push back 5 feet all Large or smaller creatures within 10 feet of you. You can use that ability a number of times equal to your proficiency bonus per long rest.

# MONSTERS



# BLOOD, THE FIRST PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Blood was the first one to exit. This bloodthirsty abomination turns water to blood, using it to poison his preys before hunting them. All will be devoured, and suffer greatly in the process. This cunning monster lost the ability to comprehend languages to his unending hunger.

## BLOOD, THE 1ST PLAGUE

Medium aberration, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 276 (24d8 + 168)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

**Saving Throws** Dex +9, Con +14, Wis +11

**Damage Resistances** necrotic

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

**Condition Immunities** poisoned

**Senses** truesight 120 ft., passive Perception 14

**Languages** —

**Challenge** 22 (41,000 XP)

**Magic Resistance.** Blood has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** Blood's weapon attacks are magical.

**Leeching Blows.** Whenever Blood deals piercing or slashing damage with his Bite or Claw, he recovers a number of hit points equal to half the damage dealt. If Blood takes more than 25 points of radiant damage in a round, this trait doesn't function at the start of the Blood's next turn.

**Unholy Walk.** Blood is permanently under the effect of the *water walk* spell, in addition on each of its turns, Blood can use a bonus action to take the Dash or Disengage action.

**Innate Spellcasting.** Blood's spellcasting ability is Charisma (spell save DC 22). Blood can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *blight*  
2/day each: *circle of death*, *harm*

## Actions

**Multiattack.** Blood makes three attacks: one with its bite, two with its claws.

**Bite. Melee Weapon Attack:** +14 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Claw. Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

## Legendary Actions

Blood 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. Blood regains spent legendary actions at the start of its turn.

**Movement.** Blood moves up to his full movement speed, without triggering attacks of opportunity.

**Bite.** Blood makes one bite attack

**Crucify (costs 2 actions).** Blood chooses 1 creature within 120 feet of him. It must succeed a DC 22 Strength saving throw or be attached to an immaterial cross that emerges from the ground below it and impale it with spikes through their palms and soles. It takes 4d10 magical piercing damage and is restrained, and take that damage again at the end of each of its turns. A restrained creature can use an action to repeat the save, escaping on a success.

A flying creature has disadvantage on the first save, and if it fails, falls to the ground with the cross.

## LAIR ACTIONS

---

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

- Coagulated blood erupts from a point on the water Blood can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.
- Waves shake the lair in a 60-foot radius around Blood. Each creature other than Blood on/in the water in that area must succeed on a DC 15 Dexterity saving throw or take 1d12 bludgeoning damage and be knocked prone.
- Water wraps around Blood and teleports him to anywhere he wishes to above the water, 120 feet from his starting point.

## REGIONAL EFFECTS

---

The region containing Blood's lair is warped by the abomination's magic, which creates one or more of the following effects:

- Small tsunamis are common within 6 miles of the dragon's lair.
- Water sources within 2 mile of the lair turn into undrinkable blood, a creature that drinks it is automatically poisoned, a creature poisoned in this way must succeed a DC 10 Constitution saving throw everyday at dawn, or die on a failure.
- Rocky fissures within 1 mile of the lair form portals to the Planes of Death, allowing vengeful spirits from the underworld into the surface.

If the Blood dies, these effects fade over the course of 1d4 days.

## HISTORY

---

Once a saint, Blood's original name has long been forgotten. A crown of thorns compresses his skull, leaving him with a permanent scars and blood dripping from his forehead. On his side, a gaping hole, seemingly left by a lance, his palms and soles are perforated, this being may have been human once, but his humanity is now long gone. This being once murdered was brought back to life. Instead of bringing salvation, his resurrection brought chaos and suffering. Otherworldly beings interfered with his return and have warped him beyond the point of recognition, leaving him with permanent hunger for blood, death an destruction.

## BEHAVIOR

---

Blood was executed on a cross, he carries that pain with him and inflict it on those that dare defy him. He crucifies his foes, incapacitating them and devouring them. Usually no enemy can get close to his lair, as all the water in the land turns to blood, being undrinkable, and killing any who tries. Being the first plague he kills the weakest of the earth, leaving his brothers the joy of killing those that survive.

## IN BATTLE

---

Blood's arena is located on a lake turned to blood. He uses his high mobility to target the weakest targets first, crucifying them in the process if he needs to. Once the weakest have fallen to his poison he targets the remaining survivors with hit-and-run tactics. He will try to destroy anyone wielding radiant damage quickly as they are the only ones that can prevent him from regenerating.

# CARNIVAL DEVOURER

Every year the carnival comes to town, but sometimes something rotten comes along with it...

## BEHAVIOR

Carnival devourer are monsters that disguise themselves as teenagers, roaming the towns looking for prey. They bond with other teenagers, whereupon they offer to do something cool, where adults can't bother them, and go to the carnival. Once their the Devourer lures them in the darkest and deepest corners, with promises of grandiose amusement. Once alone, he shifts back and slashes the poor humanoids to pieces, before feasting on their flesh.

## TACTICS

The devourer is an ambusher that will always try to surprise his preys, to score phenomenal critical hits, focusing on a single target until it dies. Making use of its invisibility if needed to run away and come back another day.



## CARNIVAL DEVOURER

*Large monstrosity, evil*

**Armor Class** 15 (natural armor)  
**Hit Points** 105 (14d10 + 28)  
**Speed** 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +4, Stealth +7  
**Senses** darkvision 60 ft., passive Perception 14  
**Languages** -  
**Challenge** 5 (1,800 XP)

**Keen Sight and Smell.** The carnival devourer has advantage on Wisdom (Perception) checks that rely on sight or smell.

**Blood Frenzy.** The carnival devourer has advantage on melee attack rolls against any creature that isn't at maximum hit points.

**Dread Ambusher.** The carnival devourer has advantage on attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, any hit that the carnival devourer scores against a creature that is surprised is a critical hit.

**Shapechanger.** The carnival devourer can use its action to polymorph into a humanoid teenager, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

## Actions

**Multiattack.** The carnival devourer makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

**Vorpal Claws.** A carnival devourer's saw-like claws excel at dismembering prey. When the mahoru scores a critical hit, the target must succeed on a DC 15 Strength saving throw or lose an appendage. Roll on the following table for the result:

- 1-2: right hand
- 3-4: left hand
- 5-6: right foot
- 7-8: left foot
- 9: right forearm
- 10: left forearm
- 11: right lower leg
- 12: left lower leg

**Invisibility (Recharge 6).** The carnival devourer magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the carnival devourer wears or carries is invisible with it.



## KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

**DAMARI MOBRA**

## KRAMPUS

Large fiend, Neutral Evil

**Armor Class** 13 (natural armor)  
**Hit Points** 68 (8d10 + 24)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

**Skills** Deception +3, Stealth +3  
**Damage Immunities** cold  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** Common, Infernal  
**Challenge** 4 (1,100 XP)

**Keen Smell.** Krampus has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Sense Bad Deed.** If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

### Actions

**Multiattack.** The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Tongue.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

**Abduct.** Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

### Reactions

**Feast (Recharge 5-6).** As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.

# NAMELESS KING

Huge giant, neutral

**Armor Class** 16 (scale mail)

**Hit Points** 253 (22d12 + 110)

**Speed** 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	16 (+3)	18 (+4)	18 (+4)

**Saving Throws** Str +14, Con +10, Wis +9, Cha +9

**Skills** Arcana +8, Athletics +14, History +8, Perception +9

**Damage Resistances** cold

**Damage Immunities** lightning, thunder

**Senses** passive Perception 19

**Languages** Common, Giant

**Challenge** 15 (13,000 XP)

**Amphibious.** The giant can breathe air and water.

**Aggressive.** As a bonus action, the Nameless King can move up to its speed toward a hostile creature that it can see.

**Battle Synergy.** While mounted, the rider and the roc can exchange initiative (no action required) at the top of the round.

**Innate Spellcasting.** The giant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *earthbind*, *feather fall*, *levitate*  
3/day each: *control weather*, *water breathing*

**Last Stand (Mythic Trait; Recharges after a short or long rest).** If the Nameless King's mount dies, the nameless king absorbs its essence to power himself up for the rest of the fight. He regains 126 hit points and all lightning damage that he inflicts now deals maximum damage instead of rolling. He also gains resistance to piercing, slashing and bludgeoning damage.

## Actions

**Multiattack.** The giant makes two glaive attacks.

**Glaive.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 26 (3d10 + 9) slashing damage.

**Heaven Piercer.** The Nameless King shove his glaive forwards creating a powerful gust of wind that pierces everything in its path. All creatures in a 200 feet long and 5 feet wide line must succeed a 22 Constitution saving throw or take 39 (6d12) piercing damage.

**Storm Hammer (Recharge 5-6).** The giant points a finger at an area that he can see within 300 feet of him. A colossal hammer of lightning crashes down from the heavens on that location. All creatures in a 30 feet radius from the point of impact must succeed a DC 17 Dexterity saving throw or take 4d8 lightning damage and 4d8 bludgeoning on a failure or half as much on a success. This ability deals triple damage to objects and structures.

## Legendary Actions

The nameless king 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 storm giant regains spent legendary actions at the start of its turn.

**Storm Hammer (costs 3 actions).** While mounted, the Nameless King recharges his Storm Hammer ability and uses it.

**Heavenly Wings (Costs 2 actions).** The Nameless King causes his mount to use its Wing Attack action.

**Strike.** The Nameless King makes one glaive attack.

## Mythic Actions

If the Nameless King's mythic trait is active, he can use the options below as legendary actions.

**Swift Strike.** The Nameless King makes one glaive attack and can then move up to half his speed.

**Fury of the Fallen (Costs 2 actions).** The Nameless King attempts to pierce a creature with righteous rage. He makes a Glaive attack, on a hit, the creature takes the damage and is impaled, lifted up. Lightning falls on it, dealing 36 (3d12) lightning damage, and the creature is then thrown away 10 feet, where it falls prone.

# KING'S MOUNT

*Gargantuan monstrosity (Roc), unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 279 (18d20 + 80)

**Speed** 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	20 (+5)	3 (-4)	10 (+0)	9 (-1)

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +3

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** —

**Challenge** 12 (7,200 XP)

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

**Battle Synergy.** While mounted, the rider and the roc can exchange initiative (no action required) at the top of the round.

**Evasive Manoeuvring.** When under half its hit points maximum, the King's Mount can use the disengage action as a bonus action.

**Loyal Mount.** The King's Mount has only one person that can ride it, from birth till death. This rider has an unbreakable bond with the creature, and while riding it cannot be knocked off of it, unless it wishes to. In addition while mounted, the rider gains a +1 bonus to AC and Saving Throws, and it has Resistance to all damage. Also, each time it takes damage, the King's Mount take the same amount of damage.

## Actions

**Multiattack.** The roc makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) piercing damage.

**Talons.** *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the roc can't use its talons on another target.

**Wing Attack.** The King's Mount beats its wings. Each creature within 15 ft. of the King's Mount must succeed on a DC 21 Dexterity saving throw or take 25 (3d10 + 9) bludgeoning damage and be knocked prone. The King's Mount can then fly up to half its flying speed.

## Reactions

**Self Sacrifice.** When the Rider is targeted by an attack roll, the King's Mount can use its reaction to make itself the new target, taking the damage instead. The King's Mount can use this reaction thrice per round.

# ADVENTURES



 **MONKEYDM**

# THE GREAT HEIST

**5TH EDITION ADVENTURE**

**PULL OFF THE COUP OF THE MILLENIA OR DIE TRYING**



## THE GREAT HEIST

**THE GREAT HEIST IS AN ADVENTURE DESIGNED FOR 4-6 LEVEL 15 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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# Plot Hook

While the party is out and about, either in a tavern or simply travelling, they will be approached by Myles Mittens, a tabaxi thief with black fur and jittery demeanor. He asks them point-blank if they are adventurers. If they reply affirmatively, he'll say he has a business proposal. And he intends to pay handsomely.

## CHAPTER 1

In which the players prepare a bank heist.

### CHAPTER 1.1. AN EXPERT

Somewhere hidden, maybe in a tavern, or anywhere else where discussion can go on unnoticed, Myles will explain his situation.

Read this as Myles:

'See, for most of my life, I've been a thief. I'm not good for much, but I'm darn good at picking things clean. I am what you would call an expert. Let's just say I've got an eye for shinies. Well, as you keep stealing, the small prizes don't satisfy no more. The proposition for you is simple, actually. I'm planning the heist of the century. There's a fat and bold devil of a noble who hoards money and magical items in his mansion. I want to pick it all clean. No coin left. Nada. But for that... I need a bit of help. He's got security to an extent I can't even fathom to dodge. Especially not with my... Limited skill set. So, can I rely on you fancy folk? Money will be mostly yours. I mainly do it for the thrill.'

Upon the party agreeing, Myles will tell the party they need a few things before proceeding. Those being

- An inside man
- A schedule

The rest of this chapter will detail acquiring these.

