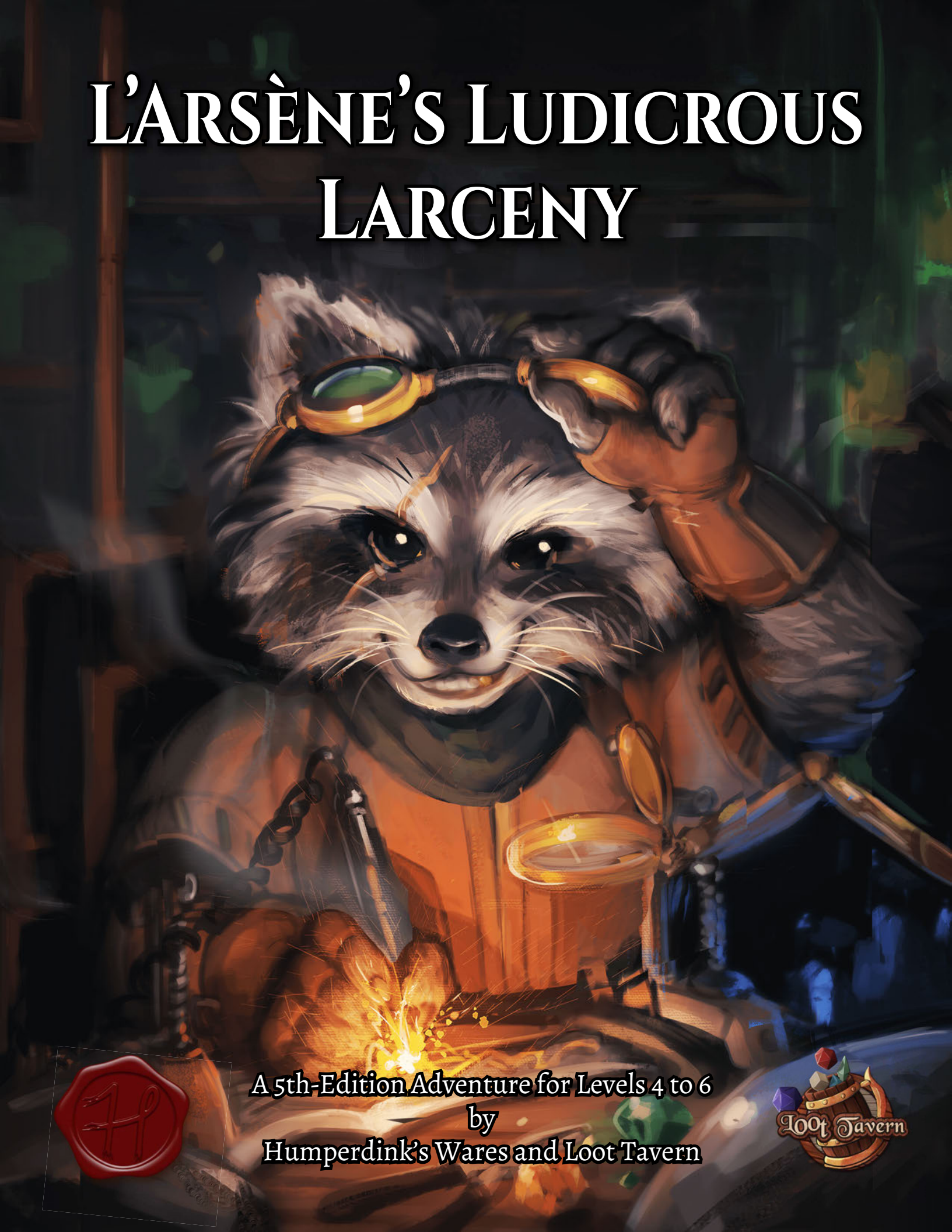
L'Arsène's Ludicrous Larceny



A 5th-Edition Adventure for Levels 4 to 6

by

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Credits

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HW4 - Humperdink's Wares

LT - Loot Tavern

MA - Mage Armoire

OGL - Open Gaming License

SRD - System Reference Document

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Introduction

The infamous thief and gadgeteer, L'Arsène Upin, and his oft-pursued friend, Harried Houdinky, have set their sights on a most guarded treasure; the *chromanova*. However, with Houdinky misplaced whilst casing the joint, and L'Arsène's last 'subcontractors' missing in action, he turns now to the party. Will the players learn to glide in *squirrelsuits*? Will they escape the warded stones of the lofty, old wizard's tower? Will they even find a way in!?

L'Arsène's Ludicrous Larceny is a Fifth Edition adventure intended to take 3 to 5 characters from 4th-level to 6th-level. Characters proficient in Stealth and Survival, as well as those possessing 'loose morals', will prove beneficial in surmounting the tasks herein.

Note to the GM

This adventure is split into five chapters and took between 10 and 14 hours to complete during playtesting. It uses milestone based levelling. The following features are designed to help run this adventure at a glance:

- Keywords are **bolded** and **coloured**: **conditions/ mechanics** (e.g. **surprised/ advantage**), **monsters**, **checks**, and **saving throws**.
- At the start of each chapter you'll find a **synopsis**; a series of bullet points summarising the awaiting encounters.
- Each section has a **dramatic question** immediately following the heading. Once this question is answered, it's a good time to move your players along.

Appendix A contains the mechanics for all **magical items** found in this adventure. **New spells** can be found in Appendix B, and the **creatures** in Appendix C. New player options can be found in Appendix D. Appendix E has extra handouts and maps. Appendix F contains a suggested **playlist** for each chapter.

Adventure Synopsis

The characters start by meeting L'Arsène, who briefs them on the current situation. He offers some magical equipment and suggests ways they can prepare to infiltrate the tower. In short these involve:

- ***The Tanuki's Task*** - helping a druid named Terrabella in order to get access to *squirrelsuits* and her weather magic.
- ***Dockside Deception*** - gathering information from the tour guide, Annie, and breaking the pump at White Water Worship.

The Tanuki's Task and Dockside Deception can be done in any order. They can even be skipped entirely.

In "Trespass", the party must enter the manor – there are several possible routes – and find a way to gain access to the tower. The tower is guarded against flying, levitating, and spider-climbing magic, forcing the players to enter from the bottom floor and work their way up.

The party must ascend the tower floor-by-floor, overcoming puzzles, traps, and combat encounters. At the tower top, they can grab the *chromanova* and make fast their escape.

Theme. Greed - and instant karma - plays a key role in this adventure. Attempts to take additional treasure often result in activating more monsters. Greedy thieves don't live long!

Adventure Hook

This adventure is setting agnostic; it should be easy to drop Aramachi anywhere into your campaign! The rakin are a brand new playable race to which some of the main characters belong (see Appendix D). Here are some examples of how you might introduce this mission to your players:

- A request in a thieves' or adventurer's guild.
- An enquiry from an artificer/shopkeeper to whom the player's sell goods (L'Arsène).
- An urkin (L'Arsène) fleeing a forest as he is chased by several owlboars. He explains that his master plan has gone belly-up.

Background and Key Themes



Rakin

In secret dens beneath city streets, within the hollowed walls of castles, or amongst thick and unkempt underbrush, the rakin reside. A reputation of chicanery, earned or not, follows a rakin through their life. This takes a toll and typically leads them to live out a scorned existence amongst other humanoids, or to isolate themselves with their kith and kin. The masked face of a rakin is seldom accepted in humanoid society;

Wherever they scamper, be it through moonlit forests or torchlit streets, rakin have a knack for getting themselves into comically perilous situations. They have a similar aptitude for saving their own hide, unhampered by the destruction they may leave behind. Mischief, whether it be playful, malicious, or unintentional, is the common trait that links all rakin.

Graffiti and the T.H.I.N.G™

City rakin, known as Urkin, love to leave graffitied notes for each other. A mixture of Thieves' Cant and ancient rakin pictograms, these markings can be as informative as they are obscene. Who's easy to rob? Who sleeps with a loaded crossbow under their pillow? Who leaves a plate of warm milk out each night for the stray cats? Deciphering these hieroglyphics can add a new perspective to the ragged tapestry of urban life.

L'Arsène has concocted a magical ink for his misplaced accomplice, Harried Houdinky. This ink, which contains elements of the *magic mouth* spell, records the writer's voice as they paint. Throughout this adventure you will be prompted to give handouts (separate image files accompanying this adventure) depicting Houdinky's graffiti to your players. These are, in fact, QR codes.

Using their mobile phones as a proxy for L'Arsène's *T.H.I.N.G™* (Translator of Highly Indelible and Non-noticeable Graffiti), the players can actually hear the voice of Houdinky. Scanning the QR code will take them to a website from where the audio file can be played. If you play over discord, you can use Rhythm Bot to play the audio file. If you're already playing this adventure's bespoke ambiences over Rhythm Bot, use Rhythm Bot 2 to play the second file.

Biomancy & Dr. Stein

Raising the dead is so stuck in the past. You're limited by what's already existed, only with less flesh and more bones. Practitioners of biomancy, on the other hand, are limited only by their imagination (and the spare parts they can find). Imbue skin with the ability to camouflage, enhance eyesight with the acuity of a hawk, and inspire the very cells of your host with increased mitochondrial activity.

Biomancy's forebear, Dr. Francis Norman Stein, was an infamous wizard golemancer. Disruptive, proliferate, and frankly irresponsible, his creations irked the local populace. Eventually, a rare alliance of urkin and tanukin ousted him from his tower, Aratawa, an event known as the 'Ragged Rakin Revolution'.

The Area

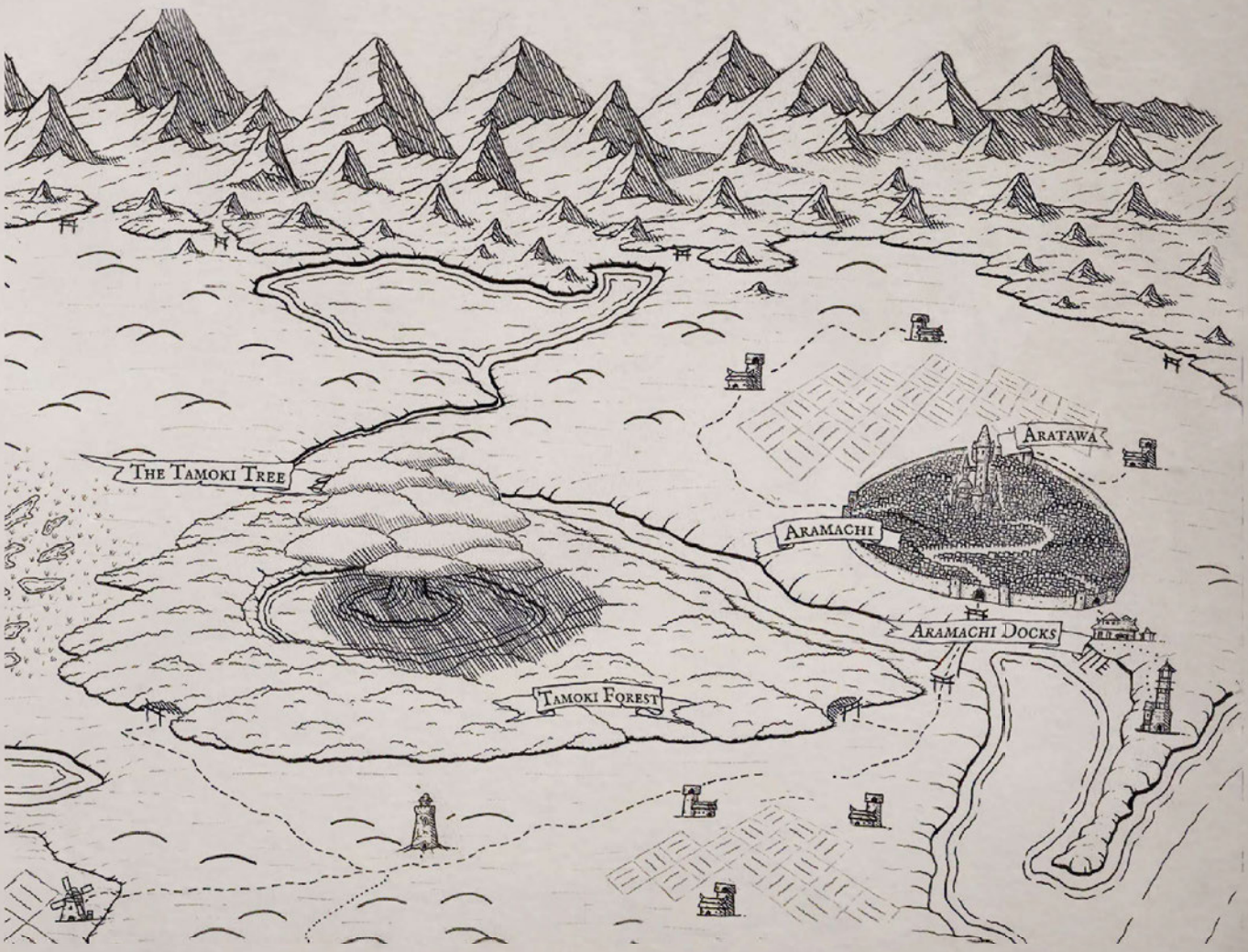
Aramachi

Over the half-century following Dr. Stein's exile, the town has become a trade hub. Urkin comprise a large portion of the population and are, unusually, found amongst its most respected and wealthy denizens. The full range of shops and services can be found, although wizards, particularly biomancers, attract distrust and suspicion.

The Tower. Dr Stein's impact is still felt on Aramachi. From owlboars, to the axloltox, to the magic that was left behind after he tried to combat the rakin revolution. Tales tell of the many owlboar-riding tanukin who, upon leading an aerial assault against Aratawa, suddenly found themselves falling. Still, to this day, none can fly near the tower.

Despite contracting numerous wizards, engineers, and artificers, none have yet been able to dispel its magic. The citizens have taken to re-purposing the structure, building around it the mayor's manor, and keeping its secrets hidden under lock and key.

Anti-magic Mechanics. Any spell that grants a fly speed, climb speed, or levitation is instantly dispelled when you enter Aratawa's one-mile-radius anti-magic field. Any item that grants these effects has the effects suspended whilst in the field. Attempting to teleport from within the field, or to any point within a mile of the tower, results in a mishap dealing 10 (3d6) force damage and wastes the spell slot and action.



Map A. Aramachi and Environs

Tamoki Forest

The final spark that started the rakin revolution was the Axlotlox. Part dragon, part axlotl, part ox, this monstrosity ousted the tanukin from their home: the Tamoki. This humongous tree dominates the island in the lake at the centre of the forest. Its canopy rises 1000 feet above the lake's surface, and its shadow almost completely eclipses the lake below. Within the murky water beneath its sunken roots, the Axlotlox cotinues to make its home.

A single tamoki seed recovered during the tanukin's ejection from their ancestral home. Whilst many refugees scattered to the far corners of the world, a few remained within Tamoki Forest. Of these few was Terrabella, a druid. For the past five decades she has tended the tree grown from the seed, hoping to rebuild a home in the shadow of their defeat.





Plots

- **The party meet L'Arsène**
- **They are briefed on the difficulties of entering Aratawa**
- **They choose which items L'Arsène will fashion for them**

L'Arsène Upin

L'Arsène is an urkin artificer. He stands about 4-feet tall and wears a scarred leather apron and fingerless gloves. He is covered in scars, burns, and small mechanical gadgets.

Motivations. L'Arsène's propensity for mischief indicates some distant tanukin heritage. He desires to detonate the *chromanova*, the ultimate glitter-bomb, during the harvest festival, though he does not divulge his full plan to the players. He is also concerned with the whereabouts of Houdinky, who didn't return from his job casing Aratawa. He doesn't make a big deal out of this for fear of frightening off the adventurers.

Flaws & Fears. L'Arsène gets carried away telling of his clever exploits and ruses, potentially revealing a little too much about his morally questionable endeavours. He does not like authority sticking its nose into his 'perfectly legitimate business', and is suspicious of anyone who seems too lawful.



The Brief

Upon arriving at Aramachi Docks and finding L'Arsène's caravan, you may read the following:

> Aramachi Docks. The shouts of sailors loading grain, gasps of visitors losing coin to urkin street-artists, and the occasional strangled cry of a seagull populate the hazy autumnal heat. The seagull must have been a visitor too, for the locals know not to fly too close to Aratawa's 'no-fly zone'.
>
> Your rendezvous is a brightly coloured caravan, tethered to the most nonchalant, laid-back mule you've ever seen. If a mule could be cool, this half-ass would be... really cool. The words 'SIDRAT' are painted in delicate, pale scarlet calligraphy above a small doorway on one end. Unfortunately, it appears someone was overconfident with the 'S', and the following letters are all squidged together.
>
> Rapping on the door, a small flap opens at waist height. A black and white nose peeks out, sniffs, grumbles, and retreats back inside. The sound of a stool scraping across a floor precedes the opening of a second flap, this time at head height. Articulated lenses wheel back from in front of one eye to reveal the curious face of a rakin. "Ah! You came!"
>
> Gold teeth glint warmly in the morning light as the small entrance to the wagon slides open. Your contact for this job, L'Arsène, wears a leather apron and supple, fingerless gloves. Gold earrings decorate a tattered right ear, a scar slashing across his right eye. From the goggles atop his head, polished lenses of deep emerald green reflect the dim lighting inside the wagon. And the wagon... You glance at its exterior, then back inside. Outside. Inside. There's no way this wagon should accommodate the plethora of tools and half-made gadgets that decorate every surface of its interior. He smiles. "Yeah, it's bigger on the inside."

The Goal. L'Arsène wants a colourful orb – the *chromanova* – from the top of Aratawa, the wizard's tower around which the manor and town are built. He needs it by the harvest fair, three days hence. The wizard is no longer in residence, and the manor is now used to house the sitting mayor, Florrid Merryweather.

Obstacles and Solutions

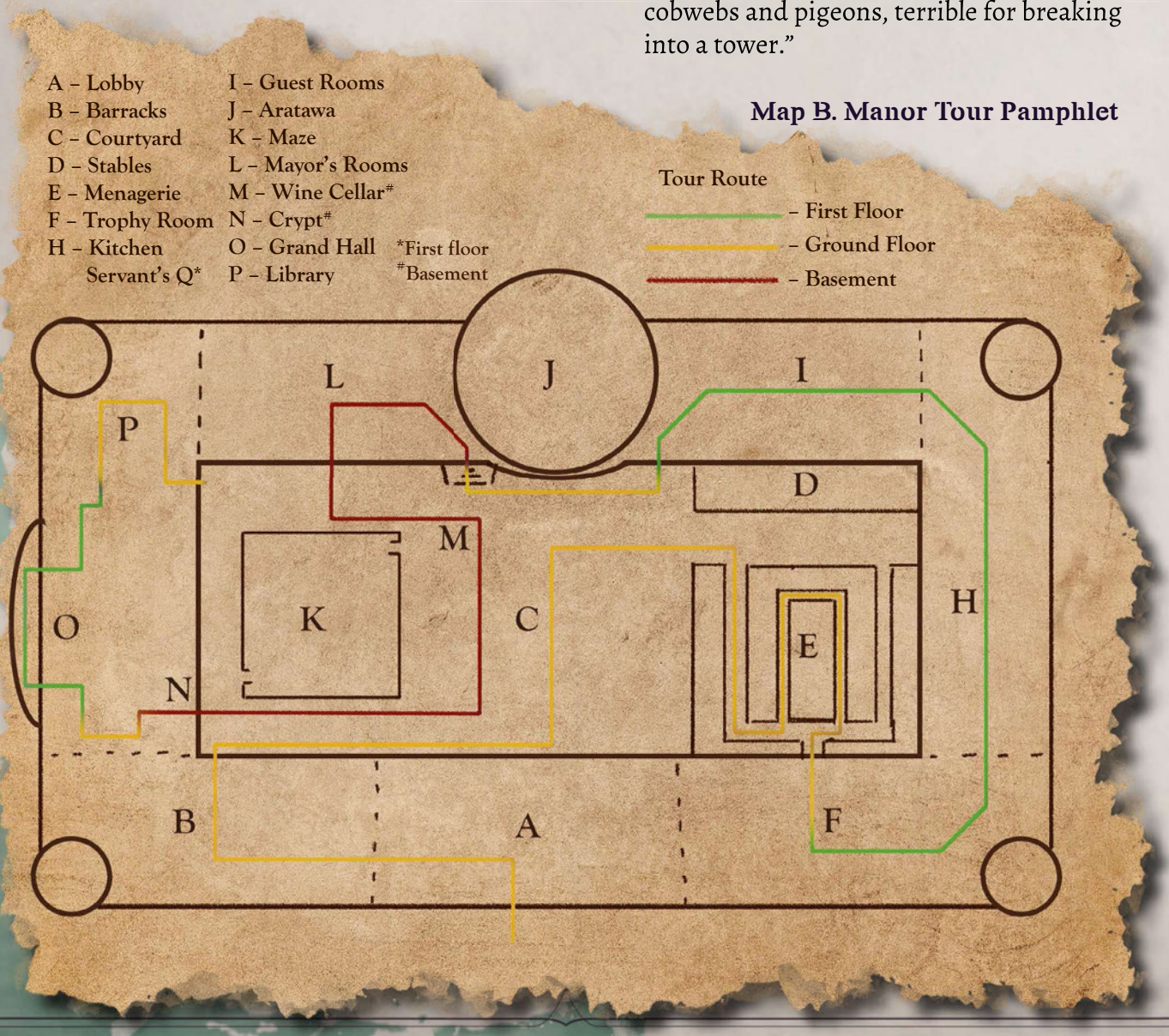
Through the course of the conversation, L'Arsène reveals the following information.

Hurdles: Enchantment. The tower itself has a particular anti-magic field that extends for a mile in all directions. Specifically, it prevents flight, dispels any flying, levitating, or climbing magic, and prevents any form of teleportation within a mile of it.

GM Tip: Exposition

These bullet points represent information L'Arsène knows, and can share with the party. It's your choice how you share this. You could treat it as a script, or artfully weave it into a natural dialogue with the players.

- "It's architect, Dr. Francis Norman Stein, was a creator of creatures. A golemancer, some called him. Others 'the father of biomancy'.
- "See, he pissed all the locals off 'til they kicked him out. Was a messy fight by all accounts. He cast this anti-intrusion spell to stop the owlboars getting at him."
- "Anyway, as you might already know, you can't fly, levitate, or spider-climb within a mile of Aratawa. Great for not having cobwebs and pigeons, terrible for breaking into a tower."



Map B. Manor Tour Pamphlet

Hurdles: Getting In. L'Arsène knows the difficulties; namely locks, guards, and an unpickable door.

- "Aramachi is becoming a bit of a trading post and the manor is filled with guards, these days."
- "All entrances to the tower are inside the manor. It's built around the bloody thing!"
- "Luckily, Getting into the manor is easy - they run tours 6 days a week."
- "I even have a copy of the tour guide map. Here you go" *hands over annotated map*. "You might even consider doing a tour before D-day to case the joint."
- "The way I see it, there are 3 ways in. One: bust down the front door. Two: climb in through the window on the first floor*. Three: send someone up the old well into the tower basement. "
- "The front door, in the courtyard, is always guarded, and the door is magically locked."
- "The basement entrance is locked from the inside. There's a well in there that taps into an underground stream which feeds into the river here. But that's covered with an *arcane locked* grate."
- "There's a window on the first floor* of the tower. But there's ballistas, guards, and statue things all over the rooftop."
- "**You should talk to the tour guide, Anaesthetix**. Little hafling lass. Frequents the Three-Eyed Fish after work."

Hurdles: Getting Up. Harried Houdinky, L'Arsène's accomplice, got into the tower to case the joint, but never came back. He had special ink with him, which the *T.H.I.N.G™* can decipher.

- "My pal, Houdinky, he's still up there, somewhere. Said he was going to 'take a peek' two days ago and never came back."
- "I made him some special *magic mouth* ink, to leave clues and reminders when we went for the full heist. **This device here can interpret them.** Look for little tattoos like this." *He hands over the T.H.I.N.G™ and some example graffiti.*



"Er... so I just speak and wri-? Huh. Neat."

moves closer to the microphone

"Hello. Houdinky here. Testing: one-two, one-two. Pineapple. Piiiiiine. Apple. The ragged rakin ran around the rugged rock. Tacky tanukins trick terribly torrid toddlers into titillating and tiresome tantrums. How do I finish? Do I ju-?"

recording ends.

Handout A.

- "I'm not too sure what's waiting for you in there. Almost definitely some of Dr. Stein's... creations."

Hurdles: Getting Out. Then there's getting out... in one piece.

- "By all accounts the treasure's at the top, so if you get out, you'll be way up high."
- "Chances are you'll be seen getting in. Flying's a no-go, and anything slower than the speediest of getaways will have you ending up like a pincushion."
- "A colleague of mine was working on something pretty useful. A way of descending from the tower top without getting caught up in all the anti-flying magic. Or the ballista

*Second floor for you Americans

bolts getting caught up in you, if you catch my drift. But... we had a bit of a falling out."

- "You should go talk to her. It's probably best not to mention my name. Or that you know me at all. Perhaps say you hate me? Or... that you thought you were tricked by me in some way, but it's all just a big misunderstanding and you probably got the wrong end of the stick and... yeah. That."
- "**Terrabella lives in the druid grove in the Tamoki Forest.** Specialises in flying squirrels and weather control. Sometimes the local vineyards pay her to make it especially sunny or rainy. Sometimes she makes it cloudy to punish them for chopping down trees. She knows the plan."
- "With the wing suits she's making, and a few clouds in the right place, you could glide off the top of the tower, easy. **You should probably take care of that first.**"
- "Oh, and watch out for the Axolotlox – don't go swimming in the forest! But if you do happen to find an axlotlox egg, I'd be more than happy to reward you. Perhaps 1,000 gold pieces?"



Owlsight Goggles



Nutbluster



Clockwork Wyvern



Searing Kama

Tooling Up

Which items will the party request to be made?

L'Arsène offers to make some more speciality items that might help in the heist. He reckons, he can spend 24 hours over the next 2 days crafting the items they want. Here's how the players can spend that resource:

Item	Hours
Searing Kama	6
Nutbluster + 1 of each ammo	8
Six slingshot ammo of your choice	4
Owlsight Goggles	6
Sparkblade (/axe/mace)	8
Clockwork Wyvern	12

See appendix A for descriptions of the item mechanics. Ensure to ask what order the players want them created; the items can be picked up as soon as the time to create them has elapsed.

The Tanukin's Task

- **The party search for the druid, Terrabella**
- **They learn to glide 'on the fly'**
- **They fight some axlotlings**
- **They climb a tree, and fight or sneak past some owlboars**
- **They rescue Sasquatch, and are rewarded**

Finding the Grove

Can the party find the druid grove?

The druid grove where Terrabella resides is intentionally hard to find. With 'civilisation' threatening the beautiful, natural chaos of the forest, the tanukin have enchanted thickets to grow thicker, tracks to turn treacherous, and the beasts to rebuff interlopers.

Tracking Mechanics. In order to find the druid grove, the party must succeed different checks, each of which takes about an hour. Let the players suggest how they might use a skill, and decide an appropriate DC for the check. Here are some examples:

- **DC 12 Wisdom (Survival)** check to follow the tracks of forest beasts.
- **DC 12 Intelligence (Cartographer's Tools)** check to try and record their progress.
- Climbing trees and looking for signs; **DC 12 Dexterity (Acrobatics) check** and a **DC 14 Wisdom (Perception)** check.
- **DC 16 Strength (Athletics)** check to hack through a bush.

On a successful check the party makes good progress. If the check is failed by less than 5, this is a mixed success. They still make progress but have a random encounter. Roll d4 + d6 on the table below to determine the encounter. If the check is failed by 5 or more, the party have a random encounter as described, and make no progress. They must make another check. You can use Map L in Appendix E for random forest encounters.

d4 + d6	Encounter
2	A (hungry) **Green Dragon Wyrmling** and 2d4 **Forest Kobolds**. *Oops*.
3	A **Tanukin Trickster** who uses enchantment and illusion magic to encourage the players to leave their valuables and run away.
4	1d4 + 2 **Awakened Trees.** A successful **DC 10 Wisdom (Insight)** check reveals they will become hostile to those that don't actively try and tend to the forest.
5	3 **Sal'aman Ninjas**, worshippers of the Axolotlox, protecting the forest from interlopers.
6	A faerie ring with 4 magical mushrooms that act as *potions of healing* (identified on **DC 12 Intelligence (Nature)** check). If they are picked, A **Dryad** and 2d4 **Sprites** attack, **surprising** the party.
7	1d4 suspicious **Owlboars**, hunting for a meal for their young. They're not averse to grappling a player, flying high, and dropping them!
8	A satyr band: **1 Satyr Musician** and **2 Satyrs**. They demand a magic item in exchange for not attacking. For 2 magic items, they will provide directions, guaranteeing success for the next check.
9	A friendly **Tanukin** who gives each player a goodberry and can cast *cure wounds* twice at first level.
10	A shrine to a forest deity. Under the effects of the *sanctuary* spell. Staying here for at least 10 minutes grants **2d8 temporary hit points**. A short rest also grants two additional hit points for each hit die expended. A long rest recovers all expended hit die and gives **inspiration**.

*Feel free to choose the number of enemies, rather than rolling. If you have more than 4 players, choose a higher number, and vice-versa if you have fewer than 4 players.

Terrabella the Tanukin

Will the party accept Terrabella's Task?

Sparkling and mischievous, Terrabella is short, even by tanukin standards. She compensates for this with her girth and propensity for mischief. It would not be unusual for her, on shaking hands with the party, to secrete a dye that turns their skin purple, or temporarily glue their fingers together with pine resin. All for a good-natured prank, of course.

She has a love of flying, and a fear of open spaces, the irony of which is not lost on her. For this reason, she rarely penetrates the forest

canopy, preferring instead to look for rare leaves and herbs on the woodland floor. She spends her time in the grove tending to the horde of chittering flying squirrels that bring her nuts and berries.

Motivations. Terrabella's favourite companion, **Sasquatch** the flying squirrel, has gone missing. She sent him to gather *hollowreed* on The Lonely Island. It's been an entire day and he has not returned.

History. The tanukin maintain an unspoken truce with the **axolotlox**. They don't go near its island, and, in return, it doesn't eat them. The **axlotlox** is a creation of Dr. Stein's, and any mention of Stein is met with displeasure.

L'Arsène hired some adventurers to steal an axlotlox egg. They failed and the **axlotlox** has been moody ever since. Terrabella is not happy about it. Any mention of working for L'Arsène is met with distrust, and the players have **disadvantage** on subsequent **Charisma checks** directed towards her.

Ideals. Terrabella respects a good prank. Anyone who can pull a practical joke on her gains her respect (and has **advantage** on **Charisma** checks towards her).

Things Terrabella Might Say

- "Sasquatch didn't come back, the silly sausage. He's collecting *hollowreed* on the Lonely Island. I'm pretty sure he didn't get drunk on fermenut this time, it's not the season!"
- *On mentioning* ***L'Arsène*** "That gift-horse peering, swindle-bottomed, half-leaf smoking turnip! Not that there's anything wrong with half-leaf. Just that he smokes all of it and leaves none for his... colleagues."
- "Civilisation is unnatural. Those forests of stone should go back to where they belong:" *she stamps her foot and points down* "underground."
- "Don't trust the tall-folk. Sure, they pay well when they want sunny weather to make their fermented red berry juice. But then they're all about chopping down my trees when they get cold in winter. Grow some fur! Idiots..."
- *"*Animals are friends," *she says as a brown millipede crawls up one sleeve* "And great labourers too." *she finishes as the millipede, now pink, crawls out of her collar.*
- "If you see the Axlotlox, run."



Terrabella

Maverick Gliders

Can the party reach the Lonely Island?

Sasquatch is a flying squirrel who's trapped on the Lonely Island. The **Axlotlox** patrols the lake, along with **swarms of razorfish**, and brooding **owlboars** nest in the boughs. He can't get back on his own!

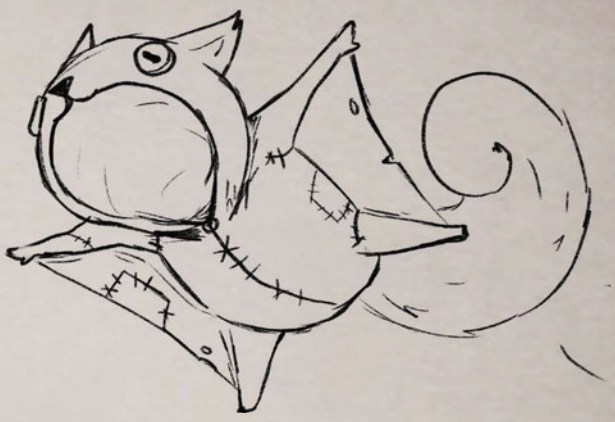
Squirrelsuits. The **razorfish** can eat through a boat's hull, so the only way across is through the air! Terrabella presents each party member with a *squirrelsuit* that can be used to glide over the lake. She won't accompany them, due to her fears, saying:

> "I'm afraid Sasquatch is the expert – he could teach you how to use these things, but I've no idea. You'll just have to figure it out yourselves, *on the fly*." she chuckles at her own pun. "Climb up my tree and you should be able to glide across. If you fall in the water... get to dry land as fast as you can!"
>
> "Once you're on the other side, get Sasquatch, climb to the top of the tamoki tree, then glide back. Simples! Here's some goodberries. If you give one to Sasquatch, he'll know you came from me."

She hands the party 6 *goodberries*. If anyone eats one of these *goodberries*, their skin/hair/fur turns blue for one day. The *squirrelsuits* are awkward to put on/take off (it takes 1 minute to don/doff) and hinder the players if they do not attune to them (see Appendix A). Make this clear so the players can get out of their suits before they fight the **axlotlings**!

Skill Checks

This encounter is designed to encourage players to identify their character's strengths, and challenges them to weave these aptitudes into the story's narrative. Terrabella's tree is easy enough to climb. When the players reach the top you may read the following:



Squirrelsuit

Gnarled and rough, the trunk and boughs of this tamoki are surprisingly easy to climb. Hand- and footholds are conspicuously well placed, with a regularity that seems more like a ladder, than an organic structure. Indeed, when you reach the top, a single branch has formed a wide, flat-ish surface that runs around the entire circumference of the broad-leafed canopy, affording views of the entire forest. To say this tree is large would be an understatement. It stands well over 300 feet tall, and just as large around. The trees below it appear like a blanket of shrubbery, dwarfed by perspective.

However, its size pales in comparison to the tree to your west. Beyond the rough-spun carpet of gold and red leaves, standing proud in a lake of deep, sapphire blue is the mightiest specimen you've ever seen. It *must* be over 1000 feet tall, and at least twice that across. It's roots plunge beyond the island's edge like sea serpents preparing to dive to the ocean floor. Its crown is a rainbow, resplendent enough for any king. From the aged burgundy at its tips it cascades through shades of burnt umber; dandelion yellow; moss green; to the pink-white tips at its highest reaches. Is that snow, or autumn blossoms?

Mechanics. To glide to the island the players must make 3 different **DC 12 skill** checks, one to take off, one to glide, and one to land. Encourage them to be inventive with each skill they use, using each skill no more than once. Some examples:

- **Intelligence (Nature)** or **Wisdom (Survival)** to identify updrafts.
- **Dexterity (Acrobatics)** to control oneself in the air.
- **Strength (Athletics)** to beat their wings and generate lift.
- **Charisma (Persuasion)** or **Wisdom (Animal Handling)** to ask some hawks for assistance.
- **Wisdom (Perception)** to identify a good landing/take off spot.

GM Tip: Advantage & Inspiration

If the idea is especially good, give **advantage**. If it makes no sense, give **disadvantage!** If it's in-character (like a **Charisma (Performance)** check to land with panache) - consider giving **inspiration** (and probably **disadvantage** in this case).

Results. Failing the first check results in a failed launch, and **disadvantage** on all subsequent gliding checks. Failing the second check results in hitting the tree tops and taking 7 (**2d6**) bludgeoning damage. After the second (gliding) check is resolved, you may read the following:

> As you pass out of the treeline and over the blue expanse of the lake, a thrill shivers from your tip to your toes. Your exhilaration is short-lived as you spot a large, sinuous figure slinking into the water with barely a ripple. Head like a leaf, horns of an ox, the **Axlotlox** quickly sinks out of view. It doesn't seems to have spotted you... yet. Refocussing on the island's edge you think you should just about make it. Now for the landing.

Failing the landing (third) check results in a hard landing; the player falls prone and takes 7 (**2d6**) bludgeoning damage. If all three checks are failed, the player character lands 60 feet from the shore, and is attacked by a **swarm of razorfish** each turn until they leave the water. If they kill the **swarm**, they have one turn's reprieve before another **swarm** attacks.

Save Sasquatch!

Can the party reach Sasquatch?

Upon reaching the Lonely Island's edge, you may read the following:

> Given the size of the tamoki's trunk, it doesn't appear like an arduous trek from the water side. However, the broad, smooth, mossy roots; dense, clinging undergrowth; and surprisingly deep pools leave few easily navigable paths. The trails you do spot seem to head towards a deep, flooded hollow at the trunk's base. Above this hollow, easily identifiable by his striped purple and pink fur (likely the result of a Terrabella prank) is Sasquatch. He tilts his head slightly to one side, observing you all.

Sasquatch. Sasquatch will not descend; he knows the axlotlings nest in the tree's hollow. He is more intelligent than your average squirrel, and can understand common.

Environment

Roots and underground tunnels form a tapestry of flooded passageways and slippery surfaces.

Light. It is dim under the tree's thick canopy. The water is clouded with silt; anyone underwater is **blind** beyond 10 feet.

Sound. Wood pigeons coo, chipmunks chatter, and a kind of snort-hoot echoes from somewhere on high.

Terrain. The shrubs and tops of the roots are difficult terrain. Anyone who starts or ends their turn atop a mossy root must succeed on a **DC 10 Dexterity (Acrobatics)** check or fall prone. The banks are steep around the pools of water, which are between 10 and 15 feet deep. Anyone in the water must swim to keep afloat.

Developments

Let the player with the highest **passive Perception** know that there is the glint of silver and gold within the hollow of the tree. As they approach the tree's base, they are ambushed by **3 axloltlings.**

Fight. Two **axlotlings**, unseen in the murky water ambush players when they're about half way across the map (see Map C). The third emerges from one of the pools to the south of the map, and tries to grab whomever's lagging behind. Their tactic is to grapple a player with their bite, and take them underwater where they can be stunned more easily.

Rules Reminder: Drowning

Swimming without a swim speed costs you one extra foot of speed for each foot moved, whether above or below water. You can hold your breath for a number of minutes equal to **1 + your Constitution modifier**. If you speak or cast a spell with a verbal component* whilst underwater, you immediately begin suffocating. Whilst suffocating, you can survive for a number of rounds equal to your **Constitution modifier**. At the start of your next turn, you drop to 0 hit points and are **dying** (make death saving throws). You may not regain hit points or become stabilised until you can breathe again.



Map C. Axlotlox's Lair

Red dash indicates underground waterway

A - Entry B - Stairs up C - Axlotlox's Lair

*Clarified by Jeremy Crawford, Jan 3rd, 2017.

Optional Rules

Combat & Holding Breath. Each time you take damage whilst holding your breath, you must succeed on a **Constitution saving throw** or immediately exhale and begin drowning. The **DC** for the check equals **10** or **half the damage you take**, whichever number is higher

Swimming in Armour, At the end of each turn that you are swimming in armour, you must succeed on a **Strength (Athletics)** check or sink 15 feet. The DC for the check depends on the type of armour you wear. Light: **DC 5**; Medium: **DC 10**; Heavy: **DC 15**.

Mommy's Home. About one minute (10 turns) after this fight begins, the **Axlotlox** appears in the south-east corner of the map. This is a hard encounter, especially if the party is still battling the **axlotlings**. This fight is best avoided and should provide a time pressure on any looting the party may be doing.

Treasure. When combat ends, stick to a pseudo intiative - the **axlotlox** is incoming! Within the sunken hollow is loot from previous adventurers, as well as axlotlox eggs. Characters can take the search action to see what they can find in the dark, murky silt. On a successful **DC 14 Wisdom (Perception)** check, roll on the table below*. If an item has already been taken (i.e. the same number is rolled twice, the character finds nothing!).

*Consider doing this as a GM roll to prevent metagaming.

d10	Treasure
1	Axloltl egg
2	Axloltl egg
3	Axloltl egg
4	A chest with 224 gp and 9 x 50 gp gemstones
5	*Dust of Dryness*
6	*Dust of Sneezing and Choking**
7	*Ring of Animal Influence*
8	*Boots of Striding and Springing*
9	*Beguiler's Bounty*
10	*Skinwalker Staff*

(looks like Dust of Disappearance)

Snort-Hoot

Will the party sneak past or fight the owl-boars?

Sasquatch is standoffish until they present him with a *goodberry*. Upon eating it, his fur promptly turns blue. Similarly to Terrabella's tree, this tamoki has obvious handholds and is easy to climb. Despite this it takes the party the best part of an hour to reach the crown. You may read the following when they do so.

> Clambering through the canopy, the dappled sunlight finally gives way to full, bright light as you push apart interwoven, dead branches. To one side of you is a large sheet of rusty metal. In all other directions, you see a wooden barricade, about 10 feet high. The wood seems to have been bent and woven together, and you could swear that are entire sheepskins covering the inside. The whole thing has a 'nesty' quality. A nest of something massive.
>
> A sound, somewhere between a snort and a hoot, grows louder as a flapping shadow passes overhead. It holds a limp rabbit in its snout. You do a double take: a bird... *with a snout*?

The party has arrived in an abandoned roc's nest, now home to **owlboars** (Map D). When the party reaches the nest, the mother arrives to feed her six flightless owlboar chicks (**owlbies**). Some sheets of metal (actually plate horse barding) obscures the **owlbies** from view. Otherwise, there is nowhere to hide in the nest.

Roc's Nest and a Far Place. Peering around the barding, a **DC 10 Wisdom (Perception)** check reveals the owlbies, three eggs, and various shiny trinkets. Should the players look over the edge of the nest they see the following:

> Exposed branches form walkways around the tree top. Some 80 feet away, a single, zig-zagging, bare branch provides a ladder up to a platform, 30 feet above the canopy. How convenient.

Sneak. Due to the owlboar's keen smell, treat it as having a **passive Perception of 13** unless the



Map D. Tree Top Treasure

A – Entry into nest (from underneath)

B – Egress from tree top

players can disguise their scent. If more than half the party succeed on a **DC 13 Dexterity (Stealth)** check, they are not spotted.

Fight. If attacked, the owlboar mother will 'mob' the players, making use of her flyby to avoid attacks of opportunity. She will also begin a loud snort-hoot; a new **owlboar** will join the fight every 2 turns and follow her in mobbing the party. If all **owlboars** are killed, no more join the fray. The **owlbies** are too small to escape the nest.

Treasure. Scattered around the nest, there are 12 small art items, each worth 10 gp, a suit of *mithral armour of buoyancy* (covered in dried blood), and plate barding (for a horse, also covered in blood). On a successful **DC 16 Intelligence (Investigation)** or **Wisdom (perception)** check, the *ring of running rings* and a *tamoki seed* are also found.