### CHAPTER 1.2. AN INSIDE MAN

Read this as Myles:

'My connections have run dry as far as this man's concerned. Very few people work for him. From what I've heard, he mainly works with constructs. Anyway, I'm going to need you to find us a man on the inside. Ah, the noble's name. Lord Nathos Clearwater, I think it was. Good luck.'

If asked as to why he doesn't help, Myles will get defensive and just say he has to lay low for a while. A **DC 18 Wisdom (Insight) Check** will reveal he is hiding something. If pressed about it, he'll tell the party that if they keep pushing, they'll be stuck trying to break in without his expertise.

**GM NOTE.** Finding an inside man on the matter is difficult, as Lord Clearwater uses minimal staffing. His only contacts are:

- Lady Clearwater, his wife.
- Brendon Clearwater, his brother.
- Leia Clearwater, his daughter.
- Sir Gregory Mon, his personal guard captain.
- Mary Larson, his cook.

The rest of the house is entirely automated, with all of his automatons having clay golem stats.

If players ask around the town/inns for information about the lord, they must make a **DC 20 Charisma (Persuasion) or Charisma (Intimidation) check**. If failed, they will have to operate without an inside man, making the next chapter more difficult.

If they got the information from locals and commoners, read this:

'Going out and about in town, you come across very few commoners willing to talk, all of which know of Clearwater to be a bit of a hoarder and also quite the paranoid person. He lets very few people in, out of fear they are all to steal from him. Some even recall a maid by the name of Jezebel, which he had whipped and removed upon accusing her she had stolen some of his belongings. Upon asking where you can find this person, they do give you an address.'

If, instead, the party got their information from from people of power/other lords, read this:

'Most everyone tells you that the lord is a very cold and unwelcoming man, worthy of hatred. Many of them delighted in the recent scandal, when his woman found out about an affair with a certain maid by the name of Jezebel.'

After this, the players should go and seek out Jezebel. Read this:

'After a little more asking around, you find out where this Jezebel lives. A small hut of stone and wood, discreetly kept on the outskirts of town. The blinds seem to be shut out and the door locked. From inside, you can faintly smell the sweet odour of cooking. Upon knocking, you hear footsteps quickly approaching, and a figure opens the door with sweat on her brow and flour on her hands. The posture is reticent and suspicious, inquisitive, even.'

## JEZEBEL

**Information:** A young woman, no older than mid-20s, who shows immense grace and beauty. Her home is neatly kept and adorned with furniture that looks too fancy for a regular maid. She doesn't want anything to do with anyone, as she's saved quite a bit of money and is trying to keep her head low.

If persuaded or pressed to speak, she will say that Lord Harlan had an affair with her, and now no one will take her up as a maid out of fear she is a homewrecker. Lady Clearwater was the one to have her whipped, but not for stealing, rather for the affair. Her back is still very hurt. Upon further persuasion, or if the party heals her 30 whip wounds, she will agree to help, mentioning in passing that ever since the Lady found out, the Lord and her have been away on a journey of reconnection. The house is only held by the servants. Maybe she could make her friend, the cook, get in on it. She also provides a brief schedule. Having retrieved her, the party must now return to Myles.

### 1.3. THE NIGHT BEFORE

The next day, Jezebel (provided the party has found her) tells the party the cook is in on the job, as long as she gets a cut. Now with an inside man at the ready, the party is good to go for tomorrow, all that remains is setting up a plan. Myles knows, through his sources, that he keeps all his treasures in his extra ballroom. Getting there is the issue.

**GM NOTE.** The extra ballroom is lined with lead walls, making scrying on it impossible. Scrying the other rooms is possible. Having access to an inside man also gives the party help for the break-in.

Getting inside the house itself is a sandbox encounter. Myles will suggest they can also sneak in by going inside his bag of holding, while the cook carries it. (This is the main option.)

They can also ask the cook to open a window on the side, while someone creates a commotion outside, thus not requiring a passage through the main door.

In case they haven't got an inside man, they can attempt to break through a reinforced window, which will create noise, but is an option. Any reasonable way is valid, and the exact build of the house, as well as how the party enters it, is at the DM's discretion to create.

## CHAPTER 2

In which the party attempts to steal plenty of objects.

### CHAPTER 2.1. OUTSIDE THE HOUSE

Reaching the insides of the house has multiple ways one can go about it. Here are three possible ways one can go about it.

If, at any point, combat encounters are triggered, house **guardian golems** look as if made from iron and have a large gem on their chest.

**GM Note.** During any combat, Myles remains hidden, not attacking at all. He refuses to act around golems, but refuses to tell the party why.

### CHAPTER 2.1.1. STRAIGHT IN

If the party hides within a Bag of Holding, the house guardians at the gate will notice the new bag and perform a check-up. All characters within the bag must make a **DC 17 Dexterity (Stealth) check** or become spotted. If they get spotted, **5 guardian golems** jump within the bag and combat ensues. After that, they can get in without further combat.

### CHAPTER 2.1.2. A WINDOW TO LIFE

If the party attempts to reach the open window provided by the cook, they will need to first make their way over the large fence, through the courtyard and in through the window. This will require **three Dexterity (Stealth) checks that must total an average of 18 or higher**, in addition to any checks the DM deems necessary. Such checks may include **Strength (Athletics)** for climbing the walls, **Wisdom (Perception)** for setting up things while within darkness, etc.

Failing any of the three Dexterity (Stealth) checks will alert the house guardians **golems**, triggering an encounter against **2** of them. If the party set up a commotion before, then they are allowed one failure without triggering an encounter.

### CHAPTER 2.1.3. BROKEN WINDOWS

If the party has no inside man and attempts to break through a window, they'll first have to climb over the fence, requiring Dexterity (Stealth) checks that must total an average of 18 or higher, in addition to any checks the DM deems necessary. Such checks may include Strength (Athletics) for climbing the walls, Wisdom (Perception) for setting up things while within darkness, etc.

Having a total average below 18 on the Dexterity (Stealth) check will trigger combat against **3 house guardians golems**.

Upon completing said combat, they can try to get through the window. It can be unlocked with a **DC 25 Thieves' Tools check**. Targeting it with a spell or breaking it will create noise, triggering another combat against 2 more house guardians. After that, the party arrives within the house. Proceed to chapter 2.2.



## MAP 1: THE BAG OF HOLDING

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## GUARDIAN GOLEM

*Large construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** acid, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages of its creator but can't speak

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

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Vocal Gem.** This gem allows the golem to use his Call for Aid ability. Any creature within 5 feet of the golem can try to remove the gem by using its action to perform a DC 17 Strength (Athletics) check.

**Call for Aid (1/Day).** The golem spends its turn alerting the other constructs from within the house. Within 1d4 turns, 1 additional golem will arrive within the combat, sharing initiative with the one which used this ability. If within a *silence* spell, this ability does not work.

## Actions

**Multiattack.** The golem makes two slam attacks.

**Slam. Melee Weapon Attack:** +8 to hit, reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

**Haste (Recharge 5-6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

## CHAPTER 2.2. NOW WITHIN

Now within the house, the party will further need to avoid guardians, these much smaller than the ones on the outside. They'll have to dodge and weave through corridors.

As they make it in, read this:

'You find yourself into a labyrinth of corridors showing immense opulence. All around you, a plethora of paintings, ornate suits of armor and the like, adorned with bits and bobs of gold or even gems. It is, no doubt, a pile of riches, but Myles seems to ignore all of it, looking about on the corridors, wishing to arrive within the ballroom.'

The party must now find their way towards the ballroom. If they have scried the house before, they have advantage on all checks to do so. They must first make a **DC 18 Intelligence (Investigation) check** to find out where they are. After that, they will have to move through the labyrinth of corridors, finally arriving at the door to the ballroom.

Once they reach there, read this:

'As you arrive in front of this large wooden door adorned by two large, runic locks, Myles stretches his arms. He quickly places his tools within one of the locks, slowly beginning the process. Within a few good moments, he opens it up. He then smiles, as luckily no patrol comes in.'

If anybody else within the party attempts to open the other lock, they must perform a **DC 25 (Dexterity) Thieves' Tools check**. After a brief minute in which the party can recollect, Myles opens the second lock by himself.

Read this:

'As the doors open, you see a beautiful ballroom, in the middle of which rest quite a few red velvet stands, holding many magical items or other riches. It is not the usual horde, per se, but it is worth quite a lot. In the back of the chamber, two grand statues watch over this hoard. You see as Myles takes a step back, enticing you to go in. You all step inside and to your surprise, nothing happens. Then, he steps inside. The moment his paws reach the through the door, you begin to hear a noise, as, with the sound of moving stone, the two statues shift, moving their gaze towards the tabaxi. You hear an automated, unnatural voice. "Myles Mittens, detected. Protection protocol commenced. Thievery must be ceased." With a quick motion and an uncomfortable smile, Myles turns his gaze towards you. "Maybe I should have mentioned I attempted to rob this place before. My associates didn't survive. I hope you are to be luckier. Defend me while I pick some of the locks, will you?"'

## MAP 2: TREASURE VAULT

## CHAPTER 2.3. PROTECTION PROTOCOL

Within the ballroom, as part of the protection protocol encounter, the party will have to fight **2 iron golems**. Every turn, these will try to reach Myles (stats below). Each turn, he will do one of two actions:

- If the golems are focused on him and haven't been distracted, he will attempt to hide.
- If the golems are at least 15 feet away, he will use his action and instantly open one of the magic containers. Each opened container will add an additional 5000 gold to the treasure of the adventure.

The players can choose to leave at any time, but staying for longer means they get more treasure.

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## MYLES THE SPY

Medium humanoid (any race), any alignment

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

**Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4

**Senses** passive Perception 16

**Languages** any two languages

**Challenge** 1 (200 XP)

**Cunning Action.** On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

**Sneak Attack (1/Turn).** The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

### Actions

**Multiattack.** The spy makes two melee attacks.

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

**Hand Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

### LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), the Protection Protocol can take a lair action to cause one of the following effects; the Protection Protocol can't use the same effect two rounds in a row:

- **2 animated armors** will march within the chamber as part of the defense protocol, attacking the nearest creature to the entrance.
- All tiles activate, in an attempt to shock the creatures within the area. Each creature on a colored tile must make a **DC 17 Constitution saving throw** or take 4d6 lightning damage. The iron golems are unaffected by this.

Once the players decide to leave or have finished the encounter, proceed to the next chapter.

## CHAPTER 3. A GREAT ESCAPE

In which the players run away with the treasure, but are met by a worthy foe.

### CHAPTER 3.1. AWAY WE GO!

If the players break out by natural means, read this:

'When you have gathered enough for your liking, you quickly pack up your things and, with a final effort, Myles moves towards the windows in the back of the chamber, places an object on one of them, and promptly it bursts to pieces. You see him shrug, before jumping out. One by one, you all move out, quickly rushing away. One by one. As you run away from the house.'

In order to make it past the fence, the players must make a **DC 16 Strength (Athletics) check**. On a failure they are struck by a projectile thrown by golems dealing 2d12 bludgeoning damage and pushing forward.

After they've all made it out, read this:

'Myles turns to you in a haze, running as fast as he can. "We have to get to the bridge. If we get there, we'll get to my safehouse and we'll be fine." He then begins to move towards it carefully.'

### CHAPTER 3.2. THE BRIDGE

'Not long after, with a blend of stealth and speed, you arrive at the town bridge. You see Myles having a gigantic smile upon his face. He turns towards you, with a cheshire-like grin. "We didn't even come across that annoying guard captain with the bow. Got off easy, I say." In the very next moment, his words ring out like a bad omen, as a small arrow strikes the bridge in front of him. Instead of the impact you would expect, a thunderous explosion breaks the bridge in half, leaving a gap in the middle, but 5 feet in front of Myles. On the other side of it, guarding it, adorned with the same crest as the many golems you saw inside, two more constructs, with gem-like eyes looking straight towards you and gems on their chests. From a distant rooftop, you see a shape, bow in hand, eyeing the promptly blown-up bridge. Roll initiative.'

The players will now face the **Guard Captain (The Grim Hunter)** and his **2 shield guardians**, which are bound to him. While his guardians hold the line, the Guard Captain will try to keep at a distance.

# THE GRIM HUNTER

Medium undead (elf), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 129 (14d8 + 56)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	23 (+6)	18 (+4)	15 (+2)	17 (+3)	22 (+6)

**Saving Throws** Dex +11, Wis +8

**Skills** Deception +11, Insight +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons, necrotic, poison

**Senses** darkvision 300 ft., passive Perception 13

**Languages** Common, Elvish, Infernal

**Challenge** 15 (13,000 XP)

**Partial Magic Immunity.** The hunter can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

**Magic Weapons.** The hunter's weapon attacks are magical.

**Innate Spellcasting.** The Hunter's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *misty step*, *mage hand*, *minor illusion*

3/day each: *detect magic*, *invisibility*, *suggestion*, *darkness*

1/day each: *dominate person*, *fly*, *plane shift*, *synaptic static*

**Grim Strikes.** The hunter can augment the power of his weapons, at the start of his turn he can select one of the following abilities to infuse his weapons with. His next hit is improved (Note: this does affect his Hail of Arrows action). He cannot use the same ability two rounds in a row.