Owlboar

Skill Check

The return flight requires only one **DC 12** check (using the aforementioned rules) to land at the lake's outer edge. If the **owlboars** were attacked and are not all killed, they will pursue the players for a while, attacking each a couple of times, then leaving them be.

Reunited

What rewards will the party request??

Terrabella is elated to see Sasquatch and immediately turns him green. In addition to Sasquatch teaching the characters how to glide, and allowing them to keep the *squirrelsuits* (*"Stupid urkin won't be getting them, that's for sure."*), She offers any three of the following six rewards:

- The *herbalist shoulder bag*
- The *quickstep kunai*
- Two *enchanted hollowreeds*
- Two *stinkbombs*
- Three jars of *Not Nice Beez*
- One casting of the spell *control weather*.

Learn to Glide. After one hour with Sasquatch, the characters become proficient in the **Dexterity (Gliding)** skill. They can take off and glide in calm conditions without a check, and need only succeed on a **DC 8 Dexterity (Gliding)** check to land on a flat surface. On a failed check, a creature takes **1d6** bludgeoning damage and falls prone.

Fairwells. Terrabella pours each party member a draught of *aged goodberry wine* and wishes them good luck. Sasquatch guides them; the return to Aramachi takes only 2 hours, and is without incident.

Dockside Deception

» **The party meet Anaesthetix.**
» **The party attain information about the manor and the wizards tower.**
» **The party are attacked by sal'aman ninjas**
» **The party release or destroy White Water Worship's water elemental.**

Populate the docks as you see fit! Here's some ideas for inspiration:

- ***The Three-Eyed Fish***. A large inn frequented by sailors and urkin vagabonds. The landlady is a female urkin named Madame Poubelle.
- ***Griffonclaw's***. Gerty Griffonclaw is female Aarakocra. She's an ex-adventurer turned hippogriff breeder.
- ***Saucery***. A potion shop run by a Sal'aman named Tink Cha. They can share info about the Axlotlox (their kind worships it).
- ***White Water Worship***. A temple to river and sea gods run by His High Frothiness, Mustaf de Luge, Priest of the Rapids, a male human that regularly drinks sea water. It contains the water-elemental-powered pump.

Loose Lips, Open Ears

Can the party win the drinking contest?

The Three-Eyed Fish

A large inn filled with salty types. Serves roasted frorpion legs and fried three-eyed fish (a momento of Dr. Stein's residence). **Anaesthetix** is present most evenings. You may read the following upon entering.

> Two large fireplaces add a cheery glow to the bustling inn. Sailors of all heritages and creeds mix with the black-and-white stripes of fleet-footed urkins. A female halfling laughs merrily as a dwarven drinking contender is defeated, his unconscious head hitting the table.

Anaesthetix, The Tour Guide

Annie is a good-natured, female halfling who likes to drink. She's also the manor's tour guide, and tends to say more than she should when she's had a few. She values generosity and a good story, and dislikes selfishness and broodiness.

Drinking Contest

Annie challenges a player character to a drinking contest, revealing information between each round. The longer you last, the more info you get. The entry cost is 10 gp; if you win the contest, you get that 10 gp back. Free drinks, yay!

Mechanics. Each 'round' involves the participants making a **Constitution saving throw**. The **DC** starts at **8**, and increases by **2** each round. Keep track of each participant's number of fails. Skullduggery is advised; encourage your players to be inventive and don't be afraid to improvise some checks on the fly. *Sleight of Hand* to switch a shot with water? Sounds legit! Annie has a **passive Perception** of **13** and a **Constitution saving throw** modifier of **+2**. Each round she reveals one of the following:

- (1) "The tour's excellent! It goes into loads of detail," *one of her drinking friends yawns exaggeratedly* "Shut up you! We go all over the manor, except into the wizard's tower and Mayor's bedroom, of course. You do get to see the wizard's tower, and the old well entrance in the wine cellar."
- (2) "The old well leads to a submerged underground river, the exit a little way upstream, beneath the roots of a willow tree. But the well isn't used anymore because the water is pumped up."
- (3) "Yeah, the pump's in the water temple. White Water Worship. They've properly secured the old well since then. Got a wizard in to do it and everything. Now only the mayor can unlock the tower door and the well grate. If the pump ever broke, she'd have to unlock it of course."
- (4) "It was never a feasible way to enter the tower anyway. It's all underwater and is really steep. You'd have to be a great swimmer to

get up there."

- (5) "The manor can be a castle in times of war. Ballistae all over the roof top. They can obliterate a yak from 300 feet away. Plus there's **guardgoyles** that stop trespassers. Probably other stuff too that no-one knows about."
- (6) "The tower used to belong to the famous wizard Dr. Francis Norman Stein. He used to make things. Legend says he got a memo from a friend about 'owlbears', but he was never very good with words. Ending up making owl**boars** instead."
- (7) "Well he got kicked out by them rakins for being such a nuisance. Those tanukins used their illusions to trick him into thinking a werewolf was attacking. He was terrified of lycanthropy! Used to wear all sorts of silver bling. That was years ago, of course."
- (8) "They say he was a vegan. Weird that, given all the animals he messed with.
- (9) "Visitors don't know this, but the tower is enchanted – you can't fly near it. You can't even levitate! That's why you don't see any birds, flies, or spiders. Of course the docks here are just over a mile away, right outside it's limit" she says, wafting a fly away.
- (10) "Lasht time I durank thish mutch I mished wurk the nexsht day," She's really starting to slur her words now. "Bulrick had to do the tour. Knew every wurd apparently. Veeeerry persheptive bull that guy. He'sh a minotaur y'know!?"

Failing Saves. Each failed save deals 1d3 poison damage. After **3 fails**, a creature is drunk (**advantage** on **Charisma checks**, **disadvantage** on **Dexterity checks**, and **saving throws**). After **5 fails** a creature gets alcohol poisoning and is hungover (**poisoned**) until they have lunch the next day. After **8 fails**, a creature vomits and falls **unconscious**. They do not gain the benefits of a long rest when they wake the next day, but do not gain exhaustion as if they had missed a rest.

Consequences. If Annie fails **5 saves**, she is **poisoned** (hungover) the next morning. Crucially, this gives her **disadvantage** on **Perception** checks and reduces her **passive Perception** to **8**, a real boon if the characters try to slip away during the tour. If she fails **8 saves**, she is too drunk and misses work the next day. The tour is led, instead, by Bulrick, the head guard. He is very perceptive.





Urkin Graffiti

Ambush

Three **sal'aman ninjas** attack the party in a backstreet of Aramachi Docks after they leave the pub (use Map E). They have a bone to pick with **L'Arsène** about some attempted egg theft. The word on the street is that the party was seen chatting to him recently, and they have questions.

Fight. The salamanders likely **surprise** the party, attacking from the rooftops. The **gluespitter** will try and levitate a melee fighter with a *levidart*, and then switch focus to gagging a spellcaster. The **netninja** drops nets to restrain targets before the **drakindred** sets them alight. Their aim is to leave one character conscious for questioning.



Map E. Aramachi Ambush

1 square = 5 feet

Industrial Espionage

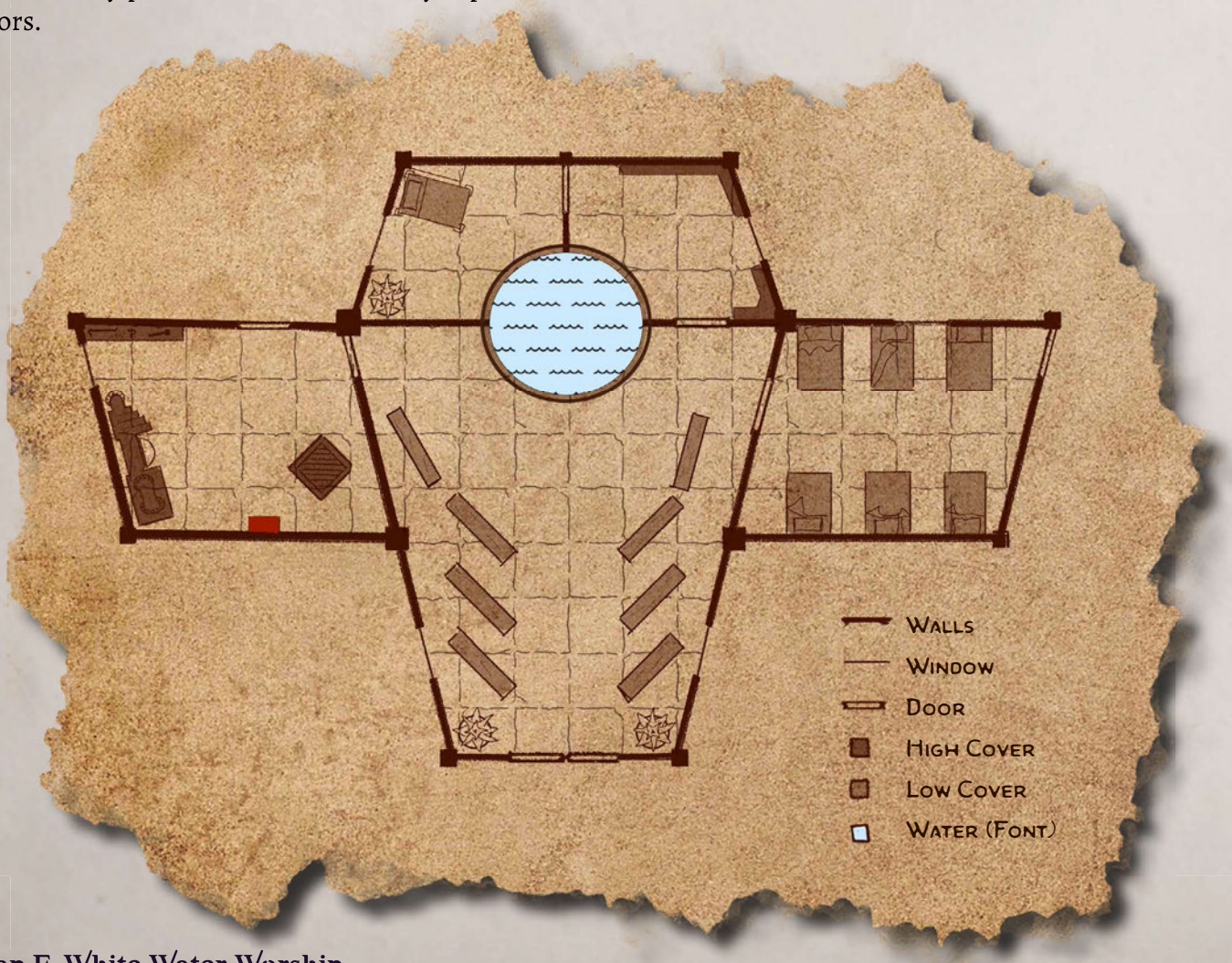
Can the party break the pump?

By now the party should realise that, if they want to break into Aratawa through the well, they must destroy the pump. The pump is in White Water Worship, a dingy temple frequented by sailors who seek good fortune before setting out to sea.

Entry. The temple is a simple affair consisting of four rooms (see map F). Except the main entrance, there is a wooden door (**AC 15, 10 hit points**; **DC 10 Dexterity (Thieves' tools)** check) directly into the acolyte's quarters (which they use to access the outhouse), and a heavy steel door that leads to the pump room (**AC 18, 20 hit points**; **DC 20 Dexterity (Thieves' tools)** check). The pump room has a small window, with steel bars, but no glass. The temple is shut after sundown but a sufficiently winning smile, with a sufficiently pious donation, can always open doors.

The Pump Room. A water elemental is trapped within a mechanical device, plainly visible behind a glass porthole. Its rage as it tries to escape provides the pressure that pumps the water up to Aramachi manor, as revealed by a **DC 14 Intelligence Investigation** check. A successful **DC 10 Wisdom (Perception)** notices a big red lever that says 'ERV', a wrench in a glass-fronted red metal box (*dwrenched*), as well as some urkin graffiti, not dissimilar to what L'Arsène had the party scan with the *T.H.I.N.G™* (handout B).

The Valve. Opening the valve marked 'ERV' releases the **white water elemental** who is *very* angry, and hostile to all humanoids. A successful **DC 15 Charisma (Persuasion)** check can redirect its anger away from the party. A character who speaks Aquan or Primordial has **advantage** on this check. It will then seek out and attack the priest and the acolytes.



Map F. White Water Worship

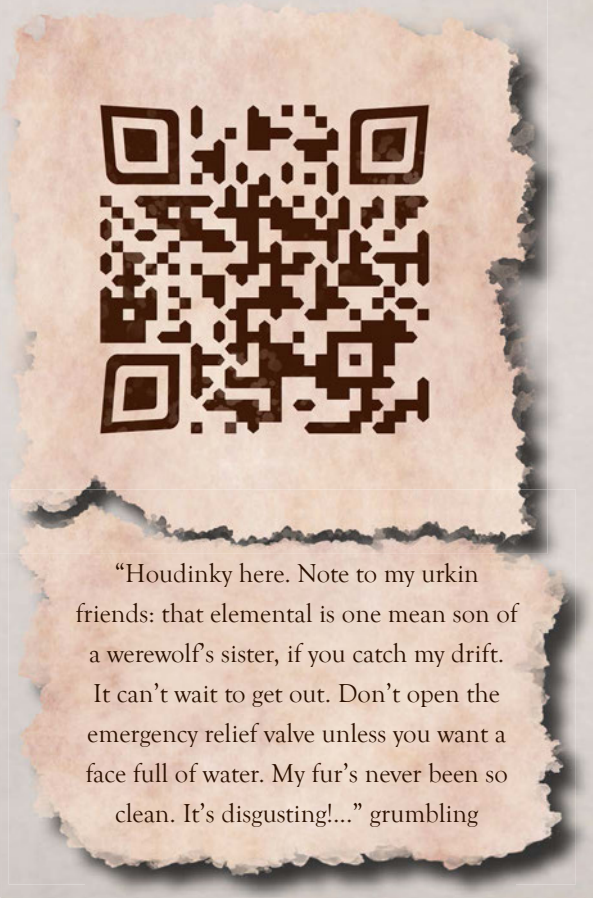
Use Your Words. Speaking to the elemental through the glass tends to enrage it more. However, a successful **DC 15 Charisma (Persuasion)** check can persuade the elemental that if it chills out and stops powering the pump, the priest might release it. A character who speaks Aquan or Primordial has **advantage** on this check.

Intruders. Unless efforts are made to drown out the sound of the glass case containing *dwrenched* being smashed, or the sound of fighting the elemental, the **Priest of the Rapids**, and **4 White Water Acolytes** arrive 2d4 + 2 turns later.

Consequences. If the **elemental** is destroyed, attacks the **priest**, or is **persuaded** to relax, the pump ceases to function. The old well and the front door of Aratawa is subsequently unlocked so that the servants can fetch water. This makes it a viable access point.



White Water Acolyte



"Houdinky here. Note to my urkin friends: that elemental is one mean son of a werewolf's sister, if you catch my drift. It can't wait to get out. Don't open the emergency relief valve unless you want a face full of water. My fur's never been so clean. It's disgusting!..." grumbling

Handout B.

Level Up

If the party saved Sasquatch and succeed on two of the three encounters in 'Dockside Deception', this is a good time to progress to level 5. Yay!



Trespass

» **The party gain entry to the manor**

» **The party attempt to gain entry to Aramachi Tower.**

The party must find a way into the manor. The tour of the manor acts as a legitimate way in, but how the party proceed from there is up to them. We all know players like finding their own unique methods, and we encourage you to let them be creative! However, here are three possible routes of entry:

- The Low Road – accessing the tower from the well/basement.
- The Front Door – using brute force or by kidnapping the mayor to open the main door to the tower.
- The High Road – accessing the tower's first floor through a window, via a roof.

A creative party might create a whole new route of entry, don't be afraid to roll with it!

The Tour

Map A (page 6) shows the route the tour takes through the manor. Annie will stop and stand on a chair or stool in each room, at the points marked X on the map..

Slipping Away. The prime time to slip away depends on the intended route of entry. If they intend to use the roof, 'The Grand Balcony' is an ideal spot. If the party intends to take the Low Road, the wine cellar is in the basement. And, of course, the front door is in the central courtyard.

Anaesthetix has the stats of a **commoner** but with a **Wisdom (Perception) of +3**. Tourists are meant to stay with the tour, but a **DC 12 Charisma (Persuasion)** check might persuade her to let a player or two pop to the bathroom. A suitable **Dexterity (Stealth)** check might allow a character to hide behind a curtain. Annie will become suspicious if too many characters disappear at once, and subsequently let the guards know "someone might have gotten lost".

If Annie got too drunk the night before, Bulrick the minotaur guard captain (**Wisdom (Perception) +7**) leads the tour instead.

The Low Road

Swimming

Swimming upstream against the current is a great effort and is entirely underwater. Each character that does so must make a **Constitution (Athletics)** check. A character with a swim speed has **advantage** on this check:

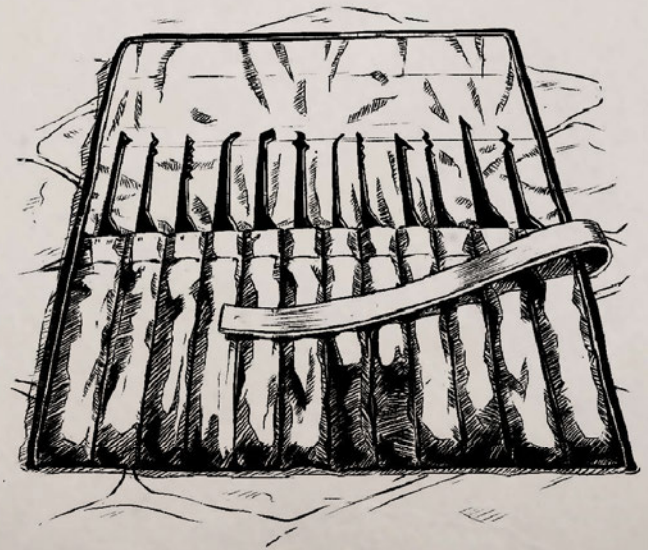
- On a **15+** the character makes it up to the river directly below the well in ~30 minutes.
- On a **10 - 14**, It takes the character a bit longer, ~45 minutes.
- On a result of **1 – 9**, it takes the character a full hour and they arrive with a level of exhaustion.

Climbing up the well requires a successful **DC 13 Strength (Athletics)** check. Each failure takes 5 minutes and deals 1d6 bludgeoning damage as the character slips and falls.

Timing. Taking longer than planned could cause problems for anyone who slipped away from the tour and is waiting to be let into the Old Cellar. Servants could come down at any time!

Doors and Locks

The door from the wine cellar to the Old Well in the tower's basement is solid steel, and has no key hole (cannot be picked). There is a lever inside the Old Well room that can open the door soundlessly.



Break Down the Door! The Old Well door has an **AC 18** and **20 hit points**. The sound of it being attacked alerts the **four guards** up in the courtyard who arrive on **turn 3**. Four more **guards** arrive on initiative 0 every three turns. The guards will not pursue the players further than the threshold to the first room.

If the door is broken without alerting the guards (i.e. through the use of a *silence* spell), it is discovered 10 minutes later by a servant (**commoner**). This sets the guards on high alert which has consequences for the escape (see "Escape" on page 38).

The Old Well Grille. If the pump at White Water Worship is broken, the grille that bars access from the well into the tower's basement is unlocked. A servant (**commoner**) accompanied by a **guard** descends from the tower's Front Door to the basement every 10 minutes to collect water.

If the pump is not broken, the grille is locked with an *arcane lock* spell, requiring a **DC 24 Dexterity (Thieves' tools)** check to unlock. Casting *dispel magic* suppresses the *arcane lock*, reducing the **DC** to **14** for 1 hour.

Attacking the grille (**AC 18** and **16 hit points**) from underneath is done at **disadvantage**; it's hard to get leverage when you're wedged between two walls. This alerts the guards in the same manner as attacking the Old Well door.

The Front Door

The tower's front door is formidable; a thick double metal door formed of an unusual green alloy (adamantium). In addition, it is locked with an *arcane lock* spell, making it almost unpickable (**DC 28 Dexterity (Thieves' tools)** check). Casting *dispel magic* suppresses the *arcane lock*, reducing the **DC** to **18** for 1 hour. Only the mayor knows the door's password.

Break Down the Door! The door then has an **AC of 19** and **40 hit points**. Attacking the door causes the **four guards** who stand sentry outside the tower to become hostile. In addition, **four more guards** arrive on initiative 0 every three turns, with **Bulrick** the guard captain arriving with the first wave. The guards will not pursue the players further than the threshold of the first room.



Bulrick

Broken Pump, Open Door

In order to get water whilst the pump is broken, servants need to enter the tower's basement. This is done through the front door, which is permanently unlocked for the duration of the pump's inaction. Unfortunately the guard captain, **Bulrick** (**+5 to Wisdom (Insight)** checks), guards the front door for extra security (if he isn't leading the tour).

The High Road

Rooftops

Climbing onto the roof from the Grand Balcony requires a single Strength (Athletics) check, whilst climbing up any other face requires two successful checks. The result of the check determines the outcome:

- **14+:** full success. Onto the roof without incident.
- **9-13:** mixed success. reached the roof but made enough noise to alert the **guardgoyles**.
- **1-8:** fail. The character slips alerting the **guardgoyles**. It can use its reaction to make a **DC 10 Dexterity saving throw**. On a success it catches itself and must make the check again. On a failed save it falls 15 feet, and the noise alerts the guards in the ballista turrets.



Ballista Towers. There are four ballista towers, each manned by two guards, each about 120 feet from the wizard's tower. Luckily, they're all facing the wrong way. Thus, they suffer disadvantage spotting characters running along the rooftops (**passive Perception 7**). The guards are alerted if more than half of the party do not proceed stealthily (i.e. fail a **DC 7 Dexterity (Stealth)** check or choose to move at a normal/fast pace). If the party is spotted, the ballistae takes 3 turns to rotate 180 degrees before they begin firing.