- **Constraining strike:** The hunter next hit with a weapon attack deals an additional 2d6 piercing damage and the target must succeed a DC 19 Strength saving throw or be restrained until the start of the hunter's next turn.

- **Blinding strike:** The hunter next hit with a weapon attack deals an additional 2d6 necrotic damage and the target must succeed a DC 19 Constitution saving throw or be blinded until the start of the hunter's next turn.

- **Thunderous strike:** The hunter next hit with a weapon attack deals an additional 2d6 thunder damage and the target and all creatures within 5 feet of it (other than the hunter) must succeed a DC 19 Strength saving throw or be knocked back 15 feet and fall prone.

- **Banishing strike:** The hunter next hit with a weapon attack deals an additional 1d6 psychic damage and the target must succeed a DC 19 Charisma saving throw or be banished into a harmless demi-plane where it is incapacitated, until the start of the hunter's next turn.

## Actions

**Multiattack.** The hunter makes three attacks

**Longbow.** *Ranged Weapon Attack:* +11 to hit, range 300/900 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

**Dagger.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (2d4 + 6) slashing damage.

**Hail of Arrows (Recharge 6).** The hunter fires a never ending stream of arrows in a 60-foot cone in front of him. All creatures in that area must make a DC 19 Dexterity saving throw, taking 36 (8d8) piercing damage on a failed save, or half as much damage on a successful one.

## Legendary Actions

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

**Attack.** The hunter makes one weapon attack.

**Teleport.** The hunter teleports up to 30 feet to an unoccupied space that he can see.

**Infused Strike (Costs 2 actions).** The hunter uses his Grim Strikes ability and then makes one weapon attack.

### CHAPTER 3.3. THE END

Upon defeating the captain and his automated creations, Myles leads the players to his hideout, giving them 5000 per stolen item. And with that, the great heist has been pulled off!

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### MAP 3: BROKEN BRIDGE





 **MONKEYDM**

# THE GIFT THIEF

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**5TH EDITION ADVENTURE**

**A CUTE CHRISTMAS ADVENTURE FULL OF THRILLS**

## THE GIFT THIEF

**THE GIFT THIEF IS A CUTE CHRISTMAS ADVENTURE DESIGNED FOR 4-6 LEVEL 3 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## CHAPTER 1. WELCOME TO FROSTBEAK

In this chapter, players will find themselves in the small town of Frostbeak and realize that this year will be different from all the rest.

### CHAPTER 1.1. TREASURE UNDERNEATH THE TOTEM

Read this:

'Adventures, welcome to Frostbeak. This small village, nestled in the frostiest parts of the realm, has quite a unique and beautiful history, the course of which has been steady, that until now. Through the ages, the forming mythos of this village has remained strong as ice and endured generation by generation. The story goes that one day, next to the wall of ice that is now the main defense of the village, a mother cradled her children, wishing to defend them from the cold. In a desperate plea for help, she said a prayer, maybe then a spirit would come to her aid. If not, they would have surely died of cold. It was then that the Frostfeathered Father descended upon her. An owl the size of a house, with eyes blue as gemstones and a beardlike plumage. It gifted her with wood and blankets and food. And in due time, her children grew and founded the village in his name, sculpted totems in his figure. Since then, every year, on one faithful day, snow owls, descendants of the Father descend down upon the village and give gifts. This is, of course, only if they've given in return. This year... however, feels oddly different. Some of you might have come to the village to view the celebration, others might have grown up here, but one thing is for certain, it is here your life will change.'

The players find themselves in the middle of the village, gathered around the fire with many a villager, as well as the village elder, Sorhaim Snowhoof.

#### SORHAIM SNOWHOOF

**Information:** A large, yet old, mamut-like minotaur, with tusks instead of horns and long, droopy hair. His voice is strong and yet somewhat comforting, like a sip of hot chocolate. He is dressed in adorned garbs and wears a large totem on his back, reminiscent of his people.

For a good bit, the players can see every villager at their happiest, walking around calmly and chanting lowly. Allow the players to enjoy the celebrations momentarily, for trouble will begin soon!

## CHAPTER 1.2. LOOK OUT!

Read this:

'As you partake in the day's celebration, you suddenly hear an empowering horn from the top of a building. Instantly, you hear every villager begin to shout with joy and excitement, as they all move towards the back of the village, next to the large altar. You hear varying chants "Look out!" "There they are!" "Here they come!" You look up and notice as in the distance, ten or so giant snow owls fly in the sky, with sacks on their talons, approaching quickly towards the village. The birds are but 30 or so feet up, slowly descending. This is the serene sight of celebration. Then, at but a moment's notice, it is disturbed. Nets fly into the air, catching onto the birds. For a few of the owls, what once was a gracious flight now becomes a straight plummet. Scared, the others turn around and fly away. You begin to hear guttural sounds from the edge of the village and before you could even react, the owls fall onto the ground, and from behind various buildings and underneath the cover of snow, orcs emerge, weapons at the ready, heading towards the owls. **Roll initiative!**

### VILLAGE ENCOUNTER !

#### SETUP

Place 4 giant owl onto the map and 2 orcs within 5 feet of each. The owls are considered grappled and restrained, as they are caught underneath weighted nets. They will struggle to escape, and must be aided in doing so. The goal of the fight is to free all owls. Until that is done, the combat continues. On the first round of combat Snowhoof will yell out at the adventurers to free the owls, in order to better communicate the goal.

If, at the start of their turn, the owls have no orcs within 5 feet of them, they can make a **DC 14 Strength (Athletics) or Dexterity (Acrobatics)** to try and escape. A player can grant the owl advantage on this check by performing the help action on their turn. Every freed owl will dash into the sky and fly away.

Each round, at **initiative 20, 1d8 orcs** will emerge, each having the owls as their main target. They will spend their actions picking up the owls and dragging them as much as they can. They will not, in any way, damage the owls. Once an owl is outside the village, that owl is considered lost. This will have an effect upon later combat. If attacked, the orcs will turn to the players and attack them. Any orc that did not get attacked by a player or tribal warrior will not attack, but use his action to further drag the owl along. On the player's side, there are **4 tribal warriors**, who will try their hardest to defend the owls.

If all owls have been either lost or freed, the combat is over and the orcs retreat.

At the end of combat, any unconscious players will be healed by the elder for 1d8 +3 hit points.

MAP 1:  
VILLAGE  
ENCOUNTER



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### CHAPTER 1.3. THE RAMIFICATIONS

Once combat is over, read this:

'With the orcs quickly rushing away, you draw your breath as best as you can. All around, you see the faces of scared villagers, all looking towards the elder, who has his head bowed. There is a sense of dread and anger within the air. He looks up at all of you. "Thank you for this aid. The orcs, I never thought they'd be so brutal as to strike the owls. They must be stopped. In all our years, they have never done this before. Passing through their fortress, however, is never going to happen. You will need the aid of the **Frostfeathered Father**. Go to his sanctuary, not far off from here. Only he will know how we can best stop the orc menace. They must not be left to attack yet again. And remember, always be giving." He says, before bowing his head once more. It is time to save tradition, to restore what is sacred, to save the holidays.'

### CHAPTER 2. CONSULTING THE FATHER

In this chapter, players will endure a harsh trip through the snow, arriving upon the Frostfeather Father's lair.

#### CHAPTER 2.1. CHALLENGES OF TRAVEL

In order to reach the Frostfeather Father, the players will have to go a tadbit southward, then climb up the mountain. This is easier said than done, due to the winter winds and the cold.

Read this:

'Your journey, although short, as the sanctuary of this Frostfeathered Father is not too far off, is troublesome. The cold alone would be a major deterrent, but add to it the unruly winter winds and you've got a recipe bound to bring some frostbite to your bodies.'

For the first part of the travel, the players must roll a **DC 13 Constitution saving throw**. On a failure, they receive one point of exhaustion.

After further travel, read this:

'After you've traveled for a good few hours, the winds noticeably pick up, and there seems to be no sight of the mountain thus far. What there is sighting of, however, is a blizzard cloud, pushing dutifully in your direction. And avoiding it doesn't seem likely.'

In this next part, players will have to prepare themselves and endure the coming blizzard. They must roll a **DC 14 Dexterity saving throw**, taking **2d4 piercing and 2d4 cold damage** from the ice shards through on a failure, or half on a success.

Once the blizzard passes, read this:

'After a harsh travel through the blizzard, you find yourself surrounded by snow, but exempt from any landmark. It is quite clear that this land is not an easy one to travel...'

One player must take the charge and attempt to lead the party. That player has to roll a **DC 16 Wisdom (Survival) check**. On a success, the party is not lost and they may proceed. On a failure, the party gets lost and encounter **2 polar bears**. After they deal with the bears, they can proceed (This is a light hearted adventure, you can give your players the option to succeed in the encounter with a successful **DC 16 Wisdom (Animal Handling)** check. Lower the DC to reward good role-play and creativity if needed.)

#### CHAPTER 2.2. THE GUARDIAN OF GIVING

Read this:

'A few hours of travel later, you find yourself at the base of the mountain, but you need not climb it all. In a good hour, you arrive at the gate of this entrance of sorts. In front of it, a large stone, larger than any one stone you've seen before. Leaning against it, sleeping like a cherub, a large yeti.'

The **yeti** is the defender of the sanctuary. The party doesn't have to fight it, but can if they wish. If, instead, they wake him up by giving him a gift, he will move the door for them. If they kill him, opening the door requires a **DC 15 Strength (Athletics) check**. If the party fails, detail how it takes them a good while to push the door just enough to walk in one at a time. In addition upon opening the door on a failure each party member takes 4 (1d6+1) cold damage from the enchantment protecting it.



## CHAPTER 2.3. WITHIN THE SANCTUARY

Read this:

'As you make your way inside this cave, you see a practical horde of all manner of goods and a pile of large sacks, all seemingly filled with food and other knickknacks. Weirdly enough, you notice a few giant owls, all not paying you any mind, but rather, with a dexterity that looks almost unnatural for beaks, are either assembling simple tools or packing these sacks, like little elves preparing a certain other holiday. In the back, oldened and white, with white plumage, a gigantic owl, head bowed towards you. Surprisingly, in your mind, although you don't expect it, you begin to hear the strong imposing voice. "Welcome. I have already heard your tale, I feel."

The players may now speak telepathically with the Frostfeathered Father. His helpers have told him of the orcs and he will help. In fact, this time wasn't the first his owls were hunted. The orcs used to be helpers, but after an angry and powerful leader, **Krampus**, came in, they started attacking. He will give each player a giant owl to ride and take them to the orcish stronghold, to save the "gift of giving".

## CHAPTER 3. SAVING THE DAY

In which players soar through the sky, then arrive at an orcish stronghold, defeat their leader and return home with all the gifts, hopefully.

### CHAPTER 3.1. THROUGH THE SKY

Read this:

'At a moment's notice, you get on the back of the majestic winter owls and begin your soaring flight over the arctic landscape. What took you around 12 hours to travel now only takes you a few, as you observe it all from the back of your giant flying mounts. You move over the village of Frostbeak, going even further north, to a stronghold hidden in between winter clouds. Well, stronghold is much too kind, as it is but the rubble of what once were giant buildings. Even from far above, you can just about hear the screams of agony coming from what you reckon to be tortured owls. Quickly thereafter, you descend into a hidden nook, away from the sights of the not-so-perceptive orcish guards. From here on out, it's your job and yours alone, as the owls fly away under the cover of clouds. The noise of shrieking owls can be heard not too far off, and now, on the ground, you also hear it joined by a laugh of sorts.'

The players can now head towards the leader of the orcs.



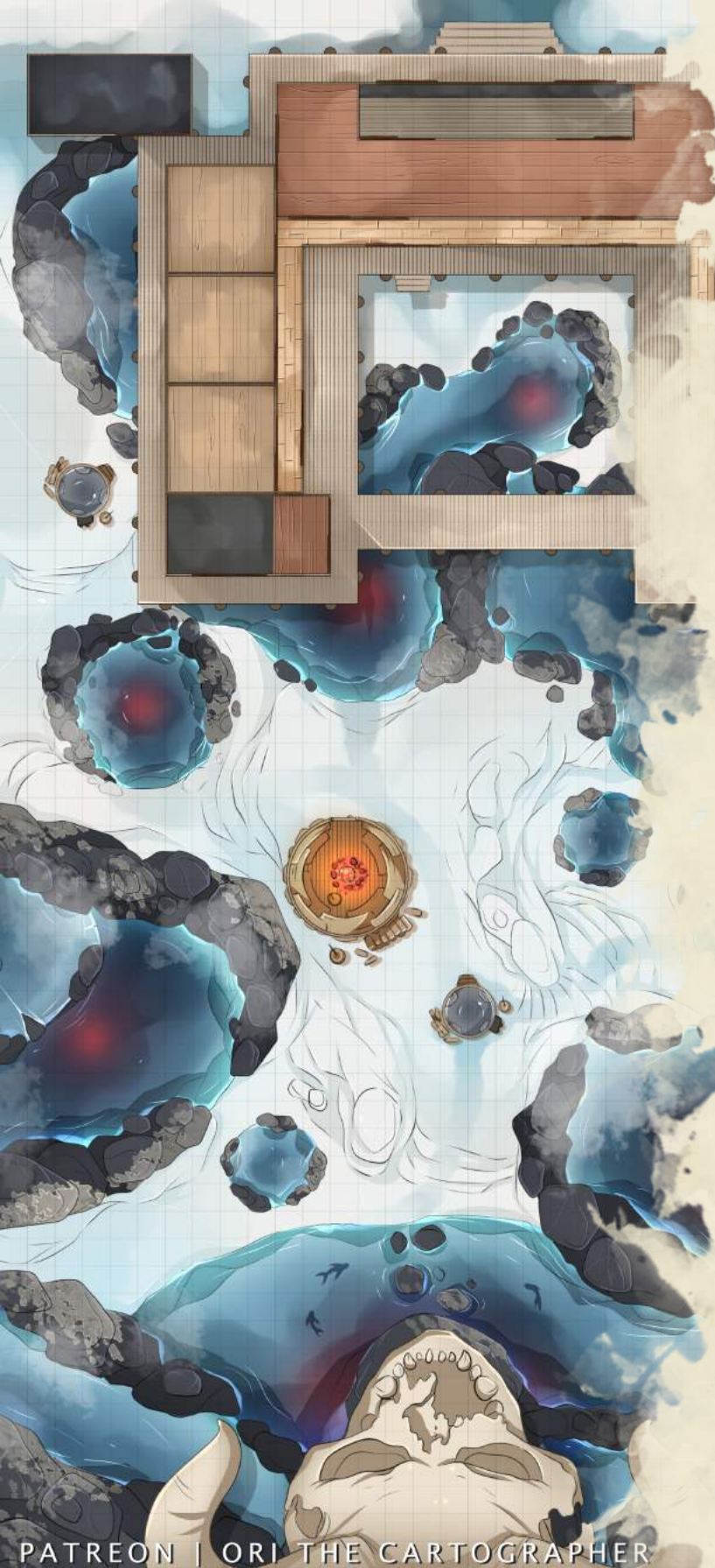
### CHAPTER 3.2. THE GIFT BATTLE

In order to reach the boss' lair, the players must make their way through, either facing orcs head on.

If they try to sneak by, they make a **Dexterity (Stealth) check** that must total an average of **15 or higher**. On a failure, they will encounter **2 orcs with 2 worgs**. Fighting head-on will make them encounter **3 orcs**.

Once they have gotten past that, read this:

'You make your way closer and closer to the shrieks, and slowly but surely you come upon a frozen river, that connects to a higher platform, where you see 8 giant snow owls, bound to the walls with chains. Around them, all the sacks with gifts. You also see a figure, orcish. The figure turns towards you with a bright smile. "You have arrived, good. It is time to take your gifts as well." The creature begins to shift and turn, with horns growing, fur sprouting and its tongue lengthening, until it no longer resembles an orc, but a demonic being. The figure smiles and quickly grabs one of the sacks, larger than all others. Behold Krampus. **Roll initiative.**'



## CHAPTER 3.4. FIGHTING

The party must now fight Krampus.

### LAIR ACTIONS:

Every round, at initiative 20 (losing initiative ties), Krampus can take a lair action to cause one of the following effects; Krampus can't use the same effect two rounds in a row:

- Krampus causes the absorption crystal in his hands to pulse with a rush of ice energy. Each creature within a 30 foot radius circle centered on Krampus and not behind cover must make a **DC 13 Constitution saving throw**, taking 2d6 cold damage on a failure. After that, at the cardinal points (north, north-west, etc.) on the edge of the circle, owl spirits will spawn. If a creature other than Krampus walks within 5 feet of a spirit, they gain an Owl's Gift and remove the spirit from the map.
- Krampus calls back all the remaining owl spirits from the map, healing 1d6 per spirit consumed.

**Owl's Gift.** Roll on the table, then receive the corresponding benefit. You cannot receive any benefit more than once (except the benefit 1 and 6). If you roll the same benefit, roll again until you receive a new one.

d6

Gift

- |   |   |
|---|---|
| 1 | You take 2d8 cold damage. (The spirit is angry!)                                      |
| 2 | You become affected by the <i>bless spell</i> , requiring no concentration.           |
| 3 | You become affected by the <i>shield of faith spell</i> , requiring no concentration. |
| 4 | You become affected by the <i>divine favor spell</i> , requiring no concentration.    |
| 5 | You become affected by the <i>heroism spell</i> , requiring no concentration.         |
| 6 | You regain 2d8 hit points.  |

Once Krampus is defeated, you can proceed.

## CHAPTER 3.4. IT IS DONE!

Once Krampus is defeated, the orcs drop their weapons and are happy to see the tyrant gone. The owls descend from the sky and they save their bretheren, along with the gifts. All is well when it ends well!

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## KRAMPUS

... Yes the delightful screams of cooking children, roast them alive just the right amount and their meat will be absolutely delicious. You can eat them raw as well, but I find that it leaves some annoying filaments between my teeth...

Some enjoy finding gifts under the tree, especially Krampus, because it means he'll find soft and delicious children there.

DAMARI MOBRA

## KRAMPUS

Large fiend, Neutral Evil

**Armor Class** 13 (natural armor)

**Hit Points** 68 (8d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	13 (+1)

**Skills** Deception +3, Stealth +3

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 4 (1,100 XP)

**Keen Smell.** Krampus has advantage on Wisdom (Perception) checks that rely on smell.

**Snow Camouflage.** Krampus has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

**Sense Bad Deed.** If a child commits a bad deed within 5 miles of Krampus, Krampus knows his exact location at all times for a year.

### Actions

**Multiattack.** The Krampus makes two attacks. One with his Claws and one with his Tongue. He can replace the Tongue attack for Abduct.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

**Tongue.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 2 (1d4) acid damage, and the target must succeed a DC 14 Strength saving throw or be grappled by the tongue. While Krampus is grappling a creature this way, he cannot attack with his tongue.

**Abduct.** Krampus puts one target he is grappling inside his bag. The abducted target is Grappled, Blinded, Restrained, and unable to breathe, and it must succeed on a DC 11 Constitution saving throw at the start of each of Krampus' turns or take 10 (2d8 + 1) bludgeoning damage as the bag crushes them. If Krampus moves, the abducted target moves with it. Krampus can have up to four small creatures in the bag, or two medium ones.

### Reactions

**Feast (Recharge 5-6).** As a reaction to falling to 0 hit point or below, Krampus can quickly use his tongue to devour a creature inside the bag. The creature takes 15 (2d10 + 4) piercing damage and falls prone outside the bag in a space adjacent to Krampus, as Krampus chews it and regains that many hit points.





# LAUGH YOUR BLEEDING HEART OUT

5TH EDITION ADVENTURE

EXPLORE FORBIDDEN REALMS AND TRY TO STAVE OFF THE INFECTIOUS MADNESS

## LAUGH YOUR BLEEDING HEART OUT

**LAUGH YOUR BLEEDING HEART OUT IS A CUTE CHRISTMAS ADVENTURE DESIGNED FOR 4-6 LEVEL 11 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

While the players are travelling through a forest that serves as the barrier between the living plane and the Feylands, suddenly, they see a big tree turn into a door of sorts. But a moment later, before they can get any closer, they see a satyr get pushed out of the tree, falling face first onto the ground. The satyr rushes back towards the tree, but the gate closes before he can get there.

## CHAPTER 1. A MISPLACED JOKE

In which players find out who the satyr is, what he did to get into this predicament and then they begin their journey

### CHAPTER 1.1. THE STRANGER

Read this:

'As you all watch from a distance, you notice the satyr begins to bang on the tree again and again, then he takes a step back and attempts to cast a spell, but to no avail. You see the shoulders slump and the legs fall to the ground, as the satyr begins to weep, seemingly not noticing your presence.'

Once the players approach the satyr, he'll shake away his tears and introduce himself flamboyantly as Sertenus Arphius Lerthius, or Sal to his friends!

#### SERTENUS ARPHIUS LERTHIUS (SAL)

**Information:** A short satyr with upward facing horns, to which are attached small bells. Around his waist there is a colores sash and a small pan flute. He is, or rather was, a jester for a court from within the Feyland. He said a joke which his sire deeply hated, point at which he was sentenced to live outside the Feyland.

Sal will ask the party for their aid, saying that if he could just get back, he'd be able to explain it all. He isn't fit for this fate. He's an artist and only in the Feylands was his art truly appreciated.

#### GM NOTE:

If the players ever make Wisdom (Insight) checks against Sal, they'll notice he is holding a tidbit of information back. If intimidated on the matter, he'll say he is in love with his sire's lady and he'll explain the full story throughout the journey.

In return for their aid, he swears to be always at the party's side, no matter what. As well as sneak them some relics from his sire's hoard.

## CHAPTER 1.2. TREETAPPING

Once the party agrees to aid Sal, he will dramatically kiss their hands and feet, bowing before them.

Read this as Sal:

'I am but a lowly jester. Thank you for being at my side.  
THANK YOU!'

The players will now need to find a way to lead Sal back inside the Feylands. Sal will at first try to use his magic, but seeing he has none, he will start knocking on trees one by one, saying a tree could help focus and open a portal. The players must make a DC 20 Intelligence (Nature) check to find a proper tree. If they fail, one of the trees they tap on has a **3 green oozes squeezed inside it (black ooze)**.

If any of the players ask whether a tree passage will work, they can make a **DC 20 Intelligence (Arcana) check**. On a success, they will remember that, with a worthwhile ritual, such a thing can be accomplished.

Once they've found a proper tree - or, in case they failed, Sal has - Sal will sit down next to it.

Read this:

'You watch as Sal sits down in front of the tree, casting some Sylvan magic. After but a second, the tree opens, but not enough for any usual creature to squeeze inside. You watch as Sal concentrates more and more into his spell, but quickly, the small opening closes once more. Sal falls onto his knees once more, beginning to cry. "They've weakened my magic, the bastards! I can't go on like this! How can one open a portal to his homeland if his magic has been drained. They truly are bastards." He then turns his head towards you.'

The party will now need to find a way to grant Sal his magic. Proceed to the next chapter.



## CHAPTER 1.3. MAGIC, PLEASE!

The party has multiple possible ways they can try to fuel Sal, but, in the end, he must be fueled with **7 spell slots** worth of magic.

One way the players can go about this is by fueling their own magic into Sal. In order to first do this, the players must think about the possibility, as Sal wouldn't know about it. If the players ask about being able to do this, they must make a **DC 25 Intelligence (Arcana) check**. On a success, they will recall the means for doing this: a ritual of magic transference.

Another way the party can go about this is by sucking magic out of the surrounding area. If they wait until nightfall, motes of magic will emerge. They will have to guide these motes into Sal.

### CHAPTER 1.3.1. MAGIC TRANSFERENCE

Although not requiring combat, the ritual for magic transference is by thoroughly taxing. First, the players must place down incantations in preparation for the circle. One player must make a **DC 18 Dexterity (Sleight of Hand) check** to prepare the incantations. If the incantations are prepared poorly, there will be repercussions, although it is not noticeable at first.

The incantations mark out a circle, with two smaller circles inside. In one of those sits Sal, in the other, players can sit one by one. While in the circles, they can choose to infuse Sal with spell slots, by simply spending them themselves. The needed total is 7. This can either be done by spending any combination of spell slots, such as 1 5th and 1 2nd, 3 1st and 1 4th, etc. If the incantations were not correct, then the first player to spend a spell slot will lose a spell slot of 1 level higher than they wished. If they have no higher level (say they only have 6th level), they will instead spend their next lowest possible spell slot.

## SAL, THE SATYR

*Medium fey, chaotic neutral*

**Armor Class** 14 (leather armor)

**Hit Points** 31 (7d8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	14 (+2)

**Skills** Perception +2, Performance +6, Stealth +5

**Senses** passive Perception 12

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

**Magic Resistance.** The satyr has advantage on saving throws against spells and other magical effects.

### Actions

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

**Shortsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Panpipes.** The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a frightening strain, or a gentle lullaby. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 13 Wisdom saving throw or be affected as described below. Other satyrs and creatures that can't be charmed are unaffected.

An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to these panpipes for the next 24 hours.

**Charming Melody.** The creature is charmed by the satyr for 1 minute. If the satyr or any of its companions harms the creature, the effect on it ends immediately.

**Frightening Strain.** The creature is frightened for 1 minute.

**Gentle Lullaby.** The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.

**Feyborn Humor.** The satyr utters a joke in Sylvan, the humor of which breaks the mind of creatures around it. Choose three creatures within 60 feet of the satyr. They must make a DC 13 Wisdom saving throw or be affected by the *hideous laughter* spell.

## CHAPTER 1.3.2. THE MOTES OF MAGIC

If they wait until nightfall, motes of magic will begin to appear, then target the players. Their goal is to guide them into Sal. Sal will be stood next to the tree he wishes to open.

Read this:

'As night comes upon you, you see Sal's expression change. It looks like an odd blend of both fear and excitement, as this forest, a border between human and fae, begins to glisten with an unnatural light. All of the sudden, motes of pure magic spring into existence with puffs of arcane smoke. These small globules, although faceless, seem to be eyeing you. Roll initiative.'