Guardgoyles. For each party member that didn't get a full success when trying to climb, the party is attacked by one guardgoyle when they reach the base of the tower. They try to grapple players and drop them 40 feet into the courtyard below.

Stealthy combat. Roll a d20 each turn on intitiative 0. If the result is a 7 or lower, the ballistae guards notice the party.

Enchanted Vines

There is a window, 15 feet above the roof on either side of the staircase within the tower. One has vines growing up it, the other one is ashlar stonework. The vines appear totally ordinary. The window without vines can be reached in one turn with a sufficient (10') jump or successful **DC 14 Strength (Athletics)** check. On a **9-13** the character becomes stuck 10 feet up and the way is blocked for anyone else trying to ascend. On a **1-8** the character falls, takes **1d6** bludgeoning damage, and alerts the ballista guards.

Vines. Some of the vines are snake-vine hybrids. The vines look much easier to climb, and do not require a check. However, just as a player character reaches the window, the vines turn into a swarm of poisonous snakes The swarm immediately attacks the character who must succeed on a **DC 12 Dexterity saving throw** or fall 15 feet, alerting the ballista guards. On a success the character can enter through the window. When no creature is within 5 feet of the window ledge, the swarm turns back into vines.

The Tower

Enchantments

Aramachi Tower is enchanted with anti-fly, anti-climb, and anti-teleport magic. Any spell that grants a fly speed, climb speed, or levitation is instantly dispelled when you enter a one-mile radius of the wizard's tower. Any item that grants these effects has the effects suspended whilst in the tower's anti-magic field. Any attempt at teleporting within one mile of the tower results in a mishap dealing 10 (**3d6**) force damage, and wastes the spell slot and action. Anyone from the area – player character or NPC – would know these things.

Flight. Natural flight is also inhibited: you cannot move upwards within one mile of the city if you have not been in contact with the ground within the last 6 seconds. Jumping, therefore, is allowed, as is gliding *downwards*. Powered flight is not.

Resting. Resting is not risky within the Tower. The only limit to this plan is time; L'Arsène explicitly wants the orb before sundown. If everything goes to L'Arsène's plan, the party should enter the manor with the first tour, at about 10am, giving them 10 hours to accomplish the heist. The following encounters have been balanced assuming 1 short rest and 1 long one.

GM Tip: Puzzle Difficulty

*This is the easiest puzzle. If your players are especially good puzzlers, consider running the puzzle from 'Follow the Arrows II' (page 33) here, and using the **hard** puzzle – 'Follows the Arrows III' (Appendix D) – in its place. Whatever you choose, it's recommended to keep the consequences the same as they are.

Follow the Arrows*

Can the party cross the floor?

Environment

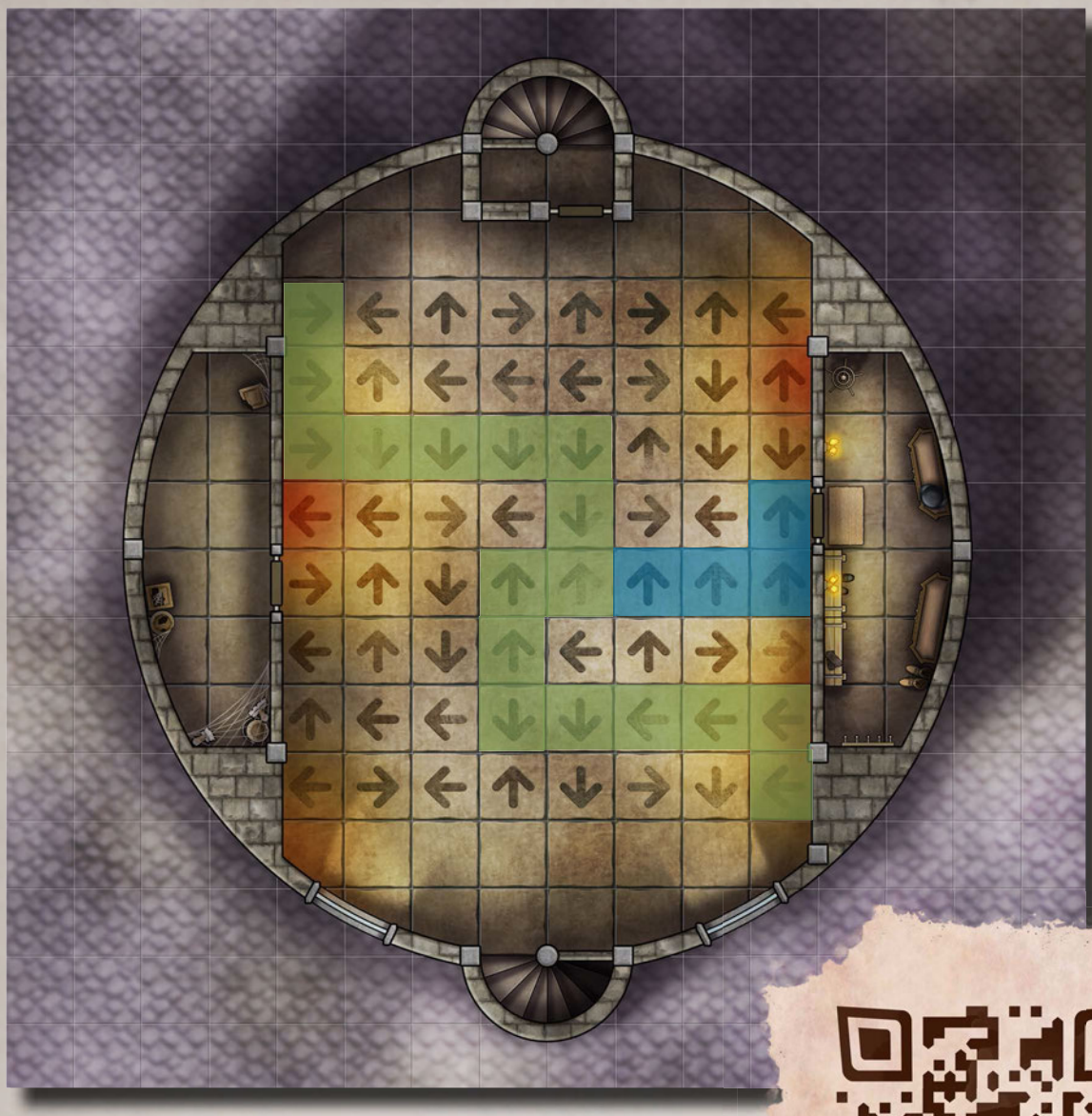
When the party first enters the floor you may read the following:

> As you set foot on the stone floor, randomly placed stones in the room's wall begin glowing with autumnal shades of red and orange. A faint, burnt sulphurous smell reminds you of old eggs and charcoal. You spot a doorway on the far side, door ajar, the stairs beyond leading upwards. A sign to your right reads 'Floor 5'. That seems odd...
>
> Still and plain, this square-ish chamber has the feel of a corridor; often passed through but seldom lived in. Light from windows on either side of the door behind you further illuminates the floor's large flagstones. Atop one such stone sits a pile of ash, a rounded white object protruding from the mound. A bone, perhaps?
>
> The flagstones – each of which measures about 5 feet on a side – are carved with large arrows. There seems to be neither rhyme nor reason to the layout of the arrows. No reason, that is, until some graffiti between door and window catches your attention. Rows of arrows point up, down, left, or right, and a small familiar-looking symbol is carefully inked to one side.

Light. The room is brightly lit

Sound. The distant voice of the tour guide and the faint sounds of people working can be heard through the window. The plain stone walls echo footsteps and the clink of equipment.

Space. The south and north sides of the grid can be freely navigated. The doorways to east and west can be passed through from the orthogonally adjacent space.



Green squares indicate route across.

Blue squares indicate 'alternate' route to cloakroom.

1 square = 5 feet.

Map G. Follow the Arrows

Developments

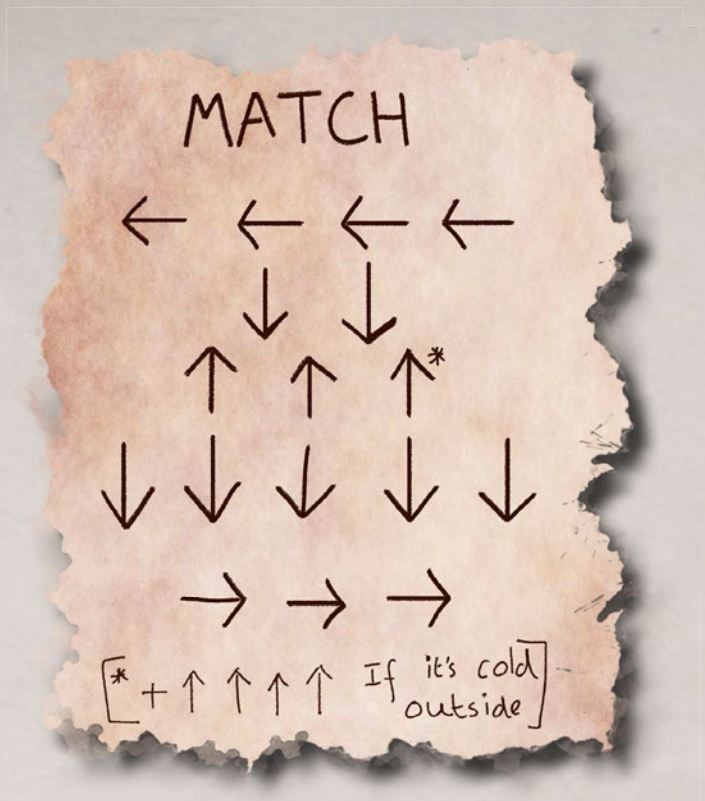
Using the *T.H.I.N.G*™ on the graffiti yields a spoken message by Harried Houdinki. You may show handout A2 to your players and let them access the audio file using the QR code, or read the following yourself. Give handout C1, C2 and show map G.

Clues. If you players are struggling, you can have the character with the **highest passive Perception** notice a second graffiti (handout C3)

The Puzzle. The room has flagstones in a grid with arrows on them in an 8x8 grid. All the flagstones, except for the safe route (see map), are magically-activated pressure-plates. Casting *dispel magic* on a pressure plate makes it 'safe'.

"Alright burglars. This one's simple. Step on the tiles that match the instructions I've given you. Top to bottom, left to right. Don't cut any corners, stick the straight and narrow. Heh... thieves sticking to the straight and narrow... I make myself laugh"

Handout C1.



Handout C2.



"Start on the furthest right tile. That'll do yer."

Handout C3.

Consequences. Stepping on the wrong plate prompts a **DC11 saving throw** for a randomly determined effect; roll a d6 and consult the following table. On a failed save, the creature is subjected to the full effects in the table. On a success, they take half as much damage and are not subjected to any other effects.

d6	Ability	Effect
1	Str	Acid Tar. Deals 1d4 acid damage at start of each turn. Can use an action to repeat the saving throw, freeing itself on a success.
2	Dex	Firebolt. Deals 1d10 fire damage.
3	Con	Stinky Rain. Deals 1d6 poison damage and becomes stinky until it spends 10 minutes bathing. Whilst stinky creatures that can smell have advantage on checks made to find this creature.
4	Int	Your Mom Joke. Deals 1d6 psychic damage and gives disadvantage on the next ability check it makes*.
5	Wis	Confusion. Becomes confused as per the *confusion* spell..
6	Cha	Failed Teleport. Takes 1d6 force damage and is physically shunted back to the entry to this floor.

*Consider keeping this bit secret if your players are prone to metagaming. Surprise them when they make the check!

The doors to the east and west are not locked and contain only moth-eaten robes and boots.

Stairs

Will the party trigger the trap?

The top three steps of the staircase are trapped, turning the entire staircase into a slick slide when pressure is applied. Ensure you have the marching order for this one – it's important.

Detection and Disarming. A creature with a **passive Perception of 17+**, or a successful **DC 12 Wisdom (Perception)** check notices semi-circular scratches on the wall on either side of each step. A **DC 12 Intelligence (Investigation)** check reveals the top steps are pressure plates and that the stairs might rotate. A Successful **DC 16 Dexterity (Sleight of Hand)** check can wedge the steps so they can be walked on, whilst a failure triggers them. A creature with a **Strength modifier of 4+**

can make a running leap over the steps.

Triggering the Trap. All the creatures on the stairs immediately begin to fall prone and begin sliding down. You may read the following:

> Something in the step clicks. A subconscious chain of thought delivers the words "oh damn". Before your lips can part, your footing disappears and everyone is sliding. The stairs rotate into a smooth surface, slick as if coated with grease. You've no idea what awaits you down the spiral.

Saving. A **DC 12 Strength (Athletics)** check is sufficient to halt one's fall down the greasy stairs. Each character that fails the check can crash into a character below them that succeeded. A character that is stationary must repeat the check for each character that crashes into them, the **DC increasing by 5** per collision, resulting in some comical chain reactions. After 30 seconds, the stairs return to normal.

Consequences. At the bottom of the stairs is a 6-foot deep pool of gunk. Any creature that falls in the gunk develops one random mutation. Roll a d6 and consult table A for the mutation. Roll another d6 and consult table B for the duration. The effects may be removed with a *remove curse* or *wish* spell. Falling into the gunk multiple times has no effect.

Table A.

d6	Mutation
1	Damage vulnerability (roll on table D)
2	Save disadvantage (roll on table C)
3	Two Left Feet (-1 AC, - 5 ft. all speeds)
4	Webbed Hands (gain 20 ft. swim speed or increase existing swim speed by 10 ft.
5	A (Literal) Third Eye (advantage on Wisdom (Perception) checks that rely on sight.
6	Damage resistance (roll on table D)

Table B.

d6	Duration
1	Permanent
2	1 week
3	1 day
4	1 hour
5	10 minutes
6	1 minute

Table C.

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Table D.

d10	Damage Type	Description
1	Acid	Its skin secretes a liquid that causes the acid to bubble and turn to... water?
2	Cold	Layers of thick fur and blubber billow out, insulating the creature.
3	Fire	The creature's skin billows thick smoke, extinguishing flames before they strike.
4	Force	Force energy, almost as if by an impossibly strong magnet.
5	Lightning	The lightning ripples across the creature's skin, earthing itself at its feet.
6	Necrotic	The creature's flesh appears to grow back in rapid cancerous lumps.
7	Poison	The creature's lymphatic system inflates as some sort of anti-toxin suffuses it.
8	Psychic	The creature's single-mindedness prevents any neuropathic overstimulation.
9	Radiant	The creature's skin turns golden absorbing radiant magic in a warm glow.
10	Thunder	A barrier of low pressure air seems to surround the creature, making its breathing and footsteps almost inaudible.

Revolting Servants

Can the party satiate or defeat the servants?

Looking through the room's threshold, a luxuriant space opens before you. Windows look out onto a myriad of exotic, silent landscapes: a beach of alabaster-white sand beside a lapping turquoise sea; a forest of silver trunks holding aloft manes of golden leaves; raging blue-black waves that bludgeon austere granite cliffs; a bubbling river of mottled scarlet that you can swear is producing a slightly eggy scent. But all is silent. The only sound is your breathing, the clink of your equipment, and the muffled echo from the dusty room beyond. A sign to your right reads 'Floor 8'. That can't be right.

You take it all in. A door, closed, directly opposite you. A writing desk, incarcerated between crowded bookcases, sits to one side of the door. A bed, raised up on stilts above a copper bath, stands on the other. To your left a small, well-equipped kitchen feels cold, as if it has been years since a fire warmed its hearth. Glass and metal paraphernalia clutter a desk to your right, limbs and body parts of various creatures hanging from the ceiling above it. And, in the centre, a semi-circular chaise lounge embraces scuffed arcane chalk marks in which stands a ... creature. Or rather, many creatures. Bits of them, at least, all stitched together with neat, precise needlework.

How May I Serve You?

As you step forward, the room lights up. The hearth is ablaze, the bath fills with a steaming rose scent, and, with, a *clip clop*, a half-horse-half-man clad in antique coat-tails approaches you, silver tray in hand. "*How may I serve you, sir?*" it says, uncovering the tray to reveal three delectable morsels: a vegetable spring roll, a meatball, and a salmon oatcake.

Paying Attention. The tray of food is a test. Previously, the tour guide mentioned Dr. Stein was a vegan. He invented this system as both a security measure, and a means of getting a treat whenever he returned home. Choosing the spring roll causes **Clipclop**, the centaur, to re-cover the tray and return to its waiting spot. Choosing any item that isn't the spring roll, or choosing no item at all, triggers a **fight**.

Clues. If you feel like a benevolent GM, you can have a character notice another bit of graffiti on the centaur's flank (Handout D1). Otherwise it can be found if the players actively search for it on a **DC 13 Wisdom (Perception)** check



Handout D1.



Handsome

The One Ring

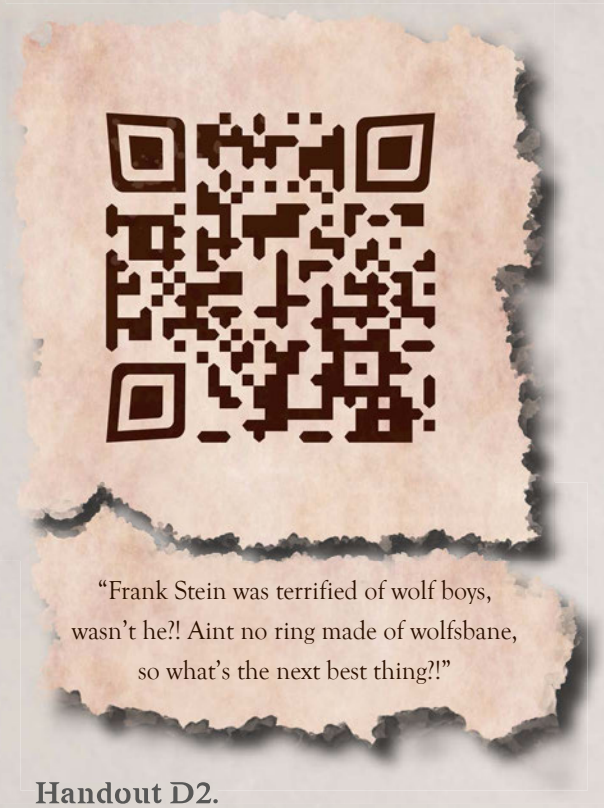
Next, if a fight has not yet been triggered, a dismembered hand approaches the party.

> Scampering across the floor from the cooking station is a tiny five legged creature, wearing a cape. As it pulls up in front of you, you realise that it is no creature; it is a *hand*. Balancing on thumb and pinky it proffers up it's three middle fingers. The two outer fingers wear rings of a silvery-coloured metal, whilst the central one is bright gold. All are embossed with vaguely familiar arcane symbols.

A **DC 12 Intelligence (Arcana)** recognises the arcane symbols for silver, gold and platinum embossed on the rings. A **DC 15 Intelligence (Nature)** check identifies which metal is which by observation alone.

Paying Attention... Again. It was also mentioned by the tour guide that Dr. Stein was afraid of contracting vampirism or lycanthropy as it might interfere with his quest for self-perfection. If the party touch or take the silver ring, **Handsome**, the dismembered hand, retreats and begins cooking an omlette with some very strange eggs. Touching or choosing any other ring, or ignoring the hand, triggers a **fight**.

Clues. Again, if you're feeling kind, you can mention the inked 'tattoo' on the **Handsome's** palm (handout d2). Otherwise it can be found if the players actively search for it on a successful **DC 13 Wisdom (Perception)** check.



Handout D2.

Unseen Server

As the party passes the halfway mark of the room three stuffed animal toys float over. They are, in fact, being carried by **Invisibill**, the unseen servant.

> In the most eerie fashion possible, three small animals float over from besides the bath, carried by two hovering, wilken gloves. A duck-billed platypus fish, a platypus-footed fish duck, and a fish-scaled duck plat.

Attention Costs. Frank loved all animals equally. Especially those he fashioned himself. The solution here is to take all three. If that is done, **Invisibill** returns to the bath and adds some fragrant salts. If any one toy is left on its own for more than one round, a **fight** is triggered.

Clues. Graffitied on the bath is another symbol which can be read with the *T.H.I.N.G™* (handout d3). An especially kind GM might tell their players about it for free. A more even handed one might ask for a **DC 13 Wisdom (Perception)** check, whilst a truly trixy GM might only ask for the check if the characters choose to search. If a character specifies they search the bath, they have **advantage** on the perception check.



"Dr. Stein never picked favourites. He loved all his bath toys equally, or so I hear. A real egalitarian when it came to his mindless, slave-like constructs."

Handout D3.



Invisibill





Fight

If any of the three security measures are failed, all the three servants, **Clipclop, Handsome, and Invisibill**, become hostile. **Roll initiative!** Use map H.

Tactics. **Clipclop** attempts to grapple a spellcaster, preferring a wizard (it's been taught to fight off pilfering wizards). **Invisibill** uses its multihelp action and moves away (Without provoking opportunity attacks due to its invisibility). **Handsome** climbs up shelves/bed frames/hanging limbs and rains down spells.

Shared Legendary Actions. The three creatures share a pool of 3 legendary actions. Whilst all are alive, they tend to use only their 1 cost actions. As their allies fall, they use their progressively higher cost (and more powerful) legendary actions.