The players will have to face **two larger motes (wraiths)** and **4 smaller motes (will-o'-wisps)**. Once a single player deals more than 15 damage to one of those creatures within a single turn, the creature will target the player. Said player must move so that Sal is between him and the mote. On the mote's next turn, it will move in a straight line towards the player. If it passes through Sal's space, it becomes absorbed.

If the players kill any of the motes without dragging them into Sal, new motes will appear. Roll 1d4 for new larger motes and 1d6 for smaller motes.

### GM NOTE:

If your players are struggling to understand the mechanic, feel free to have Sal tell them that he needs to absorb the magic and that the motes need to be guided through him.

Once Sal has all the energy needed, read this:

'You watch as Sal's eyes flash with magic for a brief moment and an unnatural smile appears upon his face, a grin unlike any other. With a swift motion, he spins around towards the tree and quickly says a few enchantments. In but a second, the tree forms into a gateway to the Feylands and you hear the voice of Sal. "Home sweetest home!" It's time to go in!'

Once the players make it in, proceed to the next chapter.

### MAP 1:

### THE MOTES OF MAGIC

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## CHAPTER 2. THE ROAD HOME

In which the players encounter beings who most certainly don't want Sal to be back home.

### MAP 2:

#### TRAVEL COMPANIONS

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## CHAPTER 2.1. A LEISURELY STROLL

Read this:

'Passing through the gate, you find yourself in a forest unlike any other. It is lush and welcoming, with various shades in colors of unfathomable beauty. This altar of unhindered nature renders anything you have seen before. It is as if in this land, the life is purely natural, never altered, never disturbed in any way by any means, whether they be humanoid or something else. And next to you, Sal is skipping like a little girl.'

The party can travel about. They can choose to make **DC 15 Wisdom (Perception) checks**, which reveal that all around are all manner of flowers they have never seen before. If they decide to pick up any of the flowers, angry sprites will pop up and make faces, before flying away. The players can later sell these flowers for 200 gold each. If they pick more than 3 flowers, instantly lead them to the next chapter.

Read this:

'After a little while, Sal yawns, looking out and around. "We should get a tidbit of a rest. Just a few minutes, nothing more. I wish to tell you something." The satyr begins to move a little slower, joining the party's pace and beginning to speak. "See, this joke I made, well, it was a joke regarding my sire's decency. Lately, he's been an unfaithful chap. And, you know, his lady hasn't been either, but... I guess such is the case for Archfeys. We, I mean they, are never too faithful. No matter. I guess I'll attempt to do my best to make him take me in. If not... I am unaware of what is to do.'

Then, Sal proceeds to tell a few calming jokes. These are at the GM's discretion (Unleash your best dad jokes on the party). After a few jokes, the inspiring nature of them will give players *2d6 temporary hit points*. Now proceed to the next chapter.

## CHAPTER 2.2. TRAVEL COMPANIONS

Read this:

'After a good while listening to jokes and chatting, you continue back on the path, with Sal faithfully leading you forward.'

If any player is scouting around, they will need to make a **DC 18 Wisdom (Perception) check** to notice eyes hiding in the distance. If any player has **passive perception above 18**, they will notice the eyes without a needing check.

The players will notice the pairs of eyes following them from a distance, these being **6 bestial defenders (weretigers)** and **1 bestial defender alpha (werebear)**. They will approach with quickness and aggression. If no players noticed the eyes, the creatures will get a surprise round. After said round, proceed normally with the next paragraph.

Read this:

'From darkness, the bestial defenders, animals with leaves and bark growing on them, strike with quickness. You can instantly see Sal's shift in tone, as he looks towards all of you. "Oh no! These are coming for me, defend me! PLEASE!" The beasts then begin to surround you, roll initiative.'

In the first round of combat, Sal will cast *greater invisibility* upon himself and hide. On each of its rounds, the bestial defender alpha can try to perceive Sal (no action required), then, if successful, pointing his pack towards him. The party has to protect Sal, although they don't know exactly where he is. If they damage him with area spells, he will yell out in pain that they be more careful. The bestial defenders will strike the party if Sal hasn't been found or if a player is within melee with them. The bestial defenders will communicate in Sylvan. If any players try to speak Sylvan back, they will ignore them. From time to time, they will shout "You are not welcome here, Sertenus!"

After the party dispatches of all the bestial defenders, Sal will return to them and scatch the back of his head. Read this as Sal:

'This wasn't so bad... They only wish to stop me from fixing things. No matter. It shall all be taken care of. Let us go!'

## CHAPTER 2.3. THE REST OF THE NIGHT

Read this:

'For the rest of the night, you all keep on the track, moving towards what you believe is the court. No further threats ambush you and you keep at it, until finally, after a few hours of constant moving, you find yourself in front of a large, gigantic tree, large enough to even hold the moon, maybe. It is imposing, it is beautiful and it is a sight to behold, that is for sure. And you can tell by the giggle coming out of Sal he is just as excited as you are. He turns his head towards you. "Right, I don't want any of you to be in trouble, so you should wait at a bit of a distance. I'll see if I can handle the issue. If not, ask any old fey to take you back home and, since you are, after all, not of this realm, they'll ferry you off with the same amount of loathing they did me. Wish me luck!" He then turns and begins skipping closer to the roots of the tree.'

Proceed to the next chapter.

## CHAPTER 3. ONE LAST JOKE

In which the player get pranked by their guide betraying them, turning into a corrupted Archfey and attempting to take power.

### CHAPTER 3.1. WHERE'S THE PUNCHLINE?

Read this:

'You move in between a few of the rolling hills, approaching even closer to the roots of this gigantic tree. Then, you emerge in front of a large bush of blue leaves. Past this bush, you can hear the sound of discussion and debate, but it is large enough that you can't exactly see through it. With a swift motion, Sal spreads it just enough for him to pass, then turns towards you. "Wait here, please. I'll be done in an instant, worry not." He then offers another unnatural smile, a grin of sorts, with a hint of fiendish energy to it. "I couldn't have done it without you." He then closes the brush behind him, before you can do anything to stop it. Then, louder than before, you hear his voice, only now booming and powerful. "Hello, fellow archfeys! It hasn't been that long, but how have I missed you! Now, where were we? Ah, yes, me taking all your powers!" From behind the bush, the screams become unbearable. A cacophony of screams and fighting voices, but this figure you have lead seems to be more powerful than them all.'

The players can attempt to break the **wall of thorns and shrubbery** in front of them. It has **200 hit points, an AC of 10 and is vulnerable to fire and immune to poison and psychic damage**. Once they have broken it down, proceed to the next chapter.

### CHAPTER 3.2. THE KILLING JOKE

*Hola, Evan! Use Ori's Heart of Fae, either with red bloody water or with a large portal in the middle.*

Read this:

'You make your way past the the wall of thorns only to find yourself in a courtyard of fallen fae, killed or deeply wounded, with your previous guide grown two sizes, large and imposing, with a smile wider than ever before, as his skin begins to break and crack under his fiendish influence. With a flick of his wrist, fiends begin to break through the fabric of reality, appearing next to him. "Fey life always bored me... They never understood my jokes. I find fiends are much more... lively." Roll initiative.'

The party will now fight Sertenus, demonized along with his **2 thornfiend bodyguards (barbed devils)**.

Every turn, at initiative 25, **1d6 imps** will appear from the water, looking like devilish small sprites.

Once the players finish the encounter, proceed to the next chapter.

## SERTENUS, DEMONIZED

Large fiend (demon), chaotic evil

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10 + 52)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	16 (+3)	20 (+5)

**Saving Throws** Dex +8, Cha +10

**Skills** Deception +10, Insight +8

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

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

**Languages** Common, Elvish, Sylvan

**Challenge** 13 (10,000 XP)

**Limited Magic Immunity.** Sertenus can't be affected or detected by spells of 4th level or lower unless he wishes to be. He has advantage on saving throws against all other spells and magical effects.

**Innate Spellcasting.** Sertenus' innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *detect thoughts, disguise self, hideous laughter, mage hand, minor illusion*

3/day each: *charm person, detect magic, invisibility, major image, suggestion*

1/day each: *dominate person, fly, plane shift, true seeing*

**Switcharoo (5/Day).** As a bonus action, Sertenus swaps position with any of his summoned imps within 60 feet of him.

### Actions

**Multiattack.** Sertenus makes two claw attacks

**Claw. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 9 (2d6 + 2) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

**Unmatched Humor.** Sertenus utters a joke of unmatched humor, which breaks the mind of creatures around it. Creatures chosen within 60 feet of Sertenus must make a DC 18 Wisdom saving throw or be affected by the *hideous laughter* spell.

### Legendary Actions

Sertenus 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. Sertenus regains spent legendary actions at the start of its turn.

**Away We Go.** Sertenus may move up to his full movement, then make one claw attack.

**Laugh Out Loud (Costs 2 actions).** Sertenus uses his unmatched humor action.

**Joker's Trick (Costs 2 actions).** Sertenus summons an *imp* within 30 feet of him and creates a disguise around it, making it look identical to him. He can choose to switch places with the *imp* as part of the same legendary action. Discerning which one is the real one requires an action, during which the player must make a DC 18 Intelligence (Investigation) check.

**The Killing Joke (Costs 3 actions).** Sertenus utters a joke that hurts the minds of all creatures he chooses within 60 feet. They must succeed on a DC 18 Intelligence saving throw or take 8d8 psychic damage.

## CHAPTER 3.3. IN CONCLUSION

Read this:

'A few minutes after you take down Sertenus, you breath in deeper and you see other fey creatures approach. One in particular, a queenly figure, tall and beautiful, with hair made out of leaves and clothes of a beautiful blue silk, bows her head towards you. Quickly, two sprites approach you with unmatched speed. "Good evening", one says. "I am Dreamcatcher and this is my sister Lilypad." The two sprites take a bow. "There is much to explain, come with us."

The sprites will lead the party towards a small chamber within a large tree, where other sprites begin tending to their wounds. They explain that Sertenus, an archfey, displeased that his pranks and jokes were no longer appreciated by other archfeys, made a pact with fiendish creatures to become more charismatic.

Once the archfeys found out, they tried to shun him to the normal realm. They were in the process of sealing him forever with a spell, when the party helped him enter again. On the other hand, the party also helped stop him for good. All the feys he had killed will be remembered.. That is the best ones can do. The party is given recompensation. They were tricked, it is not their fault, at least they made up for it.



**MAP 3:**

**THE KILLING JOKE**

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# THE INFERNAL EXCAVATION

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5TH EDITION ADVENTURE

AN ARCHEOLOGICAL MISSION INTO THE TERRIFYING DEPTH OF THE EARTH

**MONKEYDM**

# **THE INFERNAL EXCAVATION**

**THE INFERNAL EXCAVATION IS AN ARCHEOLOGICAL ADVENTURE DESIGNED FOR 4-6 LEVEL 12 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

The players receive an ornate letter within the mailbox of their center of operation. The letter is of a dark red color, with golden inlays and a bit of golden wax tying it together. Opening it up reveals it is a letter from the Almendrud Academy of Advanced Archeology. The headmaster of the academy, renowned archeologist Wolfstein Almendrud has requested aid from an adventuring party, promising great rewards.

## CHAPTER 1. THE MISSING EXPEDITION

In which the players are served with tea, an explanation and then they head out on an adventure.

### CHAPTER 1.1. A TEA BREAK

At the end of the letter the players receive is a location where they are to come in order to further discuss the details of the mission, that is if they consider themselves fit for it. It is not far off from the center of a major city, maybe even the same as the player's base of operations.

Read this:

'As you find yourself in front of the given address, the sight in front you is marvelous. A large villa, akin to the X-men's house, guarded by tall fences of steel and a few imposing, yet neatly dressed bodyguards, all adorning twirled mustaches or fancy beards, seemingly to fit a certain aesthetic. All of them maintain a stern, yet welcoming aura. Once the two at the gate see you, they open it up for you to walk within the main courtyard, yet not saying a word. The courtyard is filled with all manner of rare flowers, and the large mansion with dark red walls is even more imposing from up close. As you walk closer to it, you notice a small figure, male, halfling, in a butler's outfit and with a mighty large mustache, smiling towards you from the top of the stairs. "The master is already awaiting you with tea. Come, posthaste!", he says, before darting off inside the manor.'

#### EUGENE ERLNSTEIN

**Information:** He is the butler of Wolfstein Almendrud, with a posh british demeanor and welcoming, overly-polite mannerisms. He is the one to welcome the party, leading them to Almendrud.

Read this:

'The small man quickly leads you through one or two corridors, stopping you briefly to ask you to leave your shoes on a shoe stand, as to not mess up the carpets. He then leads you into a large foyer, where a fireplace is stoking, behind it a large family portrait of Wolfstein, an orc gentleman with white hair and a monocle and next to him a smaller tiefling girl, looking about 10. In front of the fireplace, a tea set adorns a small mahogany table, surrounded by large velvet sofas. At the back of the room, facing the fireplace, is a lanky figure, dressed in a traditional three piece suit. The figure turns around to reveal themselves as Wolfstein Almendrud.'

Wolfstein will sit the players down and tell them that a little over a month ago he received a letter from a train conductor, saying that he found a small cave entrance next to a desert stop of the train. Hearing of this, Wolfstein sent out a team of archeologists. Long story short... After multiple additional teams have been sent in, none have returned from the cave. The train track was put out of commission while the dig site is investigated, so luckily no one outside the archeologists has disappeared, but things are getting dire and adventurers are needed. If they decide to help, they will be paid handsomely.

If the players accept his proposition, he will smile, finish his tea and tell them the train awaits them the following morning.



#### WOLFSTEIN ALMENDRUD

**Information:** A traditional orc gentleman, dressed in a suit, smoking a pipe, wearing a monocle and having a very precise demeanor. His voice is as posh as can be and he drinks his tea very slowly.

## CHAPTER 1.2. THE FIRST STOP

Read this:

'Midway through the next day, after a brief and uneventful train ride, you begin to hear the brakes be pressed and the train come to a screeching, LOUD halt. Looking out the window, you find yourself in a desolate patch of desert ground, with but a small wooden structure next to you. It is, for the most part, barren. You get off the train and find yourself alone. Still within the train, an annex of the Archeological Academy explains to you that it is here where the archeologists were left, but that the train staff is not going to stay, out of fear something dangerous is hiding below. He hands you a sending stone to call back the train and wishes you good luck, before the train quickly departs and you are left to your devices.'

The surrounding area is pretty desolate, but there are some bits worth exploring.

### AREAS OF THE FIRST STOP

#### 1 - BARRELS & CRATES

The bunch of barrels and crates is left unattended. Weirdly enough, on the inside they are full with food. They don't seem to have been touched in the past few weeks.

#### 2 - RAILCAR

A railcar is strapped with leather straps to small hinges. If the hinges would be let go off, the raid car would slowly drift into the cave. Right above the small entrance to the cave, there is a wooden sign which states "Archeological Site - DO NOT ENTER UNLESS VERIFIED". When the players go inside the car and go down, proceed to the next chapter.

#### 3 - SMALL SHED

A small shed is built on the side, with its windows covered by curtains and its door locked. The door can be unlocked with a **DC 18 Dexterity (Thieves' Tools) check**.

Inside, the players find a room with a single bed, neatly made, a wardrobe and a desk.

The wardrobe has inside two outfits for a female explorer, petite and well crafted. A **DC 20 Intelligence (Investigation) check** reveals that, on the cuffs, the clothes have the initials L. A.

On the desk rests a single cup of tea, a tea kettle and a few bits of small, unusually red-ish rock. A player can discern more about the rock by performing a **DC 25 Intelligence (Arcana) check**, revealing the rock seems to be of the infernal plane. The players can also try to open a desk drawer, either by breaking it with a **DC 15 Strength (Athletics) check** or a **DC 22 Dexterity (Thieves' Tools) check**. Inside, they will find a leatherbound notebook.

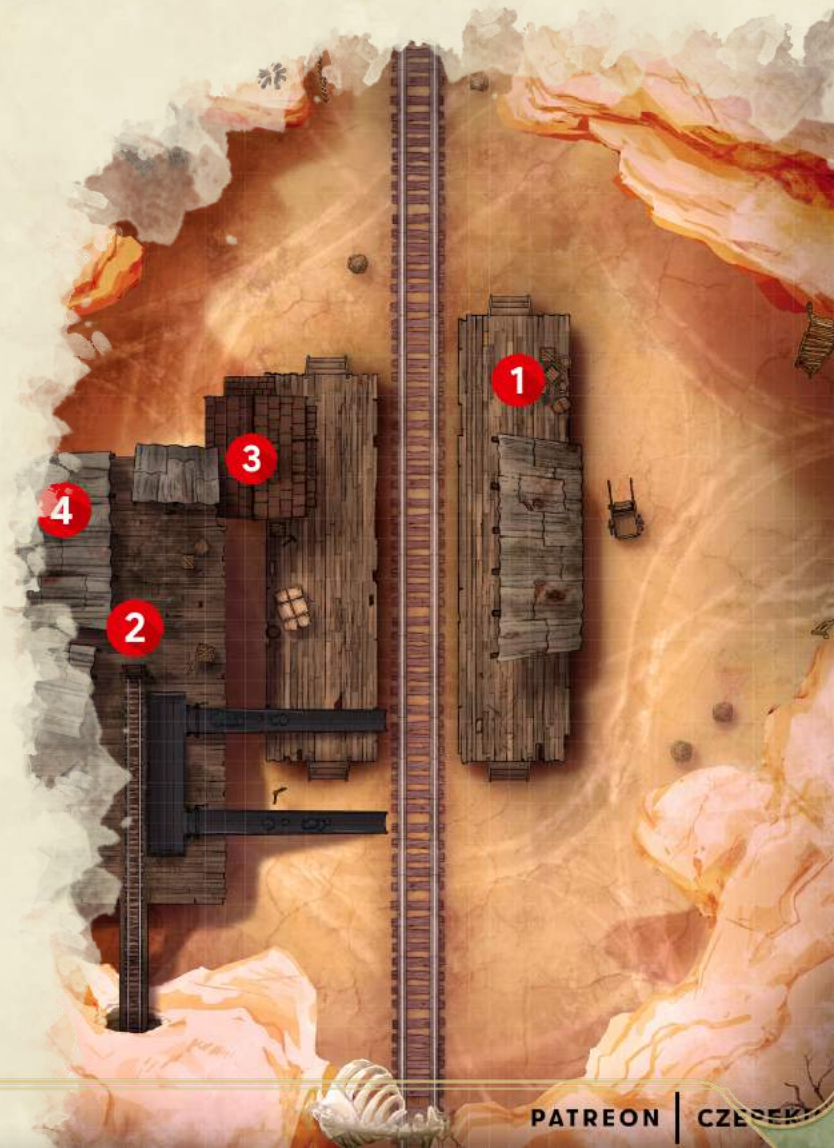
If they find the notebook, read this:

'The small leatherbound notebook seems to be of expert made. Inside, you can make out plenty of notes, all of them in common. The first detail the setting up of a railcar to the archeological site, then they proceed normally. Until they get a little different.'

MAP CREATED BY [CZEPEKU](#)

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### MAP 1: THE FIRST STOP



## CHAPTER 2. WITHIN THE CAVES

In which the players begin looking for the missing archeologists.

### CHAPTER 2.1. LINKING PROBLEMS

Read this:

'As you get onto the carts, you quickly begin to dart down the rails through narrow cave corridors. On the sides, you can make about rope attached from various hinges, most likely a way to guide yourselves back outside. At parts, the road gets a little bumpy, with the rails broken up or not fully intact, but, nevertheless, you arrive, with a thud, at the base of the rails. You find yourself in a cave system of sorts. Silence befalls you all.'

Characters with a **Passive Perception above 19** will hear the distant sound of chains rattling. Slowly, the players can move throughout the cave system, noticing chalk markings on the walls, various diamond and x shapes. If they picked up the journal in the previous chapter, they can attribute these signs to getting closer to the sights. A **DC 20 Intelligence (Investigation)** or higher will make it so they discern burn marks onto the rocks.

After a while, lead players to **map 2**. By the time they get close, they can just about hear the sound of chains. Players with a passive Perception above 16 can also hear the distant sound of a struggle. In the middle of the map, **3 chain devils** patrol calmly. Chained to the ground, back against a pillar, is a young tiefling woman, half conscious.

The players can choose to approach it stealthily, distracting the devils and freeing the woman or head-on, facing the devils. Once they have freed the woman, she reveals herself to be Lisa Almendrud.

#### • Desert Site Log Entry 8

Fascinating. We've finally set up the car all the way down, allowing for faster transport. What seemed to be just your usual cave has proven to be much more. The cave system sprawls for a good bit, until it finally leads to a weirdly circular chamber, adorned with some pillars of sorts. On the ground, I found rocks of a weird texture. Reddish...

#### • Desert Site Log Entry 9

Slow and steady has indeed won us the race. By the incantations on the ground of the main chamber, I can safely say this has links to infernal plane. Some devilish presence resides over this place. I have told Renus to send a letter to father, requesting aid to close this site. Who knows that it could lead to if it gets to the wrong people?

#### • Desert Site Log Entry 10

Something is undoubtedly off. Renus has told me he has already sent the letter, but I haven't heard him cast sending once, let alone write anything down and send it via his familiar. He is acting quite weird. I understand this judgment is unfit, as we both are tieflings, but what if he is considering something?

#### • Desert Site Log Entry 11

I'm feeling a little ill today, but it is alright. I opted to stay and rest, while Renus and Magnus will lead the expedition for today. I have told them to search around, but avoid the main chamber as to not do something unruly. They seemed delighted not to have me bother them.

#### • Desert Site Log Entry 12

The bastards! They've written to bring new explorers for a wider search! Apparently they found more below. Regardless of how sick I am, I'm going back in, I can't allow them to mess something up.

#### • Desert Site Log Entry 13

They have messed something up. The cave began to rumble. I ran out as fast as I could, but I began to hear rattling chains. I TOLD THEM TO NOT GO IN SO DEEP. DAMN IT! Nobody else has come out... I think I'll have to go back in for them. Otherwise... This is a complete failure.'

### LISA ALMENDRUD

**Information:** The young and beautiful tiefling with purple-red skin is the daughter of the accomplished Wolfstein Almendrud, and she is a good archeologist herself. She reveals to the party they must get inside the lower chamber, or else doom will befall all of them. For this, the chain devils must be killed, because they need room.

## 4 - SMALL ENCAMPMENT

Underneath the small tin roof, you see a few sleeping bags, as well as some oil lanterns. You also discern some burn marks on the wood, like burning chains struck the wood. And there's a good bit of blood too...

**MAP 2: THE ARCHEOLOGICAL SITE**Map Created by [CzePeku](#)

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**CHAPTER 2.2. CRACKING THE CODE**

After she is freed, the devils are dealt with and she has room to breathe, Lisa will start looking at the archeological site and the pillars, trying to find a switch of sorts. She tells the party that her apprentice, Renus, betrayed her and is currently trying to summon a devil of sorts and that somehow he unlocked a door to the lower level of this cave. The players must help her also unlock said door.

**AREAS OF THE ARCHEOLOGICAL SITE****1 - HELL'S MOUTH**

On the ground, under recently displaced dust, the head of a hydra-like creature can be seen, although its neck seems to be burning in flames.

This imagery can be analyzed with a **DC 25 Intelligence (History) check**, revealing that there was once a story of a temple to the Hydra god, overtaken by devils.

**2 - TABLE**

A wooden table is filled with various archeological instruments, alongside the same red rock inside the shed outside. Also there is a small piece of paper with writing in infernal, mentioning numbers from 1 to 6, then some scratched out bits. A *ring of fire resistance* is hidden under some papers.

**3 - PILLARS**

Every pillar has some etched in writing on it. It is all in infernal, and it sounds incoherent at first, but must be pieced together.

- 3.A - *"As is known through history, that all that is built..."*
- 3.B - *"To break down and bring upon new greater buildings."*
- 3.C - *"And from the soot is to grow anew"*
- 3.D - *"And open the door to his realm. And break the ground we shall, bringing about a new day."*
- 3.E - *"The Lord of Soot guided us upon this pitiful structure"*
- 3.F - *"Is to break into ash and dust"*

The proper way to connect them is  
**3A - 3F - 3C - 3E - 3B - 3D**

Upon reciting the verse in correct order the ground begins to crack and rumble, until bits of it crack to reveal a staircase of jagged stone leading lower right in front of the Hydra's mouth, almost as if it is spitting out the stairs. From below, the players can hear the sound of flames, alongside screams of agony.



## CHAPTER 3. THE LORD OF SOOT

In which the players fight a pit fiend, find out the truth, then return home.

### MAP 3: THE HELLGATE

#### MAP CREATED BY [CZEPEKU](#)

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### CHAPTER 3.1. THE HELLGATE

Read this:

'As you venture down the stairs, the wounded Lisa Almendrud waits up and leans down. She wishes you good luck briefly, then falls back to unconsciousness, due to exhaustion. From below, the screams get ever louder and you begin to feel the temperature rising. You finally arrive below, in a massive room of jagged rock, where a portal is slowly opening up. You see a few archeologists having their energy syphoned into the portal and then another, a tiefling, the cause of this, holding onto a staff of sorts. He smiles wickedly, looking back towards you as you descend. "Good! More fuel for the Lord of So-" Before he can finish the sentence, his body gets griped by a large red hand emerging from the portal. Within a blink, his body is dragged within the portal. A moment of silence commences. Did he... fail? But then, the hand emerges once more. Then comes the first foot, then the second. The large being of red energy shows its teeth with a wicked howl. The fight is on. Or else it'll have no issue bringing in the rest of its fiery legion. Roll initiative.'

The party must now go toe-to-toe with a **pit fiend**. The luck is not in their favor, but perchance they can maybe do it!