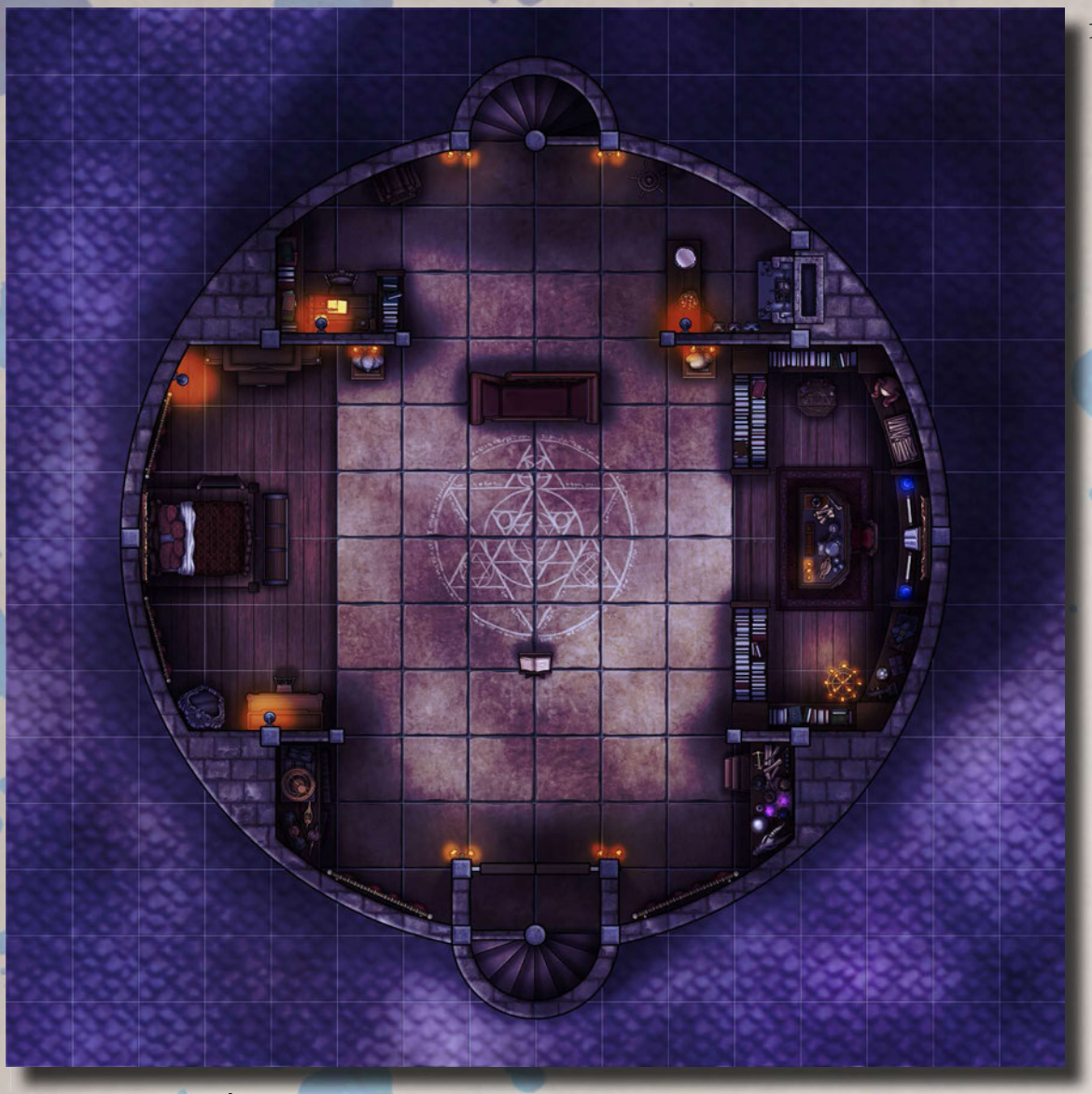
Running Away. The servants will not follow the players up the stairs to the third floor, but will chase them down and out of the tower. Running away does not count as a success for the purposes of awarding XP.

Treasure

There's lots of odds and ends in the study, including spell components (the specifics of which are at the GM's discretion) and several of Dr. Stein's bespoke spells that can be decoded. You can use the following table to award treasure based on the Perception/Investigation check.

DC	Item
4	A pepper pot next to the exit
8	One *scroll of mortiferous pulse*
12	A *blood candle*
16	A spellbook containing the spells: *pins and needles, chameleon skin, mortiferous pulse, influenza, and tentacle lash.*
20	The *blood syringe*

Be sure to mention the pepper pot on the wall. If any players looks more closely at it, they find another piece of Houdinky's graffiti (handout D4).



1 square = 5 feet.

Map H. Dr. Stein's Quarters

"I took the liberty of investigating the contents of this mysterious and arcane powder dispenser using the alchemical supplies in this very room. Stay away if you're afraid of flavour. This thing contains pepper. Why would you keep pepper by a door? Wizards eh..."

Handout D4.

Lemnisciator

Can the party escape the Loopling?

Leminsciators are monstrosities that coat the walls of caverns, or, in this case, a floor in the tower. They shift their stony inside in order to send the creatures that wander within them on a never-ending journey. They slowly drain their victims of life force until they are too exhausted to escape, before finally beginning the digestive process.

Mechanics

In order not to give the game away that the characters are being drained, this next section involves rolling **in secret**. It's recommended that you get a note of each character's Constitution saving throw modifier and hit points when they enter the staircase. To make it even more fluid, you could even pre-roll saves and damage before this encounter takes place. See page XX (Appendix C) for the **loopling** statblock.

Draining. For each 10 minutes that go by, roll a **DC 10 Constitution saving throw** in secret for each player character. The character takes 5 **(1d10) necrotic damage** on a failed save, or half as much damage on a success. This damages accumulates gradually and is not a 'blow' that can be felt. If a character fails by 5 or more (**DC 5**), it also gains a level of **exhaustion**.

Secretly record the damage and levels of exhaustion, but dress up the effects. For example, if a character becomes bloodied, you could say *"your nose suddenly starts bleeding, and you could swear you have a migraine coming on"*. If a character becomes exhausted you could say *"You begin to feel woozy, your feet stumbling as you climb this unending staircase"*.

Solutions 1: Pepper. The **loopling** hates pepper. If the players sprinkle it anywhere on the staircase, it stimulates the **loopling's** vomit feature and the players are jettisoned onto the floor above, prone and covered in slime. A stone wall is all the players see when they look back in the direction from whence they were vomited. This stone wall is the **loopling's** skin and can be attacked.

Solution 2: Spreading Out. If the players try and split up, and link themselves (e.g. with rope), the **loopling** struggles to contain the dispersed party. It will dissolve any rope with its stomach acid, and vomit the players one by one onto the floor above until only one remains. The players then have to attack the **Loopling's** exterior from the floor above.

Solution 3: Hulk Smash. If the players begin attacking the **loopling** from the inside. It immediately begins trying to digest them. When bloodied, the **loopling** will try to vomit all the creatures inside of it onto the second floor. If it dies, the players can cut their way out and walk up the actual stone staircase.

Follow the Arrows II

Can the party cross the floor?

Environment

When the party first enters the floor you may read the following:

> This room appears identical to the one two floors down. Five-foot-square tiles, arrows in what you swear are the same places. The only difference is the colour of the light and the feel of the air; it *tingles*. The bricks shine with cerulean blue and deep sapphire, and the room itself hums with a stored potency. A mistake here might prove fatal. A sign to your right reads 'Floor 1'. What?

Light. The room is brightly lit

Sound. The distant voice of the tour guide and the faint sounds of people working can be heard through the window. The plain stone walls echo footsteps and the clink of equipment.

Space. The south and north sides of the grid can be freely navigated. The doorways to east and west can be passed through from the orthogonally adjacent space.

Developments

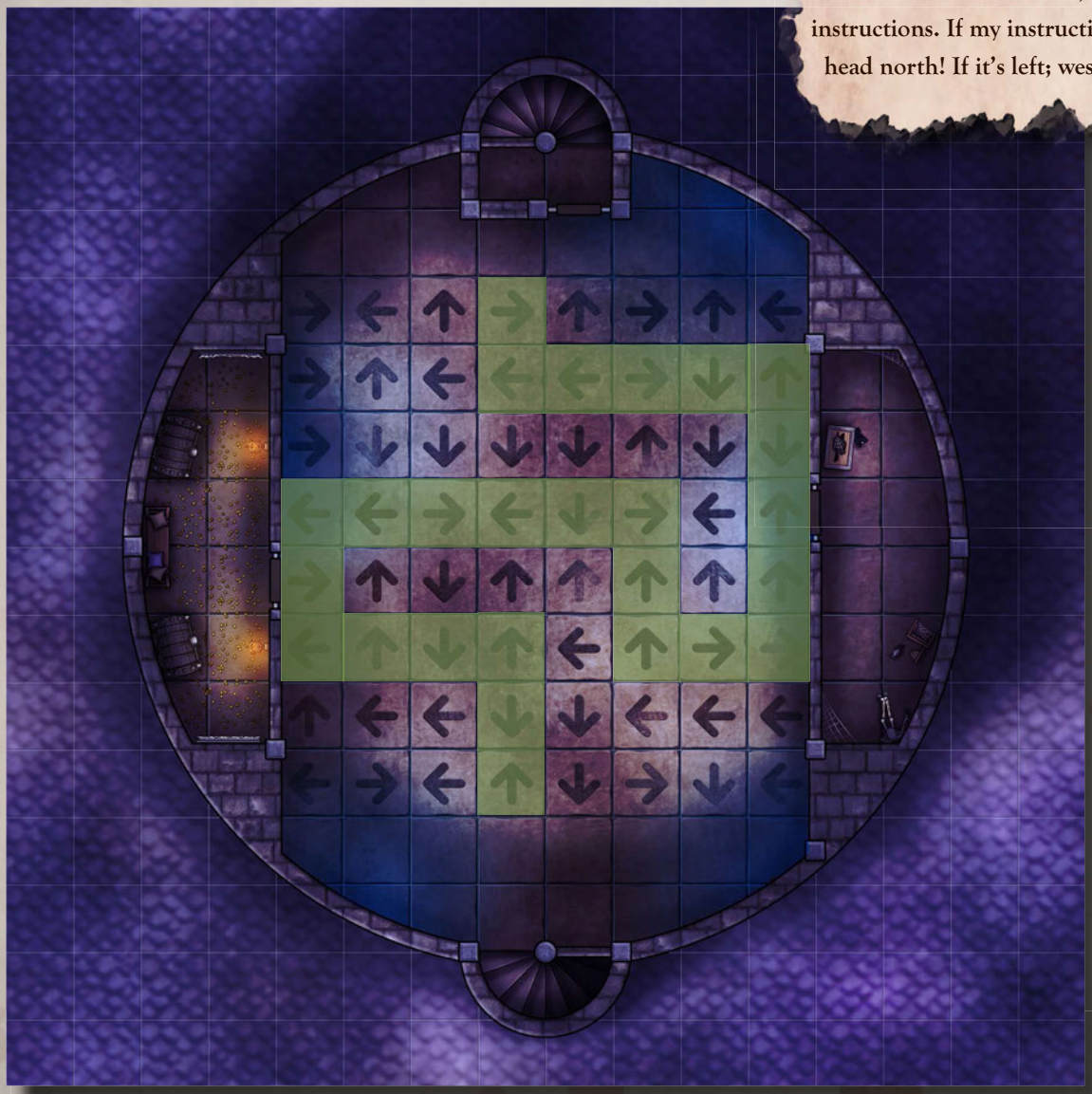
Using the *T.H.I.N.G*™ on the graffiti yields a spoken message by Harried Houdinki. Give handout E1, E2, and show map I.

Clues. If your players are struggling, you can have the character with the **highest passive Perception** notice a second graffiti (handout E3).

The Puzzle. The grid of flagstones is, on the surface, identical to the other room the players traversed. All the grids, except for the safe route across, are magically-activated pressure-plates. Casting *dispel magic* on a pressure plate makes it 'safe'.

Handout E1

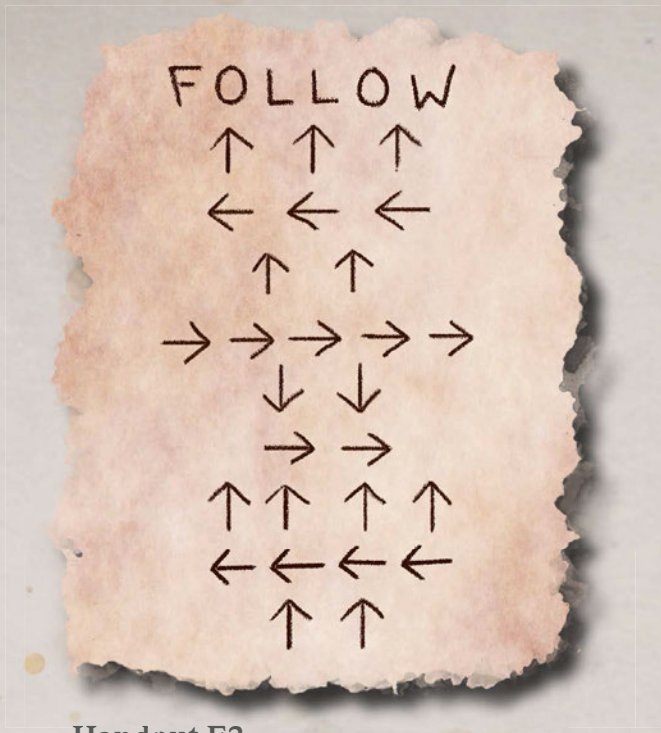
"Ah - you made it! This one's different, see. Start in the one I highlighted, and follow what I've written, like a set of instructions. If my instructions point up, head north! If it's left; west! Capiche?"



Green squares indicate route across.

1 square = 5 feet.

Map I. Follow the Arrows II



Handout E2.



"Ignore the floor. Just follow what I've written"

Handout E3.

Consequences. Stepping on the wrong plate requires a **DC14 saving throw** for a randomly determined effect; roll a d6 and consult the following table. On a failed save, the creature is subjected to the full effects in the table. On success, they take half as much damage and are not subjected to any other effects.

d6	Ability	Effect
1	Str	Acid Tar. Deals 2d4 acid damage at start of each turn. Can use an action to repeat the saving throw, freeing itself on a success.
2	Dex	Firebolt. Deals 2d10 fire damage.
3	Con	Stinky Rain. Deals 2d6 poison damage and becomes stinky until it spends 10 minutes bathing. Whilst stinky creatures that can smell have advantage on checks made to find this creature.
4	Int	Your Mom Joke. Deals 2d6 psychic damage and gives disadvantage on the next ability check it makes*.
5	Wis	Confusion. Becomes confused as per the *confusion* spell..
6	Cha	Failed Teleport. Takes 2d6 force damage and is physically shunted back to the entry to this floor.

*Consider keeping this bit secret if your players are prone to metagaming. Surprise them when they make the check!

Rooms. The doors to the east and west are unlocked. The room to the east is an empty store room. The room to the west contains 2, closed empty chests, and gold coins all across the floor. The gold coins are **baby mimics.** Touching one deals 1 piercing damage, and they all come alive.



Tower Top Treasure

Can the monsters be defeated?

The air feels fresher up here, the stone walls cooler. A faint thrum of wind buffeting the exterior gives testament to your height. Could you be at the top? At the far end of the room, a ladder reaches up into pitch darkness. Even those with darkvision cannot penetrate the gloom that obscures the ceiling. A sign to your right reads 'Floor 2'. Huh. Someone really messed up there.

The interior, much like the study, below, is cluttered. Taxidermied beasts of all descriptions, and some that defy any attempt at categorisation, crowd the walls and floor. They hold all manner of sparkling trinkets, lavish-looking jewels, and ancient, arcane artifacts. A golden necklace hangs from the barbed tongue of a half-frog half-scorpion. A frorpion? An octopus with snakes for tentacles has the length of each paralysed limb covered in golden rings. A pointy-nosed humanoid sprouting black and white fur, holds an [item] delicately between thumb and foreclaw. Clutched tight in an owlboar's talon is a wand of twisted purple wood and amber. And, perched atop a pedestal at the centre of it all, a small, perfect, crystal sphere shines with a myriad of ever-shifting colours.

Environment

Light. The room is dimly lit, by purple stones in the wall. The ceiling is obscured by magical *darkness*. The orb in the room's centre sheds multicoloured bright light in a 5-foot radius.

Sound. A **passive Perception** of **12+** reveals quiet clacking, like hooves on metal, coming from the darkness above.

Stuffed Creatures. The four beasts mentioned face the central orb:

- A **frorpion** with a gold and emerald necklace (worth 500 gp).
- A **snektopus** with many rings (11 rings each worth 25gp, and the *ring of feather falling*).
- A **rakling** (racoon-halfling) with shiny boots (*boots of levitation*)
- An **owlboar** with an antler-wand (*wand of spell extension*).

Elsewhere throughout the room, specimens float in chloroform, heads are mounted to walls, and display cases hold a variety of mundane and exotic stuffed fauna.

Developments

Touching the orb, or any of the items the four central beasts hold, triggers a **fight**. The four 'stuffed' animals are actually held in stasis by strong **abjuration** magic, which can be detected with *detect magic*. Urkin graffiti can be found on the side of the pedestal (handout F1).

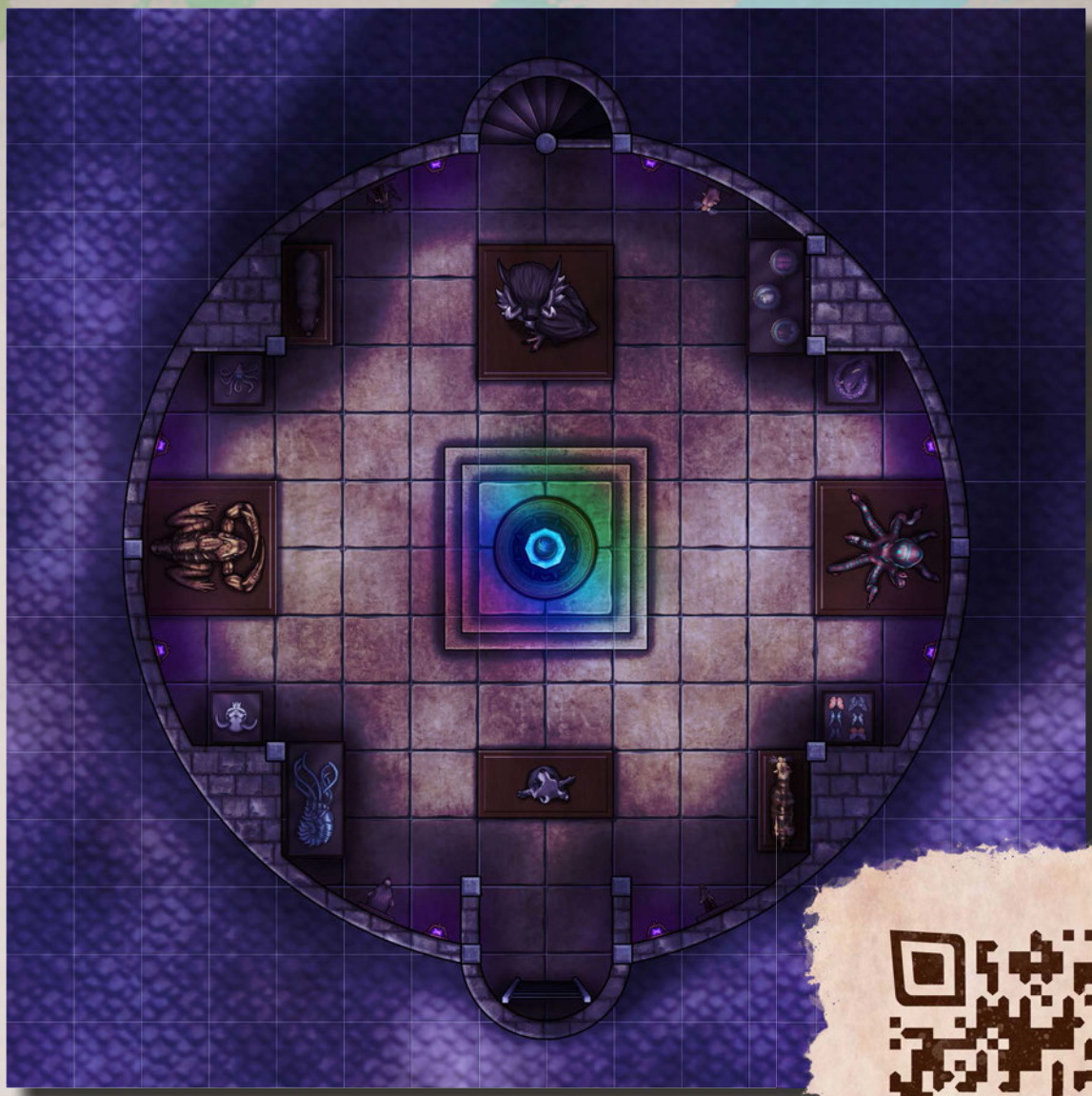
The Orb. If the central orb – the *chromanova* – is removed, the cage above opens, and the **cut-price chimera** attacks, likely **surprising** the party. The door to the room swings shut (a character on the threshold can jump through as a reaction, even if surprised).

An identify spell reveals that the *chromanova* temporarily dispels magical darkness in a 5-foot sphere around it. Its other properties are concealed by abjuration magic.

The Treasure. Taking any of the pieces of treasure from the 'stuffed' animals instantly animates them. If this is done during combat, they enter initiative and act immediately after whoever's turn it is. They are hostile to all the players.

Shared Legendary Actions. In order to make the encounter appropriately challenging, the four 'stuffed' creatures share a pool of 3 legendary actions. However, if the player characters are fighting the **cut-price chimera** when the 'stuffed' creatures are activated, the 'stuffed' creatures have no legendary actions.

The 'stuffed' creatures can choose from the following legendary actions options, and regain all spent legendary actions on initiative 0.



1 square = 5 feet.