Once the pit fiend is defeated, it will roar out, then disintegrate into soot. Without any more energy, the portal closes, although all the archeologists are dead, with their souls dragged into hell. The players could maybe seek to get them back on another adventure! For now, however, they can return home.

### CHAPTER 3.2. RETURN HOME

Upon their return home, the players will be handsomely rewarded. Lisa, on the other hand, will be handsomely scolded by her father, who swears to never send her out on missions again, despite her wishes. And so, they are reunited, yet none the more closer than they were before. The players, however, are MUCH richer.

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 **MONKEYDM**

# OCEAN OF GREED

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**5TH EDITION ADVENTURE**

**SAIL ACROSS THE OCEAN AND PLUNDER UNFATHOMABLE RICHES**

# MONKEYDM

## OCEAN OF GREED

**OCEAN OF GREED IS A SEAFARING ADVENTURE DESIGNED FOR 4-6 LEVEL 8 CHARACTERS FOR USE WITH THE 5TH EDITION RULESET.**



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## PLOT HOOK

While in a port town, the players get approached on the street by an old hooded figure, who tells them to meet him in a nearby alley.

### CHAPTER 1. IT AIN'T LIKE OLD TIMES

In which players find out what it meant to be a pirate, versus what it means now, then set off to teach some seadogs a lesson.

#### CHAPTER 1.1. OL' RUSTY

After pulling the characters into the alley, the hooded figure takes off their cloak, revealing an old and wrinkled face. Underneath one eye, you can notice, taking up his entire cheek, a largely rusted plate of metal, seemingly drilled into his bone. Any player with a sailor or pirate background or with historical knowledge about port towns can make a **DC 17 Intelligence (History) check** to instantly recognize this face as the dreaded pirate Clooney Pitt.

#### OL' RUSTY

**Information:** Rusty is the retirement persona of Clooney Pitt, who used to be one of the most feared pirates of the seas. He would ruthlessly steal from other ships, until one day he disappeared and his ship was never seen again. In truth, he retired to a nearby port town, but not by choice...

Whether the party recognizes the man as his true identity or not, he will tell them he has a job for them. And then he'll detail the job.

Read this as Ol' Rusty:

'Listen here. Long long time ago, I used to be a pirate of sorts. I had this beautiful ship... It took me 11 years to build it. Named it 11 to honor that. And oh, trust me, I was dreaded. But then... I trusted the wrong folk. My first mate, Benedict Greatfellow, thought I was growing old, losing touch. He thought the pirate business needed to be reinvented. And so... He did just that. One day, he had me mutinied. Threw me off my very own ship. Then, fearful of the authorities, he turned my baby into a casino. When we were on the ocean, 11 was a force to be reckoned with. Now it's just a place where pirates smile and offer drinks to nobles who got their money unlawfully. And that is NOT what a true pirate must do. Now, whether you are pirates or not, the situation is like this. I'm trying to teach a man a lesson for betraying me. Not only is there plenty of money to find there, but his head might just be worth even more. You in or you out? Because I'm staying in.'

Assuming the players don't refuse him, he'll hand them a piece of paper with a etched out address "32nd Greengrass Canal". He asks you to meet him there tonight (*this can be changed to give the party time, if this adventure is integrated into an ongoing campaign*).

#### CHAPTER 1.2. 32ND GREENGRASS CANAL

Read this:

'Following the address the man had given you does prove more difficult than you initially anticipate it. You do find the Greengrass canal, it is a large dug out portion of ground, whereupon a large river, maybe even a delta of sorts, connects together with the sea. Sand is mostly replaced with grass and reeds, small docks and the like, but it takes a good walk between said reeds to finally find the small wooden shed that has a sign attached to it that says "32nd". You have not fully made your way out of the reeds, so you are decently hidden, so you attempt to perceive it from a distance.'



Characters with **passive perception above 14** observe the surroundings.

Read this:

'It looks dilapidated and old and you are firmly confused as to why one would even be there. Weirdly enough however, it doesn't seem to be barren. Leaning against the side of the house, you notice two shady looking fellows who seem to be keeping a watch. You also notice two small rowboats down the side of the small dock, next to which two other pretty large men rest, drinking from hipflasks. On the dock itself, you see two rich looking types who seem to be looking about hurriedly. You also notice, a little ways away, in the reeds, waiting for you, the old man from earlier.'

When they approach Ol' Rusty, he'll tell them this is the point where nobles get taken to the ship for gambling sessions. He tells the party their goal is to scare people from coming back on the ship, reach Benedict and teach him a lesson. A bloody lesson. He's a big fellow, with a bushy yellowy beard and a weird nose. You'll know him when you see him. Also, don't kill nobles, ask for money first. He then hands the players his cutlass as aid, as he's too old to use it. He advises them to not use it just yet, as they'll need to get on the boat pretty sneakily. Good luck!

### Clooney's Coveted Cutlass

*Weapon (scimitar), rare (requires attunement)*

The cutlass is beautifully shaped, with an ornate guard and enchanted gems upon its hilt. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this blade, you may use a charge to summon the essence of a thieving pirate that attempts to rob your enemy. Roll a *Dexterity (Sleight of Hand) check* with your attack bonus, contested by your target's *Dexterity (Acrobatics) check*. If you succeed, you steal one random item from their person, provided it is no heavier than 5 pounds.

The blade has a maximum of 3 charges and recharges 1d4 charges daily at dawn.

## AREAS OF 32ND GREENGRASS CANAL

### 1 - DOCK

On the dock walk about two nobles, the Malloy brothers. They are both about to take a row boat to the ship. They are quite young. **Any form of Charisma check above a 17** will make them take the party on, provided they get to them. Charming effects also work.

### 2 - ROW BOATS

Next to the small row boats rest two buff pirates (**hunks**). They don't talk much, but, if given tips of higher than 10 gold, they'll tell the party that another group tried funny business a short while back and they didn't come back.

### 3 - WATCHERS

**Two men (bandit captains)** are watching the front of the house, making sure no one walks in and around uninvited. They don't have a precise guest list, but are informed to tell commoners to piss off and to bow their heads to noble-looking folk. If the party is disguised in any way to look dapper, they will let them pass, no question asked. If the party does not look fancy or if they have any monstrous races in their midst, they will be stopped.

In order to fool them, a **DC 18 Charisma (Deception) or (Intimidation)** is needed. Otherwise, the bandits will knock on the door, bringing out **4 additional bandits** and **2 hunks**, then ask the party to leave... There might be blood.

### 4 - CABBAGE PATCH

There's a small cabbage patch! (MY CABBAGES !) If the players approach it, a **DC 15 Intelligence (Investigation) check** will reveal it's been recently walked over a little bit, and there seem to be footprints leading inside the house.

## HUNK

*Medium humanoid (human), neutral evil*

**Armor Class** 11

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	8 (-1)

**Saving Throws** Str +5

**Skills** Athletics +5

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Senses** passive Perception 10

**Languages** Common

**Challenge** 4 (1,100 XP)

**Charge.** If the hunk moves at least 15 feet straight toward a target and then hits it with its headbutt on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Relentless (Recharges after a Short or Long Rest).** If the hunk takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

### Actions

**Multiattack.** The hunk makes two attacks, only one of which can be with its headbutt.

**Maul. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

**Headbutt. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be stunned until the start of its turn.

## 5 - House

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

Once the players have either reasoned with any of the pirates or nobles outside or have finished combat, they'll see a small row boat approaching from the distance.

If they have reasoned and not gotten into combat, they will go straight onto the ship. If instead they had combat, they'll have to either intimidate the pirate with a **DC 14 Charisma (Intimidation) check**, persuade him with a **DC 18 Charisma (Persuasion) check**, fool him with a **DC 10 Charisma (Deception) check** or, last but not least, kill him and take his place rowing to the ship.

Either way, proceed to next chapter.

## MAP 1: 32ND GREENGRASS CANAL

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## CHAPTER 2. THE 11

In which the players come aboard a ship casino, maybe play some games, then proceed to stir some trouble.

### CHAPTER 2.1. COME ABOARD

Read this:

'As you slowly row your way out of the canal and a bit towards see, you see, hidden behind a mountainous cliff, the large and imposing sight of the 11, this ship of great renown, but it looks nowhere near pirate-y. Its sails are of a bright red color, its wood freshly polished, and you can only hear joy from the deck. You slowly row in, and when you get close enough, a rope ladder is extended to you. You reach up on the deck and find yourself in a weird sight. The deck is filled with tables of all shapes and sized, all nailed to the deck, same for the chairs, with people playing various gambling games. Pirates walk to and fro, in semi-formal attire, while some ladies make the rounds in hopes of appealing to any of the nobles sitting down at the table.'

If at any point combat is stirred, all nobles will run to the extremities of the ship, staying as far away from all of it as they can.

In total, the deck holds **10 bandits and 4 hunks**. There are also **nobles** playing at almost every table. Not all of them need to be fought, as they can be lead downstairs, into the bar through area 8, each requiring a **DC 18 Charisma (Persuasion) check**. Down there, they won't hear the rustle.

The players can choose to look around and play games or go straight to messing up the place and fighting, case in which they have 1d6 turns until **Benedict Greatfellow** arrives. When he does arrive, he will attempt to fight the players head-on. If brought to below half of his maximum hit points, he will use his Shake It All Off reaction, then rush downstairs. When the players follow him or if they pass through area 8 into the bar, proceed to the next chapter.

### BENEDICT GREATFELLOW

**Information:** A large and corpulent man, with a well-knotted beard and a glass eye. He looks to have on a tuxedo of sorts, but it is awfully small and deeply unflattering. Attempting to be a gentleman, it seems. His demeanor is rough and angry.

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## AREAS OF THE DECK

All the unnumbered tables are full and players cannot make an attempt to play. If they choose to extensively intimidate the players and/or really wish to play, we encourage fun improvised games. To join any game the minimum to pay is 50 gp.

### 1 - SNAKEFOLLOW TABLE

Right next to where the players got up is a Snakefollow table. In this game, the players must bet on the luckiest bug that moves throughout a snake's body. The game is played in rounds. Each participant must roll 2d8. The highest number rolled wins that round. The first to win 3 rounds wins. When the players walk in, **3 nobles** are sitting down and the pot is 300 gold.

### 2 - SCENIC TABLE

If players wish to play The Captain's Wheel, they must bet on one color, red or green. Roll a d4. On a 1-2, the ball falls on red. On a 2-4 it falls on green. They get to double their earnings, but get no more than 200 in winnings before the nobles leave the game.

### 3 - SCENIC TABLE

At one of the tables in the back, a group of tieflings and a fire genasi are watching as a dwarf of sorts is describing a scene. His voice is booming.

If any player tries to listen in, he must make a **DC 14 Wisdom (Perception) check**. On a success, they hear as the dwarf details a large explosion, before a creature of pure force begins to ripple. He thin smirks and asks "Unburnt, how do you want to do this?". (DnD inside DnD ;)

### 4 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

### 5 - HOUSE

Inside the house rest some extra pirates. If the players in any way try to sneak in or knock or mess with the house, **4 bandits and 2 hunks** will emerge, initiating combat. Inside the house, players can find some clothes, as well as 200 gold.

## MAP 2: THE DECK

### 6 - DECK BAR

The bar is held by a silent type, a goliath with large muscles and an imposing physique (**veteran**). He'll serve the players anything they want, but not say anything. That's his jist. In fact, if forced to say stuff, he has a comically high-pitched voice.

### 7- TWIN DOORS

The twin doors are guarded by **two pirates** (bandits) both of which look menacing. On the doors, the players can see it is written "private game chamber". Any attempt at going in will be met with fights. If the players do make it in, they'll see some high nobles playing a high stakes poker game. (*This can be a great place to insert some noble recurring NPCs if this is inserted into an on-going campaign.*)

### 8 - LARGE DOORS

The large doors lead to a flight of stairs, taking the players to the bar below.

### 9 - CORSAIR CARDS

Corsair cards is a simple game. Roll 5d10. The player with the highest total wins. They get to get to quadruple their earnings, but get no more than 200 in winnings before the nobles leave the game.

## CHAPTER 2.2. THE GOLD BAR

When the players go further down into the ship, regardless of if it s before or after combat, they find a great bar.

Read this:

'Right below the still atmosphere of intense gambling tables, you find the noisy feel of usual pirate ships. Together in a weird bunch, both criminals and nobles mix and mingle and drink themselves under tables, while some vaguely awake bartenders sing and serve drinks. There doesn't seem to be any recognition of that which happens above and you realise that may be on purpose. Those who lose money above either come here to forget how they lost it, or before losing it in the first place.'

## AREAS OF THE BAR

A mess of tables and drunkards move all around, obscuring vision of the whole chamber. Nevertheless, characters can vaguely see a distant lonely table, with a single chair, where a single large mug rests alone. A door is wide open on the side next to the table, as if someone slammed it open.