Map J. Tower Top Treasure

- **Attack.** The creature makes one attack
- **Move.** The creature moves without provoking opportunity attacks.
- **Restitch.** The creature heals itself for 7 (2d6) hit points.

Level Up. If the party defeat 3 of the 4 'stuffed creatures', as well as the **cut-price chimera**, they level up to 6th level. If not, they level up upon completing the exchange with L'Arsène.

"Burglars, Friends, Countryfolk, I daren't remove this orb. The pedestal is definitely rigged, and un-pickable. I'm only one rakin, and I can hear something scratching. If you've gotten this far, then you're at least almost as clever as me. But did you keep track of which floor was which? That's the key to getting out; I'm out of here!" *sniggers*. "Good luck."

Handout F.

Escape

Can the party outrun the ballista bolts?

The ladder at the far end leads to a hatch locked with an adamantine padlock. It has four tumblers, each with the numbers 0-9 on them. The solution is the number with which each floor was labelled: **5 8 1 2.** If this is entered, it pops open.

Alternatives. The hatch can be broken. It has an AC of 15 and 20 hit points. Melée attacks whilst perched on the ladder have disadvantage. Attacking the hatch releases the **economy chimera** if it is not already slain.

A **DC 20 Dexterity (Thieves' tools)** check can successfully jimmy open the padlock. A result of **16** or lower breaks the lockpicking tools. Attempting to pick the lock, success of fail, releases the **cut-price chimera** if it is not already slain.

> Emerging onto the rooftop the wind whips at your clothing. The city folds out below you, a patchwork of slate roofs and gardens. A leaden weight wrenches your stomach down to your ankles as you peak over the parapet; that's a long way down. "Ah! You made it then!" the now familiar voice of Houdinky sounds from behind you.

Harried Houdinky. Houdinky had almost completed the heist single-handedly but couldn't figure out a way to disarm the orb's pedestal. On checking his escape route (the roof) the trapdoor sealed behind him - it can't be opened from this side. He's been stuck at the top of this tower for a few days, and boy is he glad L'Arsène sent help. Can he hitch a ride with the players?

Consequences. If the player characters entry was never detected, they were not part of the tour, and they persuaded Terrabella to call in the clouds, the guards are not alerted. See 'ghosts' below. If the players were part of the tour and disappeared, the guards are on a middling alert. See 'potshots' below. If the player characters were spotted trying to enter the tower and/or hurt or incapacitated any guards, they are on high alert. See 'barrage' below.

Was there conflict with any guards?	Did any player join the manor tour?	Did Terrabella provide cloud-cover?	Result
No	No	Yes	**Ghost**
No	No	No	**Potshots**
No	Yes	—	**Potshots**
Yes	—	—	**Barrage**

Glide and Wave, Boys. Glide and Wave.

It takes 5 turns for the player characters to glide out of the ballistae's close range (**+6** to hit, 16 (**3d10**) piercing damage), after which they stop firing. If **Terrabella** was persuaded to call in cloudy weather, all ballista shots are taken at disadvantage. If a player falls unconscious whilst gliding, it hits the ground 3 turns later taking 70 (20d6) bludgeoning damage.

Ghosts. The party suffers no ballista shots.

Potshots. Each turn there is a single ballista shot against one random player character.

Barrage. The first creature to approach the tower edge each round (resetting at initiative 0) suffers two ballista shots. Whilst gliding, two random player characters suffer one shot each.



Houdinky

Aftermath

» **The party reconvene**

» **The party watch the fireworks from the safety of Terrabella's tree.**

> Eventually, after a few near misses with some confused seagulls, you drop beneath the damp cotton-wool of Terrabella's cloud cover. You orient yourself to land at the agreed-upon rendezvous; the edge of the woods.

L'Arsène is pleased to see the party, but especially please to have Houdinky back in one piece. A **DC 10 Wisdom (Insight)** check might reveal that perhaps L'Arsène was more concerned with Houdinky's welfare than he was letting on. L'Arsène promptly hands over payment, promising they're *"not chocolate coins... this time..."* and says that if everything goes according to plan, things will be patched up with Terrabella. He refuses to reveal what the *chromanova* does, persuading them to *"trust me, you'll find out soon enough!"*.

Houdinky leads the party to Terrabella's grove, whilst L'Arsène scampers off with a mischievous grin on his face, catching up with the group as they ascend Terrabell'as tree. She waits with Sasquatch on a specially-grown (and veiled from the open sky) viewing platform facing the city. All the rakin are positively brimming with excitement. As the sun sets, you may then read the following:

> As the last muted rainbows of the sunset fade into the inky depths of a starry night sky (it seems Terrabella has ensured you all a good view), the fireworks begin. It is the harvest festival in the city! Brilliant flashes of emerald and sapphire; enchanted displays of roaring, winged, scarlet snakes; and radiant advertisements for the town's various establishments illuminate the dock and city below. L'Arsène paddles his feet against the wood, grasping Houdinky's hand.
> *"Soon. Soon!"* A cheer rises from the city, bouncing across the forest canopy as a final, huge fire work bathes the valley with the light of a small sun.
>
> And then your eyes begin to accustom to the darkness, and the soft twinkle of the stars resumes. Without a sound, night is turned to day. Erupting like a supernova well over a mile wide is a rainbow of coruscating, glittering light. You spy a ripple surging across the treetops and suddenly, a *thdoom*, blows back you hoods, spills unsecured goblets, and wafts away Sasquatch's most recent fart. The twinkling shards fall softly to the buildings and farmland below, where they lie, like a reflection of the stars.
>
> A few motes, blown by the wind, settle upon your viewing platform. Glitter. So. Much. Glitter. L'Arsène has just glitter-bombed the town.

If the party visit the town the next day they will find every single surface covered in glitter. No-one has a clue what to do, and L'Arsène and Houdinky grin, ear-to-ear.

Future Hooks

This story could continue in many directions:

- The party gains the sal'aman ninjas as a recurring antagonist (especially if they stole an egg).
- Terrabella shows them to a Torii gate, taking them to a forest in need.
- L'Arsène knows of another dungeon with treasure to take.
- If the player characters were spotted and are identified, they are chased out of town and gain the title 'The Glitter Gang'.
- The mayor hires the adventurers to find the *broom of sweeping*, an enchanted broom that can clear away any dirt and debris. Unfortunately this is stowed away in a wizard's dungeon...
- Bulrick takes an oath to hunt down those who embarrassed him.
- Everyone lives happily ever after, because it's a one-shot.



Beguiler's Bounty



Blood Candle

Appendix A - Magic Items

Aged Goodberry Wine

Potion, rare - OGL

This bottle of thick red wine is miraculously made from magical goodberries and peonies using a closely-kept family recipe. It tastes fruity and floral, with notes of honey and the feeling of a fresh breeze, and is deeply rejuvenating. The bottle comes with 1d4 + 3 servings of the syrupy potion. A serving takes 1 minute to drink.

When you drink this wine, you can regain hit points by spending any number of Hit Dice, as if you'd finished a short rest. You regain 1 extra hit point for each Hit Die you spend in this way. The wine provides enough nourishment to sustain a creature for one day. In addition, for the next 24 hours, whenever you roll a Wisdom or Charisma ability check or saving throw, you add 1d4 to the total of the roll. [The Griffon's Saddlebag]

Armour of Buoyancy

Wondrous item, uncommon - HW4

The metal of this medium or heavy armour is forged from mithral, a light flexible metal that is as hard as steel. If the armour normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armour doesn't.

Buoyancy. Whilst wearing this armour, you can elect to float, remaining on the surface of any liquid provided you are not encumbered. If unconscious while in liquid, you rise 60 feet towards the surface each round, and float on the surface, face up.

Beguiler's Bounty

Wondrous item, uncommon - HW4

This hot pink lipstick has enough juice to be applied to one's lips 10 times. For the next 8 hours, when you kiss a creature after applying the lipstick, it leaves a visible smear. Any humanoid you kiss must succeed on a DC 14 Wisdom saving throw or be charmed by you for the next hour. If you kiss the humanoid on the lips it automatically fails this saving throw and is charmed for 8 hours instead.

Only one creature may be charmed by you at a time using this item. If you or your companions do anything harmful to a charmed creature, or you charm a second creature with a kiss, the charm is broken. The charmed creature regards you as a flirty acquaintance. When the spell ends, the creature knows it was charmed by you. The lipstick and its smear may be removed using a strong solvent and 1 minute of elbow grease, removing the charming effects.



Blood Minister Syringe



Clockwork Wyvern

Blood Candle

Wondrous item, uncommon - *LT*

Take one enchanted candle, add to it one pure drop of a creature's blood, and light. For the next 48 hours, or until the candle is extinguished, a ghastly red trail hangs in the air leading directly to you target. Once the candle has burnt for 48 hours in total, it is depleted and cannot be used again.

Limitations. This trail can't pass through solids of liquids, and is undisturbed by wind of any strength. The candle cannot distinguish between identical twins or clones, and will instead create a trail to each. If the blood sample is not pure, the creature has artifical blood, or the creature is on another plane, the pall of red smoke hangs in the air, listlessly.

Blood Minister Syringe

Wondrous item, uncommon - *LT & HW4*

Made of silver and glass, this peculiar apparatus magically refills with blood each dawn. As an action, you may inject this blood into a willing creature, casting the spell *enhance ability* in doing so. The spell does not require concentration when cast in this way.

Boots of Leviation

Wondrous item, rare (requries attunement) - *SRD*

While you wear these boots, you can use an action to cast the levitate spell on yourself at will.

Clockwork Wyvern

Wondrous item, rare (requires attunement) - *LT & HW4*

This limited edition clockwork wyvern comes with a fully-operational, miniature coal engine. Thanks to an intricate mix of steam-powered gears and pistons, the construct has lifelike movements and mannerisms.

Combat. In combat, the Clockwork Wyvern shares your initiative count, but takes its turn immediately after yours. It can move and use its reaction on it's own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take the action in its stat block or the Dash, Disengage, Help, Hide or Search action.

Death and Damage. The clockwork wyvern cannot regain hit points like other creatures. If the mending spell is cast on it, it regains 2d6 hit points. If it falls to 0 hit points, it loses all charges and becomes inert. Lightning or fire damage from a first level spell or higher can reinvigorate the wyvern, bringing it back to life with 0 charges.

Clockwork Wyvern

Tiny construct, unaligned — *LT & HW4*

Armour Class 13 (natural armour)
Hit Points 22 (4d4 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	2 (-4)	6 (-2)	6 (-2)

Skills Perception +0
Damage Vulnerabilities lightning
Damage Immunities fire, psychic
Condition Immunities charmed, deafened, exhaustion, frightened, paralysed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its master but can't speak.
Challenge 1/2 (100 XP)

Afterburners. The wyvern can consume 1 charge as a bonus action, doubling its fly speed until the start of its next turn.

Fuel. Over the course of a long rest, the wyvern can regain charges by consuming high-quality charcoal. It regains 1d4 + 1 charges for each 1 gp of charcoal consumed, to a maximum of 10.

If the wyvern drops to 0 charges, the wyvern falls prone and unconscious until it is recharged with at least 2 gp of charcoal.

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

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

Actions

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

Dragonling Breath (Recharge 5-6). The wyvern consumes **3 charges** and exhales fire in a 15-foot cone. Each creature in the area must make a **DC 14 Dexterity saving throw**, taking 17 (**5d6**) fire damage on a failed save, or half as much damage on a success.

Reconstitute. The wyvern consumes **1 charge**, regaining 2d6 + 3 hit points.

Dust of Dryness

Wondrous item, uncommon — *- SRD*

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible.

Flood. Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

Elemental Vulnerability. An elemental composed mostly of water that is exposed to a pinch of the dust must make a **DC 13 Constitution saving throw**, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

Dust of Sneezing and Choking

Wondrous item, uncommon — *- SRD*

Found in a small container, this powder resembles very fine sand. It appears to be dust of disappearance, and an identify spell reveals it to be such. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a **DC 15 Constitution saving throw** or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.

Dwrenched

Weapon (club), rare (requires attunement) — *- LT & HW4*

Covered in rust and barnacles, this nautical wrench still operates without the merest squeak. When channelling spells through this wrench, ones mood mirrors the magic emitted; you feel like a calm placid ocean when casting *calm emotions*, or a raging storm pummelling a cliffside when casting *tidal wave*.

As an action, you may use dwrenched to cast any of the following spells. If you do so, roll a d6. If the value is equal to or lower than 1 + the spell's level, you may not use *Dwrenched* to cast a spell again until you next finish a long rest.

Level	Spell
0	*mending*
1	*create or destroy water*
2	*calm emotions*
3	*tidal wave* (range: self, 30-foot cone)
4	*control water*



Herbalist Shoulder Bag

Enchanted Hollowreed

Wondrous item, common - *HW4*

Waterbreathing. A supple, yet strong carved with runes and stained, at it's tip with bright orange goodberry juice. This item allows a Medium or smaller creature to breathe underwater for up to 2 hours. A Large creature can also use the read, but uses the air four times as quickly. Once used, roll a d20. On a 1, it shrivels up and loses its magic. Otherwise, it is recharged the next dawn.

Goggles of Magovision

Wondrous item, rare (requires attunement) - *HW4*

With lenses of polished emerald, these goggles turn everything a queasy shade of green. Except, of course, any magical auras, which are discernible by their associated schools of magic.

Magicvision. Whilst attuned to these goggles, a wearer is always under the influence of the *detect magic* spell. They do not need to spend an action to see the faint auras; this is always active. The goggles can identify the effects of any spell, be it in the motion of being cast or an ongoing effect.

Herbalist Shoulder Bag

Wondrous item, uncommon (requires attunement) - *LT*

Despite being filled to the brim with soil, this shoulder bag weighs only five pounds. Some say the soil is from the plane of earth, others that it was enchanted by a very clever druid fond of fresh food.

This bag contains 6 assorted, magical plants, mushrooms, and herbs. They lose their magic if they are removed from the bag for more than 1 minute. As an action, you may harvest one of these goodies and either eat it, or give it to a creature within 5 feet. A creature must spend an action to consume one of these goodies. Upon consuming one of these goodies, a creature gains a random benefit of the *enhance ability* spell. If a creature eats more than one of these goodies, the old benefit is replaced by the new one. Roll a d6 and consult the following table:

d6	Ability
1	*Bear's Endurance*
2	*Bull's Strength*
3	*Cat's Grace*
4	*Eagle's Splendour*
5	*Fox's Cunning*
6	*Owl's Wisdom*

Regrowth. If you take 10 minutes to tend to this bag during a long rest, the next morning you find 1d4 more goodies. If you are proficient with the herbalism kit, you find 1d4 + 2 goodies, instead!

Hollowreed Weapons

Weapon (any), common - *HW4*

Hollowreed weapons have shafts or handles made of the buoyant, yet strong plant. Low-level latent magic allows them be used underwtaer without any penalty.

Hollowreed Net

Weapon (net), common - *HW4*

Lighter and strong than a normal net, this weave is made from the youngest, most-flexible hollowreed shoots. The latent, low-level magic lets it be thrown almost three times further than a normal net, even when underwater.

Special. A Large or smaller creature hit by this net is restrained until it is freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a **DC 12 Strength check**, freeing itself or another creature within its reach on a success. Dealing 8 slashing damage to the net (AC 15) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Tamoki seed

Wondrous item, rare - *HW4*

With a curved, membranous wings, this 6-inch seed gently spirals to the ground when dropped, despite its weighty heft.

If planted, this seed grows into a tree-house over the next minute. The house has three stories, each connected by an internal ladder, and a door which resembles a an ordinary maple tree when close. Each room is 10 feet tall and 15 feet in diameter. All the furniture is grown from the tree's trunk. with soft furnishings, such as carpets and blankets, made of moss. The ground floor is a kitchen, the first floor a lounge, and the second floor a bedroom, with six beds. The tree's lifespan is indefinite; it is immune to disease and all fire is extinguished within 10 feet of it. Despite this, any food placed in the kitchen's oven, magically heats, without any visible flame.

The tree is always under the influence of the *magic circle* spell against celestials, elementals, fiends, and undead. A creature that takes a short or long rest in one of the tree's beds gains the benefits of the spell *raise bed** spell.

*This spell is available from Humperdink's Wares.

Owlsight Goggles

Wondrous item, uncommon - *LT*

You gain darkvision out to a range of 60 feet and your ranged attacks do not suffer disadvantage when attacking at long range.

Expert Tracker. Once per long rest you may



Owlsight Goggles

incite the goggles' command word, activating their thermal vision. For the next 10 minutes, you can see all heat signatures within 20 feet. This includes items and objects warm-blooded creatures might have recently touched. This vision can penetrate through most barriers but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Not Nice Beez

Adventuring gear, common - *LT*

A jar full of angry bees that will mercilessly attack any creatures in range. But, thanks to the Rakin's craftiness, it is disguised as a jar of nice harmless bees.

B-Bomb! As an action, a character can throw this bomb at a point up to 60 feet away. Each creature within 5 feet of that point takes 2d6 piercing damage and must succeed on a **DC 13 Constitution saving throw** or also take **1d6** poison damage.

Recipe. You can try to make your own jar of Not Nice Beez should you be fortunate enough to find a bee hive. Make a **DC 12 Dexterity check**. On a failed check you take 2d6 piercing damage and the bees elude you. On a success you take half as much damage and collect enough bees for one jar! Finally, you must disguise the jar as a jar of Nice Beez™.



Not Nice Beez



Nutbluster

Nutbluster

Weapon (slingshot), uncommon (can be attuned to by a rakin) *- LT & HW4*

Despite its crude appearance, the slingshot is the weapon of choice for urkins and tanukins alike. Rakin will personalise their slingshots with charms and trinkets to show their victories. This magic weapon gains a +1 bonus to attack and damage rolls. Though attunement is not required for this bonus, if a rakin attunes to the item, the bonus increases to +2.

Nutbluster Ammunition

Ammunition, rare. *- LT & HW4*

Before making an attack you may choose a special ammunition from your ammo pouch (no action required) which have effects in addition to the normal attack:



Ammo	Effect
Acid Tar	*On hit:* the target must succeed on a **DC 13 Strength saving throw** or become restrained. The target takes 2 (**1d4**) acid damage at the start of each turn that it is restrained in such a way. It may use an action to attempt a **DC 13 Strength check**, freeing itself on a success.
B-bomb	*Hit or miss:* The target must succeed on a **DC 13 Constitution saving throw** or take 3 (**1d6**) poison damage and move in a random direction as per the cantrip *Infestation*.
Bullet Ant	The normal and maximum range for the weapon are doubled. *On hit:* the target takes an additional 3 (**1d6**) fire damage.
Moth Powder	*On hit:* The target must succeed on a **DC 13 Constitution saving throw** or take 3 (**1d6**) poison damage and be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
Scatternut	*Hit or miss:* the nut ruptures. All creatures within 5 feet of the target must make a **DC 13 Dexterity saving throw**, taking 5 (**2d4**)damage on a failed save, or half as much damage on a success.
Sleeping Sand	*On hit:* Roll **7d8**, if the total is equal to or more than the target's remaining number of hit points it falls unconscious for 10 minutes, until it takes damage, or another creatures uses an action to shake it awake.



Quickstep Kunai



Ring of Running Rings

Quickstep Kunai

Weapon (dagger), uncommon (requires attunement) *- LT & HW4*

This weapon could pass for a simple wooden or bone kunai, but don't let its crude appearance trick you. Made by tanukin masters, mysterious etchings can be seen on its surface, imbuing it with an ostentatiously visible magical aura.

Charges. This item has 5 charges, represented by etches on the kunai's surface. When a charge is used, one symbol magically disappears. Once per long rest you can spend 10 minutes carving 1d4 symbols, restoring charges to the blade. If you are proficient with Woodworker's Tools you restore an additional 2 charges.

Transposition. When you take the Attack action, you can replace one of the attacks with a special action. You can use this special action to throw the kunai at an unoccupied space you can see within 30 feet. As long as the kunai is within 60 feet of you, you can, as bonus action expend 1 charge to instantly teleport to the kunai's location, leaving behind only a puff of smoke and falling leaves.

Ring of Feather Falling

Ring, rare (requires attunement) *- SRD*

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Ring of Running Rings

Ring, rare (requires attunement) *- HW4*

Donning this ring grants you literal itchy feet and the compulsion to move. As a bonus action, you may speak the ring's command phrase. For the next minute you gain extra movement equal to your speed, before applying any modifiers, and your jump distance is doubled.

So quick is your movement that opportunity attacks against you are taken at disadvantage. In addition, should you 'run rings' around your opponent on your turn (i.e. your movement completely circumnavigates them), you gain advantage on one attack roll for each time you circumnavigate your target. Once you have used this feature you may not do so again until you finish a short rest.

Unfortunately, this ring has a few... side effects. Whilst this ring is activated, you take **1d6** psychic damage if you move less than 20 feet on your turn.

Searing Kama

Weapon (sickle), uncommon (requires attunement) - LT & HW4

Inspired by a traditional tanukin kama, this weapon has been obviously modified and upgraded by a talented artificer. It is not unusual for urkin artificers use traditional weapons as a base for their inventions, combining ancestral wisdom with modern knowledge



Searing Kama



Sir Wrenchy III

Hotting Up. When you deal damage to a creature with this weapon, you gain 1 charge as it begins to gain heat. You may expend charges of heat for additional effects described below. If you do not deal damage with this weapon for 1 hour, the heat dissipates from the weapon and you lose all charges.

Burn! On your turn, you can expend 1 charge (no action required) of heat to deal 1d6 fire damage the next time you hit with this weapon.

Searing Kusarigama. As a bonus action, you can expend 3 charges to turn the lever on the handle of the kama, releasing a whip-like chain in a flurry of sparks. The reach of this weapon increases by 5 feet for the next minute or until retracted (no action required), and your next attack with this weapon has advantage.