### 1 - MAIN AREA

When around this location, players will get bumped and annoyed drunkards. Players must dodge inbetween and avoid interactions in order to get to Benedict. In order to make it, each player must roll a **DC 18 Strength (Athletics) or Dexterity (Stealth) check** to push through or sneak through. On a failure, roll on the following table.

d4	Outcome
1	A drunk noble with a firearm says they are the reason he's lost everything. He wants to shoot either them or themselves.
2	A pirate or noble recognizes the party from an earlier encounter - or at least they think they do.
3	A hunk doesn't recall seeing them around here. He asks for proof they are what they say they are. Unless he is paid 10 gold or deceived with a <b>DC 17 Charisma (Deception) check</b> , he'll try to take said player to the upper deck and off the ship, prompting combat.
4	A group of drunk pirates bump into the party and feel angered by their demeanor. They want to fight. The group of pirates has the stats of an angry mob.

### 2 - LONELY TABLE

Once the players get past the mess of pirates and drunkards, they reach the table where the mug rests. On the table is also a ledger.

If the players haven't already fought upstairs, Benedict is sitting at the table calmly drinking. He doesn't let the players get too close before gesturing into the crowd, from which **6 bandits and 4 hunks** appear. Once again, if brought below half of his maximum hit points, Benedict will use his Shake It All Off reaction, then rush downstairs.

Players can investigate the ledger. A **DC 20 Intelligence (Investigation) check** reveals some of the coded words in the notes, showing that the casino had recently received an "arcane material absorption and protection unit".

### 3 - BARREL CHAMBER

The barrel chamber is hidden behind a locked door, which requires a **DC 25 Dexterity (Thieves' Tools) check** to open. Inside are plenty of drinks, most of them extra spiked. Players can also find one small barrel of torpor poison, containing 5 doses. The poison acts as described in the basic rules.

### 4 - DOOR & STAIRS

An open door leads to a flight of stairs, which spins around leading downward. Proceed to the next chapter.

## ANGRY MOB

*Huge swarm of Medium Humanoids (human), no alignment*

**Armor Class** 10

**Hit Points** 75 (10d12 + 10)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	11 (+0)	8 (-1)	11 (+0)

**Skills** Perception +1

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Area Weakness.** The mob takes double damage from area of effects spells.

**Mob.** The mob can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Medium Humanoid. The swarm can't regain hit points or gain temporary hit points.

**Mob Mentality.** Upon reaching half hit points (37), the mob becomes Frightened of its last attacker and attempts to flee to the nearest angry mob. Upon reaching the other angry mob, this mob is removed from play and the other mob gains hit points equal to this mob's remaining hit points. If no other angry mob is visible on the battlefield, the angry mob will attempt to flee and disperse.

### Actions

**Multiaction.** The angry mob makes two attacks, which can be any of its attacks, but it cannot use the same attack twice on a turn.

**Pitchforks.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage, or 7 (1d6+4) piercing damage if the mob has half of its hit points or fewer.

**Stones.** *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. *Hit:* 14 (4d6) bludgeoning damage, or 7 (2d6) bludgeoning damage if the mob has half of its hit points or fewer.

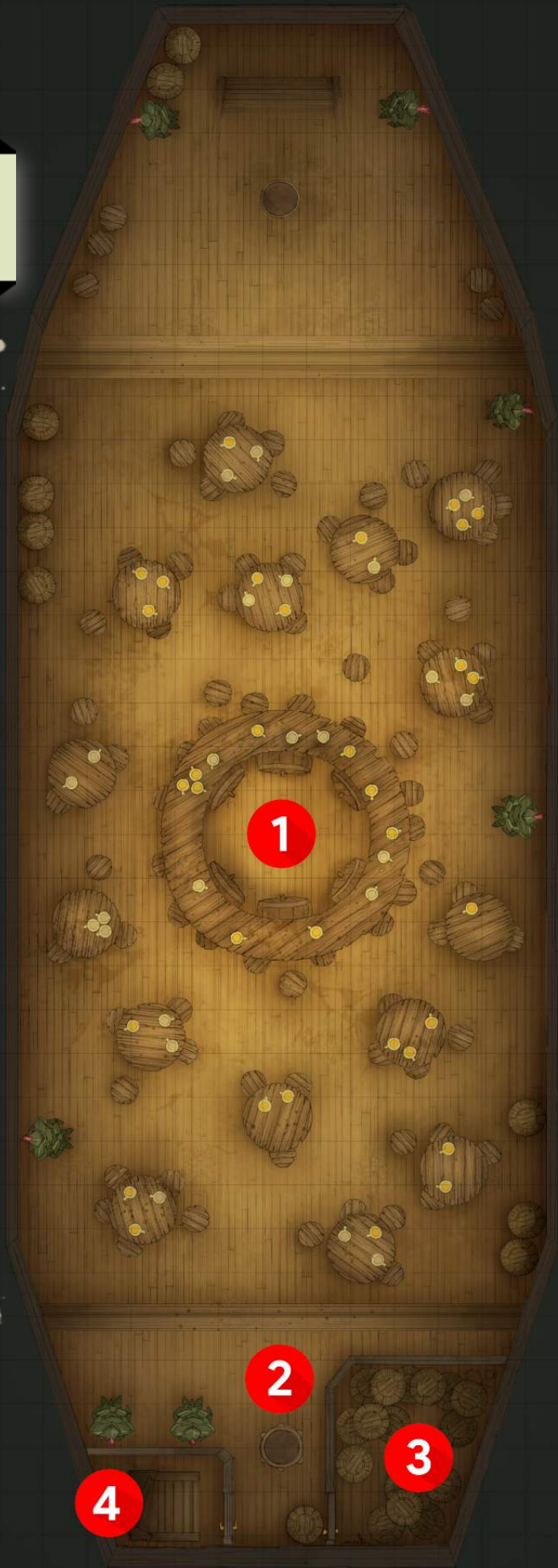
**Grab.** The angry mob attempts to grab all creatures within 5 feet of it. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or become grappled by the mob.

**Apprehend.** The angry mob attempts to knock prone all creatures that it has grappled. Those creature must succeed a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be knocked prone.

## MAP 3: THE BAR

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## BENEDICT GREATFELLOW

Medium humanoid (any race), any alignment

**Armor Class** 17 (splint)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	12 (+1)	11 (+0)	10 (+0)

**Skills** Athletics +7, Perception +3  
**Senses** passive Perception 13  
**Languages** any one language (usually Common)  
**Challenge** 5 (1,800 XP)

### Actions

**Multiattack.** Benedict makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

**Shortsword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

### Reactions

**Shrug It All Off (1/Day).** Benedict shrugs off all things annoying him, regaining his cool. He immediately ends all charmed, frightened, restrained, grappled, paralyzed, blinded or stunned conditions and can move up to his full movement without provoking attacks of opportunity.

## GOLDEN GOLEM

Large construct, unaligned

**Armor Class** 15 (natural armor)  
**Hit Points** 147 (14d10 + 70)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

**Saving Throws** Con +9  
**Skills** Athletics +10, Perception +4  
**Damage Immunities** poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite  
**Condition Immunities** charmed, exhausted, frightened, paralyzed, petrified, poisoned  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** understands the language of its creator but can't speak  
**Challenge** 11 (7,200 XP)

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

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

**Shinning Shimmering Splendor.** The golem's coins refract light, making it difficult for those around him to perceive their surroundings. Each creature that ends its turn within 10 feet of the golem must make a DC 15 Constitution saving throw or have disadvantage on Dexterity saving throws until the start of their next turn.

### Actions

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 6) bludgeoning damage.

**Bury In Gold (Recharge 5-6).** The golem targets a 10 foot cube within 60 feet of him. All creatures within that cube must make a DC 17 Dexterity saving throw. On a failed save, the golem buries the targets in gold, dealing 20 (4d8) bludgeoning damage, grappling and restraining them. The creatures buried in gold also can't breathe and must use their action to make a DC 19 Strength (Athletics) check to escape. On a success, the creature takes half damage and isn't buried.

Other creatures can dig the buried creature out of the gold using their action, requiring no skill check.





## CHAPTER 3. GREED INCARNATE

In which players take down a golem of gold and make a lifelong enemy (that is if their brutality does not get the better of them).

### CHAPTER 3.1. THE SHOWDOWN

Read this:

'You rush down the stairs following Benedict and find yourself on the lower deck of the ship. The lower deck, however, does not look anything like a deck, but rather like a massive dragon's hoard worth of gold coins. Benedict, holding a crystal of sorts in his hand, looks towards the gold and shrugs, before throwing the crystal onto it. Then, you see him turn back towards you with a smile. Within seconds, the gold begins to coagulate into the crystal, shifting and twisting until it all becomes one large mass of humanoid shape, turning its head towards you. With a grin, Benedict points towards you and the golden golem begins to step in your direction. Roll for initiative.'

The party now has to fight **Benedict and a Golden Golem**. Upon reaching less than a quarter of his health, Benedict will retreat into a corner next to the wall and wait for the golem to do his work. The golem protects him as best as it can. Benedict will use his actions to tell the players to please keep him alive.

When the players kill the golem, proceed to the next chapter.

### CHAPTER 3.2. THE SPOILS

Once the players have defeated the golem, it breaks back down into the pile of gold it once was. From above, players can still hear hustle and bustle, while some footsteps begin to be heard. In another round, down come **2 hunks and 5 bandits**.

If the players have already killed Benedict, they instantly have to kill these too.

If Benedict is still alive read this:

'As more pirates come downstairs, most likely hearing the clinging noise of the golem, you begin to feel unsafe. A whole ship is no small task, especially one as large and as well-staffed. You can faintly hear the mix of laugh and cough from Benedict, as he eyes you. "I know who sent you", he says "Tell him we got the message. I'll give you parley this one time. You let me live, my men don't kill you and you get to skim some of the gold in here. And we'll talk later. If you try to kill me, they won't hesitate. Deal?" His wounded body somehow maintains an imposing aura. The choice is yours.'

If the players take the deal, Benedict lets them scoop up 3 buckets of gold, which total to 6000 gold, then he lets them go, telling them they shall meet again. If a deal is not met, the players will have to fight the players, but can pick up as much as 12000 gold.

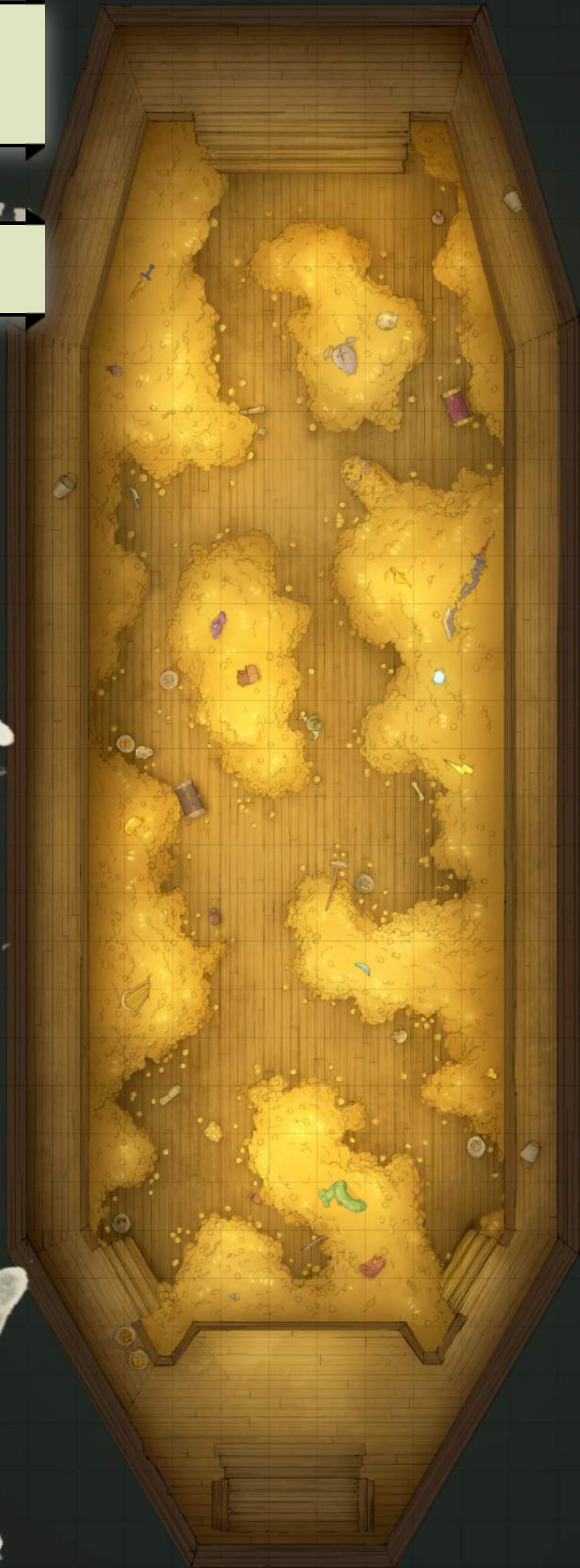
After that, the players return to Ol' Rusty, having either killed his enemy or taught him a lesson. Either way, he'll pay them another 2000 gold pieces.

## MAP 4: TREASURE ROOM

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# THANK YOU !

A big thank you to the reddit community, as well as all of those who follow and support me, without you I couldn't have brought this project to life.

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**A MASSIVE THANK YOU TO ALL MY PATRONS !**