Sir Wrenchy the Third

Weapon (mace), rare (requires attunement) - LT

Sir Wrenchy the Third is an eccentric wrench, given sentience after years of being used to create items imbued with magic. You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding this weapon, you have advantage on Intelligence checks and saving throws. Spells cast from the wrench have a **save DC of 15**. The wrench consist of two parts, and pulling them apart reveals a dagger sheathed in the wrench's handle. If you are not attuned to the wrench when you unsheathe the dagger you take **1d4** bludgeoning damage as the wrench closes around your hand.

Foul Mouth. You can use bonus action to prompt sir Wrenchy to hurl insults at a nearby creature, casting vicious mockery on the target.

Pun Master. Once per short rest, as an action you can hold out sir Wrenchy to face a creature, causing it spurt out a series of puns, casting *hideous laughter* or *compelled duel* (your choice).

Sentience. The wrench is a sentient lawful neutral mace with an Intelligence of 18, a Wisdom of 10, and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet. The wrench communicates by speaking out loud and can speak, read, and understand Common, Gnome and Modron

Personality. While Sir Wrenchy is being wielded it has a tendency of emitting a constant stream of peculiar observations and insults, directed at anyone who would listen. Sir Wrenchy values intelligence and mechanical skill above all, and may occasionally challenge its wielder with contests of wit in order to test them. Conflict arises if it feels that its wielder does not match its intelligence or makes decisions it views as foolish. Although Sir Wrenchy acts as if all challenges are beneath it, it is easily intrigued by a puzzle or strange problem.



Skinwalker Staff

Skinwalker Staff

Staff, rare (requires attunement by a bard, druid, or ranger) - LT

Used in shamanistic rituals to commune with wildlife, this staff is adorned with animal skulls and bones. This staff has 10 charges and regains 1d6 + 4 charges daily at dawn.

Whilst wielding the staff you can expend 1 or more of its charges to cast one of the following spells, using **your spell save DC**:

Charges	Spell
1	*animal friendship, speak with animals*
2	*animal messenger*
3	*conjure animals*
4	*dominate beast*

If you expend the last charge, the skull on the staff withers and cracks, losing its magic. As part of a long rest, the attuner must perform a ritual during which the skull is replaced by that of a beast killed within the last 24 hours. At the next dawn, the staff regains charges as normal.



Sparkblade

Sparkblade

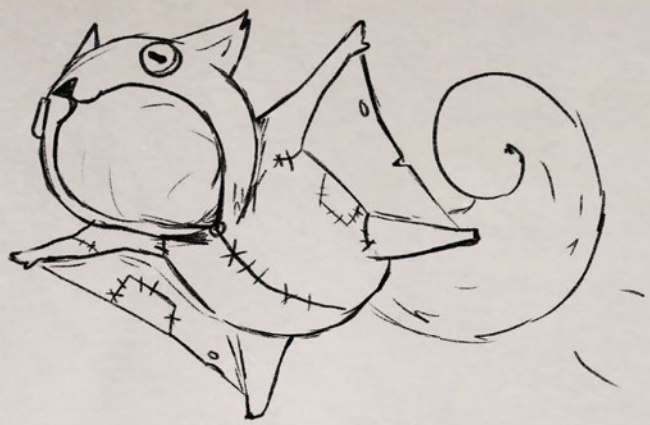
Weapon (any blade), rare (requires attunement) - LT

This weapon has 6 charges. You can regain charges by swinging the weapon vigorously for 10 minutes, without interruption. At the end of this time, make a **DC 10 Strength (Athletics)** check. On a successful check, the item regains **1d6** charges, or regains half as many charges on a failure. If you attempt to recharge this item for a second or subsequent time between long rests, you must succeed on a **DC 15 Constitution saving throw** or gain 1 level of exhaustion. As a bonus action, you can pull the trigger 1, 2, or 3 clicks, energizing the blade for 1 minute:

1 Click. You expend 1 charge. For the duration, each time you hit with this weapon you deal an additional **1d4** lightning damage.

2 Clicks. You expend 3 charges. For the duration, each time you hit with this weapon you deal an additional **1d6 + 1** lightning damage and the target must succeed on a **DC 11 Constitution saving throw** or lose its reaction.

3 Clicks. You expend 6 charges. For the duration, each time you hit with this weapon you deal an additional **1d8 + 2** lightning damage and the target must succeed on a **DC 14 Constitution saving throw** or lose its reaction. If it fails this save by 5 or more (**DC 9**), it is stunned until the start of its next turn.



Squirrelsuit



Stink Bomb

Squirrelsuit

Wondrous item, uncommon (can be attuned to) - LT & HW4

Worn over the clothes, these baggy suits fully embrace, but never quite attaining, the 'one-size fits all mantra'. The glide-suit takes one minute to don or doff. While worn, the wearer gains a glide speed of 60 feet; for each 30 feet travelled, the wearer drops by 5 feet.

Attunement. An unattuned wearer is 'bedraggled'. Whilst bedraggled, it has disadvantage on all Dexterity saving throws; and all attack rolls against the target have advantage. Upon attuning to the suit, it magically cinches in to the body, the wings concertinaing into groin and underarm pockets. An attuned wearer is never bedraggled and has advantage on any **Dexterity (Gliding)** checks made whilst wearing the suit.

Staff of Healing

Staff, rare (requires attunement by a bard, cleric, or druid) - SRD

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using **your spell save DC** and **spellcasting ability modifier**: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Stink Bomb

Adventuring gear, uncommon - LT

Made of a mishmash of mushrooms and roots wrapped in various leaves, this could pass for a healthy snack for a tanukin. But don't be fooled, once lit, a noxious miasma of indescribable smells accompanied by thick smoke billow from the bomb.

Bombs Away! As an action, you can light and throw this bomb at a point you can see within 60 ft. It explodes on impact, releasing the gas in a 15-foot-radius sphere for the next minute. Each creature within the area at the start of its turn must make a **DC 13 Constitution saving throw** against poison. On a failed save, the creature takes 2d6 poison damage and makes its next attack with disadvantage. Creatures that don't need to breathe, are immune to poison, or that don't have a sense of smell are not affected by this.

Any creature that starts it's turn within the cloud has disadvantage on stealth checks to avoid being smelled for the next 12 hours. A moderate wind (at least 10 miles per hour) disperses the gas after 3 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

T.H.I.N.G & Mouthink

Wondrous items, rare - HW4

The small purple-black pot of *mouthink* contains enough liquid to record 500 words. As you paint, the words you speak are magically imprinted into your art. It takes as long to finish the painting as it does to speak the words. The ink's magic lasts as long as the ink is intact.

When the art is scanned by the Translator of Highly Indelible and Non-noticeable Graffiti (T.H.I.N.G.), it plays an identical rendition of the words spoken when the art was painted. If the art is damaged, random sections of the message will sound as bursts of static. The worse the damage, the greater the proportion that sounds static. Art scanned by the T.H.I.N.G that is not made of the *mouthink* sounds entirely like static.



Wand of Spell Extension

Wand, spellcasting focus, rare - HW4

The scarlet of the silk flutters softly against the tough, pale white of the antler around which it is tied. A soft blue glow emanates from the slices of gemstone at its tip, which slowly expand and contract like a heartbeat. This wand has 10 charges and regains 1d6 + 4 charges daily at dawn. It may be used as a spellcasting focus by a Druid, Sorcerer, Warlock, or Wizard.

Spell Extension. When you use the wand to cast a spell, you may expend up to 3 charges to increase the range for that casting. If the spell's base range is touch, the range becomes a number of feet equal to10 times the number of charges expended. If the base range is 10 feet or less, the spell's range is increased by 10 feet per charge. If the spell's base range is over 10 feet, the range is increased by 30 feet per charge. Spells with a range of self are unaffected.



Appendix B - Spells

All spells by Humperdink's Wares © HW4

Belch

1st-level transmutation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Concentration, up to 1 minute
Mechanism: Debuff + Damage; Con save
Class: Bard, Sorcerer, Warlock

You belch forward acidic fumes, afflicting those in a 15-foot cone before you. The fumes spread around corners. All creatures in the area must make a **Constitution saving throw**, taking **4d4** acid damage on a failed save or half as much damage on a success.

The fumes linger until the end of your next turn or until dispersed by a moderate or stronger wind. Any creature ending its turn in the area must succeed on a **Constitution saving throw** or take **2d4** acid damage, taking half as much damage on a success.

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

Cannotrip

1st-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Mechanism: Debuff; Spellcasting ability check
Class: Bard, Sorcerer, Warlock, Wizard

Choose a creature within range that you can see. Each time it tries to cast a spell of equal or lower level than this spell, it must succeed on a **spellcasting ability check** against your spellcasting save DC or waste its spellcasting action.

At Higher Levels. The maximum level of spell inhibited by this spell is equal to the level of spell slot expended.

Can'trip

Abjuration cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 round
Mechanism: Debuff; Spellcasting ability check
Class: Bard, Sorcerer, Warlock, Wizard

Choose a creature within range that you can see. Each time it tries to cast a cantrip whilst this spell affects it, it must succeed on a **spellcasting ability check** against your spellcasting save DC or waste its action. The spell ends if the target moves out of the spell's range.

The maximum level of spell inhibited by this cantrip increases when you reach 5th level (**1st-level spells**), 11th level (**2nd-level spells**), and 17th level (**3rd-level spells**).

Chameleon Skin

1st-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Touch
Components: V, S, M (red, yellow, and blue pigment)
Duration: Concentration, up to 10 minutes
Mechanism: Buff
Class: Bard, Druid, Ranger, Wizard

You imbue a creature you touch with pigment so that its skin, and anything it wears or carries, slowly shifts hues to match its surroundings. For the duration, the target can take the Hide action, even when only lightly obscured, as a bonus action on each of its turns.

If the target did not move during its last turn, creatures have disadvantage on any **Wisdom (Perception)** checks made to see the target. Creatures who do not rely on sight, such as with

tremorsense, are immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Concussion

4th-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Mechanism: Damage; Constitution save
Class: Bard, Druid, Sorcerer, Wizard

With a thdoom that can be heard 100ft away, you cause a temporary, massive increase in the air pressure surrounding a creature you can see. The target must succeed on a **Constitution saving throw** or take **1d8** thunder damage and become deafened until the end of its next turn.

This spell's damage increases by 1d8 when you reach 5th level (**2d8**), 11th level (**3d8**), and 17th level (**4d8**).

Influenza

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

Casting Time: 1 action
Range: Self (20-foot cone)
Components: V, S, M (some pollen)
Duration: Concentration, up to 1 minute
Mechanism: Damage & Debuff; Dexterity save
Class: Cleric, Druid, Warlock

With a mighty sneeze that can be heard up to 100 feet away, you blast forth a cone of phlegm, halitosis, and viral pathogens. All creatures in the area must succeed on a **Dexterity saving throw** or take **4d8** poison damage and be **poisoned** for the duration. On a success they take half as much damage and are not poisoned.

Whilst poisoned in this way, an affected creature must roll a d10 at the start of each of its turn. On a 3 or lower, it is racked by a coughing fit and becomes **incapacitated** until the start of its next turn. Any creature within 5 feet of a creature who becomes incapacitated in such a way must succeed on a **Constitution saving throw** against the spellcaster's save DC or also become **poisoned** for the spell's duration. Afflicted creatures can make a **Constitution saving throw** at the end of each of their turns, recovering from the poisoned condition on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** and the value a poisoned creature is required to roll to cause a coughing fit on the d10 is increased by **1** for each spell slot level above third.

Mortiferous Pulse

2nd-level biomancy (*can be replaced with necromancy)*

Casting Time: 1 action
Range: Self (50-foot line)
Components: V, S, M (a dead animal)
Duration: Instantaneous
Mechanism: Damage; Dexterity save
Class: Bard, Druid, Warlock

You summon a bolt of negative energy to stimulate and transmit the necrotic pathogens riddling a corpse you touch into those that stand before you, decaying their living internal viscera. All creatures in a line 50 feet long and 5 feet wide must make a **Dexterity saving throw**, taking **3d8** necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by **1d8** for each spell slot level above second.

Pantsed

1st-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Mechanism: Debuff; Strength save
Class: Artificer, Ranger, Sorcerer, Wizard

"Har har" you laugh whilst miming pulling down

someone's pants. A creature you can see within range must succeed on a **Strength saving throw** or become **restrained** as ethereal legwear drops down to its ankles, contorting and shackling them.

As an action, the creature may attempt to pull its legware back up, making a Strength saving throw and removing the restrained condition on a success.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may target one additional creature for each spell slot level above 1st.

Pins and Needles

Biomancy cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Mechanism: Damage; Constitution save
Class: Druid, Warlock, Sorcerer, Wizard

You momentarily shut down a small part of the nervous system of a creature you can see, before overstimulating it and causing crippling pain. The creature must succeed on a Constitution saving throw or take 1d8 psychic damage. If the target fails its saving throw by 5 or more, it has disadvantage on the next attack roll it makes within the next minute as it temporarily loses function of a limb.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spark

Evocation cantrip

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Mechanism: Damage; Ranged spell attack
Class: Artificer, Sorcerer, Warlock, Wizard

A spark of bright light arcs from you to your target. Make a ranged spell attack against the target. On a hit the target takes 1d6 lightning damage and can't take reactions until the start of its next turn. On a critical hit the target is blinded until the end of its next turn.

The spell simultaneously creates more than one arc when you reach higher levels: two arcs at 5th level, three arcs at 11th level, and four arcs at 17th level. You can direct the arcs at the same target or at different ones. Make a separate attack roll for each arc.

Tentacle Lash

4th-level biomancy (*can be replaced with transmutation)*

Casting Time: 1 action
Range: Self
Components: V, S, M (a miniature plunger)
Duration: Concentration, up to 1 minute
Mechanism: Utility & Damage; Strength save
Class: Artificer, Druid, Ranger, Warlock, Wizard

Your arm elongates, into a long, wet, suckered tentacle. As part of the spellcasting action and as an action on each of your turns you can perform a melee spell attack against a creature within 30 feet. On a hit you deal **4d8** bludgeoning damage and the target must make a **Strength saving throw** if it is Huge or smaller. On a failed save, you may choose one of the following effects:

- The target is knocked prone.
- You disarm the target; you take one item or weapon the target is carrying or wielding (and that is not fastened, e.g. armour) and return it to your person.

The tentacle also serves as a useful appendage that can be used like a grappling hook or rope at the DM's discretion.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d8** for each spell slot level above 4th.

Wind Wyrms

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Mechanism: Damage & Debuff; Strength save
Class: Bard, Druid, Sorcerer, Wizard

You conjure whirling wind tendrils (wyrms) in a space within range. The wind wyrms last for the spell's duration and do not fill the space they occupy. On the turn the wyrms are summoned, and as an action on subsequent turns, you may move the wyrms up to 30 feet to a space you can see. The wyrms may not move if they are restraining a target.

As part of the action to summon or move the wyrms, you can batter a target whose space they occupy. The target must make a **Strength saving throw**. On a failed save the creature takes **3d8** bludgeoning damage and become **restrained** for the spell's duration. On a successful save the target takes half as much damage and is not restrained. A huge or larger creature automatically succeeds on this saving throw. On your turn, you may release a creature restrained by the wyrms, no action required.

A creature restrained by this spell may use its action to attempt a Strength saving throw versus the spellcaster's save DC, ending the restrained condition on a success. If a creature is falling or flying and becomes restrained by this spell, they remain at their current altitude and do not begin falling.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by **1d8** for each slot level above 3rd. When casting this spell using a spell slot of 6th level or higher, or 9th level, you may restrain huge or gargantuan creatures, respectively.

Appendix C - Creatures

The Forest

Awakened Tree

Axlotli

Dryad

Forest Kobolds

Green Dragon Wyrmling

Owlboar

Owlby

Sasquatch

Satyr

Satyr Musician

Sprite

Tanukin

Tanukin Trickster

Terrabella

The Docks

L'Arsène

Sal'aman ninjas

- Sal'aman Drakindred
- Sal'aman Gluespitter
- Sal'aman Netninja

Priest of the Rapids

Water Elemental

White Water Acolyte

The Manor

Ballista

Bulrick, the Guard Captain

Commoner

Guard

Guardgoyles

The Tower

Baby Mimics

Clipclop

Cut-price Chimera

Frorpion

Harried Houdinky

Handsome

Invisibill

Rakling

Snektopus

The Forest

Awakened Tree

The trees of the Tamoki Forest take after their tanukin inhabitants; they dislike interlopers To a tree an interloper is anyone not behaving like a tree, or a gardener. Unlike the tanukin,who use innate magic to incite fear, the awakened trees tend towards more physical methods of interloper-extrication

Awakened Tree

Huge plant, unaligned *SRD Pg. 366*

Armour Class 13 (natural armour)
Hit Points 59 (7d10 + 14)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	15 (+2)	10 (+0)	10 (+0)	7 (-2)

Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing
Senses passive Perception 13
Languages one language known by its creator (Sylvan)
Challenge 2 (450 XP)

False Appearance. While the tree remains motionless, it is indistinguishable from a normal tree.

Actions

Slam. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 14 (**3d6 + 4**) bludgeoning damage.

Axlotli

A bizarre melange of dragon, axlotl, eel, and ox, axlotli number amongst Dr. Stein's more intelligent creations. The pride of dragonkind is hard to subjugate, and shines through in this race's territoriality.

Electro-Receptive. The 'blindsight' provided by an axlotlox's specialised electro-receptors is much greater underwater than in open air. This is due to the greater electrical conductivity that water provides, a fact that also aids their hunting methodology. However, reliance on this sense results in an unfortunate blindness towards creatures without a nervous system, such as undead and elementals .

Lightning Predator. Despite its speed in water, axlotli are stealthy predators. They will often lie in wait on silty lake floors, readying to release a burst of lightning, stunning their prey. They are not averse to hunting from the water's edge, and snapping a deer or adventurer that stops to drink.

Senescence. Due to the relatively short time since their creation, and the difficulty studying such a territorial creature entails, the late stages of the axlotloxes lifecycle are unknown. Tanukin tell of adolescent axlotlings 'guarding' the family brood, indicating some form of familial structure. One thing that is certain is, just like dragons, they only become more lethal with age.



Axlotlox

Axlotling

Medium monstrosity, unaligned *HW4*

Armour Class 13 (natural armour)
Hit Points 43 (6d8 + 16)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +3, Stealth +3
Senses blindsight 60 ft., passive Perception 13
Languages Draconic
Challenge 1 (200 XP)

Ambusher. In the first round of a combat, the axlotling has advantage on attack rolls against any creature that hasn't taken a turn yet.

Amphibious. The axlotling can breathe both air and water.

Electrovision. The axlotling's blindsight is reduced to 15 ft. when out of the water. It loses this sense until the end of its next turn if it takes any **lightning** damage.

Actions

Bite. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit*: 5 (**1d6 + 2**) piercing damage plus 3 (**1d6**) lightning damage. If the target is Medium or smaller it is grappled (escape **DC 12**). Until this grapple ends, the axlotling can't bite another target.

Stunsplosion (Recharge 6). Each creature within 10 feet of the Axlotling (or 20 feet if both it and the target are in water) must make a **DC 12 Constitution saving throw**, taking 10 (**3d6**) lightning damage on a failed save or half as much damage on a success. A creature has **disadvantage** on this saving throw if it is standing in water deeper than its ankles. A creature that fails the saving throw by **5 or more** is **stunned** until the end of the Axlotling's next turn.

Axlotlox

Large monstrosity, unaligned *HW4*

Armour Class 15 (natural armour)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	8 (-1)	14 (+2)	9 (-1)

Skills Perception +5, Stealth +5
Senses blindsight 60 ft., passive Perception 15
Languages Common, Draconic
Challenge 5 (1,800 XP)

Amphibious. The axlotlox can breathe both air and water.

Electrovision. The axlotlox's blindsight is reduced to 15 ft. when out of the water. It loses this sense until the end of its next turn if it takes any **lightning** damage.

Regeneration. The axlotlox regains **10 hit points** at the start of its turns. If the axlotlox takes **cold** or **necrotic** damage, this trait doesn't function at the start of the axloltlox's next turn.

Actions

Multiattack. The axlotlox makes **two attacks**.

Bite. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) piercing damage plus 7 (**2d6**) lightning damage. If the target is Large or smaller it is grappled (escape **DC 16**). Until this grapple ends, the axlotlox can't bite another target.

Stunsplosion (Recharge 5-6). Each creature within 15 feet of the Axlotlox (or 30 feet if both it and the target are in water) must make a **DC 16 Constitution saving throw**, taking 21 (**6d6**) lightning damage on a failed save or half as much damage on a success. A creature has **disadvantage** on this saving throw if it is standing in water deeper than its ankles. A **creature** that fails the saving throw by **5 or more** is stunned until the end of the Axlotlox's next turn.



Dryad

It is said the tanukin learnt the ways of the torii gates from the dryads. Where a dryad may stride between trees, a tanukin does so between forests.



Dryad

Medium fey, neutral *SRD Pg. 304*

Armour Class 11 (16 with *barksin*)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*
3/day each: *entangle, goodberry*
1/day each: *barkskin, pass without trace, shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use **10 feet** of her movement to step magically into one living tree within her reach and emerge from a second living tree within **60 feet** of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger.

Actions

Club. *Melee Weapon Attack*: **+2** to hit (**+6** to hit with *shillelagh*), reach 5 ft., one target. *Hit*: 2 (**1d4**) bludgeoning damage, or 8 (**1d8 + 4**) bludgeoning damage with shillelagh.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a **DC 14 Wisdom saving throw** or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts **24 hours** or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Forest Kobolds

Where's there's a dragon, there's kobolds. They're drawn to the things. These kobolds have been following a particular green dragon through the Tamoki Forest for so many generations that they've begun to evolve. They're a little more resilient to sunlight, and their claws have elongated to allow tree climbing! Got to catch dinner somehow...

Forest Kobold

Small humanoid (kobold), lawul evil *OGL*

Armour Class 12
Hit Points 7 (2d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Senses passive Perception 8
Languages Common, Draconic
Challenge 1/4 (50 XP)

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

Direct Sunlight Sensitivity. While in direct, non-dappled sunlight (i.e. not under the cover of a forest canopy) the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

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

Sling. *Ranged Weapon Attack*: **+4** to hit, range 30/120 ft., one target. Hit: 4 (**1d4 + 2**) bludgeoning damage plus 2 (**1d4**) poison damage.

Green Dragon Wyrmling

Pernicious and cunning, a green dragon wyrmling might use its kobold interpreter to question an adventuring group. It might offer some assistance against the axlotli if it could earn itself a majestic new lair in the process. It might even not eat a party if such a deal could be struck.

Green Dragon Wyrmling

Medium dragon, lawful evil *SRD Pg. 286*

Armour Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saves Dex +3, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack*: **+4** to hit, reach 5 ft., one target. *Hit*: 7 (**1d10 + 2**) piercing damage plus 3 (**1d6**) poison damage.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a **15-foot cone**. Each creature in that area must make a **DC 11 Constitution saving throw**, taking 21 (**6d6**) poison damage on a failed save, or half as much damage on a successful one.



Owlboars

Wizarding Weekly, the premier monthly wizarding newspaper (they miss a lot of deadlines) did a feature on 'Owlbears'. An apparently accidental fusion of mammal and bird, it went on to flourish in the wild forests of the realm. Not to be outdone, Dr. Stein started work. Unfortunately, words were never his strong suit; the letters always got mixed around. Thus, the owlboar was born.

Fledglings. Flightless and aggressive, young owlbies are a rambunctious lot. As they age, they get no less combative. They are amongst the few flying species that dive at their target with the intention of hitting them head first, a strategy that might prove fatal to both parties, if not for the owlboar's thick, muscular neck.

Owlboar

Large monstrosity, unaligned *HW4*

Armour Class 13 (natural armour)
Hit Points 45 (6d10 + 12)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	2 (-4)	7 (-2)	5 (-3)

Skills Stealth +4
Senses passive Perception 8
Languages —
Challenge 2 (450 XP)

Charge. If the owlboar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 7 (**2d6**) slashing damage. If the target is a creature, it must succeed on a **DC 12 Strength saving throw** or be knocked **prone**.

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

Keen Smell. The owlboar has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The owlboar makes **2 attacks**: one with its talons and one with its tusks.

Talons. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit*: 11 (**2d8+ 2**) slashing damage.

Tusk. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit*: 9 (**2d6 + 2**) slashing damage.

Owlby

Medium monstrosity, unaligned *HW4*

Armour Class 12
Hit Points 16 (3d8 + 3)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	2 (-4)	6 (-2)	4 (-3)

Skills Stealth +4
Senses passive Perception 8
Languages —
Challenge 1/4 (50 XP)

Charge. If the owlboar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 3 (1d6) slashing damage. If the target is a creature, it must succeed on a **DC 11 Strength saving throw** or be knocked **prone**.

Keen Smell. The owlboar has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Talons. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit*:5 (**1d8 + 1**) slashing damage.

Tusk. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit*:4 (**1d6 + 1**) slashing damage.

Owlby





Owlboar

Sasquatch

Quick and nimble, sasquatch has absorbed some of Terrabella's trixiness; no matter how well you hide your nuts, he's sure to find them.

Sasquatch

Tiny beast, chaotic good — *HW4*

Armour Class 10
Hit Points 12 (6d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	10 (+0)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +3
Senses passive Perception 10
Languages understands Common and Sylvan but can't speak
Challenge 0 (10 XP)

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

Plot Armour. Sasquatch is not targeted by the players' enemies. When Sasquatch makes a saving throw to only take half damage, it takes no damage on a successful save and half as much damage on a failure.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Satyr

Satyr

Medium fey, chaotic neutral — *SRD pg.344*

Armour Class 14 (leather armour)
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 1/2 (100 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, 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Satyr Musician

Jovial and hedonistic, a satyr will stop at nothing to join with revelry. Satyr's with a penchant for being the centre of attention might practice as musicians, imbuing their music with magic that makes others move to their melody. Many inns have a 'no satyr policy' as they have a tendency to throw the looking glass out of the window after especially energetic performances.

Satyr Musician

Medium fey, chaotic neutral — *HW4*

Armour Class 14 (leather armour)
Hit Points 62 (14d8)
Speed 40 ft.

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

Skills Perception +2, Performance +8, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP)

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

Actions

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

Dissonant Chord (Recharge 4-6). All creatures within 30 feet of the satyr must succeed on a DC 14 Constitution saving throw or take 15 (2d10 + 4) psychic damage. A creature that fails by 5 or more (DC 11) is stunned until the end of the satyr's next turn. A creature that succeeds on the saving throw takes half as much damage.

Panpipes. The satyr plays its pipes and chooses one of the following magical effects: a charming melody, a gentle lullaby, or a mesmerising canon. Any creature within 60 feet of the satyr that can hear the pipes must succeed on a DC 14 Wisdom saving throw or be affected as described below. Other satyrs and creature 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 that song 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.

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.

Mesmerising Canon. The creature is incapacitated for 1 minute and follows the satyr mindlessly. The effect ends if the creature takes damage.

Sprites

Mischievous, spritely, and fiercely protective of their woodland homes, sprites of the Tamoki Forest share a lot of traits with their Tanukin neighbours. A sprite will observe its quarry whilst sequestered within mossy boughs, weighing its morality through the beating of its heart and judging its future intentions. Those deemed worthy may pass without ever knowing how close they were to feeling the sleeping sting of a sprite's poisoned arrow.

Enemy of my Enemy. Though tanukin share a lot in common with sprites, this does not neccesarily make them friends. Conflict over resources, a rakin's incessant need to prank, and sprites' forthright pride can make for turbulent times. A tanukin might use its illusions magicto disguise a fart-inducing mushroom as a delicious morel, all for the sake of a good laugh. However, when it comes to repelling invaders, temporary alliances are not uncommon.

Sprite

Tiny fey, neutral good — *SRD pg.348*

Armour Class 15 (leather armour)
Hit Points 2 (1d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +2, Stealth +8
Senses passive Perception 13
Languages Common, Elvish, Sylvan
Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* **+2** to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* **+6** to hit, 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a **DC 10 Constitution saving throw** or become **poisoned** for 1 minute. If its saving throw result is **5 or lower**, the poisoned target falls **unconscious** for the same duration, or until it takes damage or another creatures takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

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

Swarm of Razorfish

Swarm of Razorfish

Medium swarm of Tiny beasts, unaligned — *HW4*

Armour Class 11
Hit Points 22 (5d8)
Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	10 (+0)	3 (-4)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Siege Monster. The swarm deals double damage to objects and structures.

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

Water Breathing. The swarm can breathe only underwater.

Actions

Bites. *Melee Weapon Attack*: +3 to hit, reach 0 ft., one target in the swarm's space. *Hit*: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

Tanukin

Tanukin

Small humanoid (tanukin), chaotic good — *HW4*

Armour Class 12 (leather armour)
Hit Points 10 (3d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	11 (+0)	13 (+1)

Skills Deception +2, Perception +2, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common and one other language
Challenge 1/8 (25 XP)

Innate Spellcasting. The tanukin's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*
1/day: *disguise self*

Actions

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

Slingshot. *Ranged Weapon Attack:* **+3** to hit, 30/120 ft., one target. Hit: 3 (**1d4 + 1**) bludgeoning damage.

Tanukin Trickster

As you run, pell-mell, from the snapping snarls of an unseen green dragon, dropping your treasure as you flee, you might hear a faint snicker. This is the sound of a tanukin trickster revelling in its success deceipt. Whether it be luring away a bear with a false scent, or scaring a wolf off from its kill, a tanukin acts from the shadows, using innate and learned magic to do its heavy lifting.

Natural Artificers. With some intestine, a forked branch, and whatever nautral ammunition it can find, a tanukin trickster can fashion its signature weapon: a slingshot. A trickster has ammunition for all events: acid tar can restrain a chasing beast whilst the b-bomb's swarm of stings can send even the hardiest creature running for cover. If curiosity gets the better of it, a trickster might use its sleeping sand to render a target unconscious for safer inspection.



Trickster

Tanukin Trickster

Small humanoid (tanukin), chaotic good *HW4*

Armour Class 14 (studded leather armour)
Hit Points 54 (12d6 + 12)
Speed 30 ft., climb 20 ft.

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

Saves Wis +3
Skills Deception +5, Perception +3, Persuasion +5, Stealth +5
Senses darkvision 60 ft., passive Perception 13
Languages Common and one other language
Challenge 2 (450 XP)

Innate Spellcasting. The tanukin's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:
At will: *minor illusion*
1/day each: ***alter self***, *disguise self*

Spellcasting. The tanukin's spellcasting ability is a 5th-level spell-caster. Its spellcasting ability is Charisma (spell save **DC 13, +5 to hit** with spell attacks). It knows the following bard spells:

Cantrips (at will): ***can't trip****, *friends*, ***vicious mockery***,
1st level (4 slots): ***belch****, ***cannotrip***[c]*, *charm person*[c], ***tasha's hideous laughter***[c], *unseen servant*[c]
2nd level (3 slots): ***crown of madness***[c], ***hold person***[c], *invisibility*[c]
3rd level (2 slots): *major image*[c]
*Spells from Humperdink's Wares; [c]Concentration Spells; **bold: combat spells**

Actions

Multiattack. The tanukin makes two attacks.

Kunai. *Melee or Ranged Weapon Attack:* **+4** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (**1d4+2**) piercing damage.

Slingshot. *Ranged Weapon Attack:* **+4** to hit, range 30/120 ft., one target. *Hit:* 4 (**1d4 + 2**) bludgeoning damage. The tanukin can load special ammunition before it fires, giving additional effects on a hit:

- **Acid Tar (3/Day).** The target must succeed on a **DC 13 Strength saving throw** or become restrained. The target takes 2 (**1d4**) acid damage at the start of each of its turn that it is restrained in this way. It can use an action to attempt a **DC 13 Strength check**, freeing itself on a success.
- **B-bomb (3/Day).** The target must succeed on a **DC 13 Constitution saving throw** or take 7 (**2d6**) poison damage and move 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.
- **Sleeping Sand (3/Day).** *Hit:* Roll **7d8**, if the total is equal to or more than the target's remaining number of hit points, it falls unconscious for 10 minutes, until it takes damage, or until another creatures uses an action to shake it awake.

Terrabella

Sparkling and mischievous, Terrabella is short, even by tanukin standards. She compensates for this with her girth and propensity for mischief. It would not be unusual for her, on shaking hands with the party, to secrete a dye that turns their skin purple, or temporarily glue their fingers together with pine resin. All for a good-natured prank, of course.

Agoraphobia. She has a love of flying, and a fear of open spaces, the irony of which is not lost on her. She rarely penetrates the forest canopy, preferring instead to look for rare leaves and herbs on the woodland floor. She spends her time in the grove tending to the horde of chittering flying squirrels that bring her nuts and berries, and brewing *goodberry wine*.

Tamoki. Terrabella distrusts outsiders; it was they who caused her people to be exiled from their great tamoki tree. Rather than wage war on a creature that never asked to be created, Terrabella is content to grow a new tree. Those stealthy enough to catch her unawares might hear her honey-sweet voice singing to the tree, coaxing it into new walkways and rooms.



Terrabella

Terrabella

Small humanoid (tanukin), chaotic good *HW4*

Armour Class 16 (*barkskin breastplate*)
Hit Points 132 (24d6 + 48)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	10 (+0)	19 (+4)	16 (+3)

Saves Dex +6, Con +6, Wis +8
Skills Deception +5, Perception +3, Performance +5, Persuasion +5
Senses passive Perception 13
Languages Common and one other language
Challenge 9 (5,000 XP)

Agoraphobia. Whenever Terrabella ends her turn with open sky above her, or in a wide open space, she must succeed on a **DC 20 Wisdom saving throw** or become frightened and incapacitated until she succeeds on the saving throw, which she can retake at the end of each of her turns. The source of her fear is the sky/open space.

Innate Spellcasting. Terrabella's innate spellcasting ability is Charisma (**spell save DC 15**). She can innately cast the following spells, requiring no material components:
At will: *minor illusion*, *disguise self*, *alter self*
1/day: *seeming*

Spellcasting. Terrabella's spellcasting ability is a 15th-level spellcaster. Her spellcasting ability is Wisdom (spell save **DC 16, +8 to hit** with spell attacks). She knows the following druid spells:

Cantrips (at will): ***concussion****, *druidcraft*, *friends*, ***thorn whip***
1st level (4 slots): *animal friendship*, ***cure wounds***, *speak with animals*
2nd level (3 slots): *animal messenger*, *barkskin*[C], *enhance ability*[C]
3rd level (3 slots): ***conjure animals***[C], *speak with plants*, ***wind wyrms***[C]*
4th level (3 slots): *dominate beast*[C], *locate creature*[C], ***polymorph***[C]
5th level (2 slots): ***conjure elemental***[C], ***insect plague***, *scrying*
6th level (1 slot): ***conjure fey***[C], *transport via plants*
7th level (1 slot): *mirage arcane*
8th level (1 slot): *control weather*[C]
*Spells from Humperdink's Wares; [C]Concentration Spells; **bold: combat spells**

Actions

Multiattack. The Terrabella makes two attacks.

Concussion. *Spell:* **DC 16 Constitution saving throw**, range 60 ft., one target. *Hit:* 13 (**3d8**) thunder damage and the creature is deafened.

Thornwhip. *Melee Spell Attack:* **+8** to hit, 30 ft., one target. *Hit:* 10 (**3d6**) piercing damage and if the creature is Large or smaller, she pulls the creature up to 10 feet closer to her.

The Docks

L'Arsène Upin

L'Arsène Upin

Small humanoid (urkin), neutral good *HW4*

Armour Class 15 (*anti-catastrophe apron*)
Hit Points 110 (20d6 + 40)
Speed 30 ft., climb 20 ft.,

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	19 (+4)	13 (+1)	10 (+0)

Saves Dex +6, Int +7, Wis +4
Skills Arcana +7, Insight +4, Perception +4, Tinker's Tools +9
Damage Resistances acid, cold, fire, force, lightning
Senses darkvision 60 ft., passive Perception 14
Languages Common, Dwarvish, Elvish, Goblin
Challenge 8 (3,900 XP)

Goggles of Magovision. Whilst wearing these goggles, L'Arsène is always under the influence of the *detect magic* spell, sees magical auras without spending an action, and can identify the effects of any spell, be it an ongoing effect or as the spell is being cast.

Nimble Dodge. When L'Arsène makes a Dexterity saving throw against an effect he can see, he can use his reaction to gain advantage on the saving throw. Success or fail, he may then move up to half his speed without provoking attacks of opportunity.

Spellcasting. L'Arsène is a 14th-level spellcaster. His spellcasting ability is Intelligence (**spell save DC 15**, **+7 to hit** with spell attacks). L'Arsène has following artificer spells prepared:

Cantrips (at will): ***acid splash***, *mage hand*, *message*, ***spark****
1st level (4 slots): *disguise self*, ***grease***, *identify*, ***pantsed****
2nd level (3 slots): *arcane lock*, *enhance ability*, ***magic coin***, *magic mouth*
3rd level (3 slots): ***elemental weapon***, *water breathing*
4th level (1 slot): ***resilient sphere***

*Spells from Humperdink's Wares; [C]Concentration Spells; **bold: combat spells**

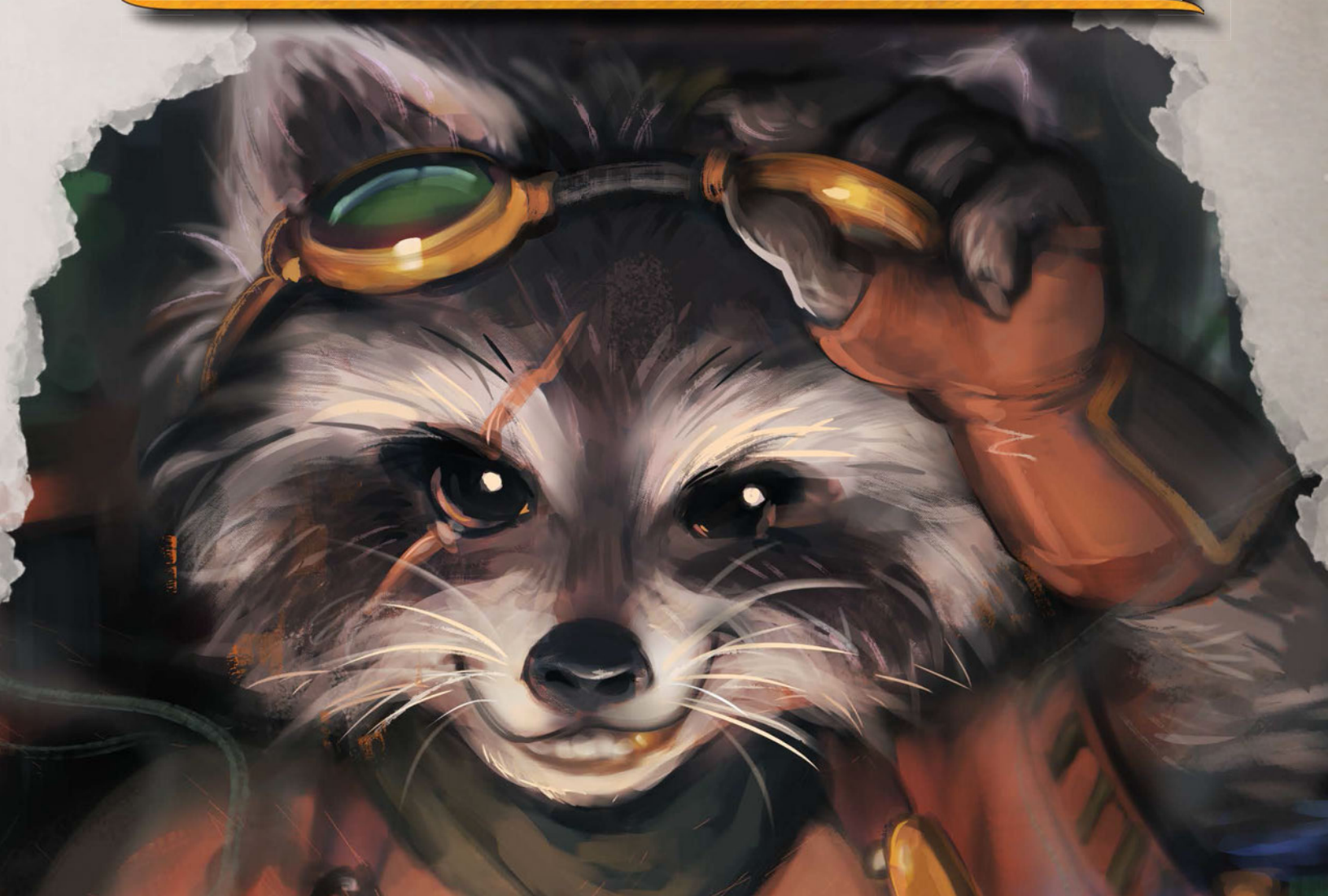
Actions

Multiattack. L'Arsène makes two attacks with pistole or Sir Wrenchy III.

Blunderfuss (+1). 15-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 11 (**2d10**) piercing damage, 9 (**2d8**) fire damage, and 7 (**2d6**) force damage on a failed save, or half as much damage on a success.

Pistole (+1). *Ranged Weapon Attack:* **+8** to hit, range 30/90 ft., one target. *Hit:* 10 (**1d10 + 5**) piercing damage + 7 (**2d6**) force damage.

Sir Wrenchy III (+1). *Melee Weapon Attack:* **+8** to hit, reach 5 ft., one target. *Hit:* 9 (**1d8 + 5**) bludgeoning damage + 7 (**2d6**) force damage.



Sal'aman Ninja

Rarely will a victim hear the whisper of silk, feel the puff of air, or see the shifting shadow that belies the presence of a sal'aman ninja. If the victim is lucky, it will merely be gagged and levitated out of harm's way by a gluespitter. A less fortunate target might find itself hot under the collar as a drakindred spits an explosive, incendiary globule at it. And, for the most unlucky, abduction by a netninja is unlikely to end well.

Sal'aman. A cloistered, secretive people, the Sal'aman are seldom seen beyond their underwater homes. They are drawn to powerful creatures, finding fulfilment in servitude. Sal'aman conurbations may spring up close to the lairs of amphibious monsters such as hydras, black dragons, or axlotli.

Honour in Service. To a sal'aman, honour is everything. To serve a powerful being is to live with honour. Pseudo-religious cults can spontaneously form from such a being's zealous followers, and from those cults can spawn the crusaders: sal'aman ninjas. So zealous are these stealthy agents that they would rather face death than return home having failed. Worse still is to be capture; a sal'aman ninja will fight to the end.

3D Minis

Cobramode have released some FREE 3D printable minis for this adventure; two sal'aman and Terrabella! Plus there's loads more sal'aman you can buy. Using the code 'Ludicrous' you can get 50% off some select in the Cobramode shop. That includes the AXLOTLOX! Click here to see more or visit the Cobramode shop on myminifactory.com

Sal'aman Drakindred

Small humanoid (sal'aman), lawful neutral *HW4*

Armour Class 15 (leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	17 (+3)	13 (+1)	10 (+0)	13 (+1)	12 (+1)

Skills Acrobatics +6, Insight +3, Perception +3, Stealth +6
Senses darkvision 30 ft., passive Perception 13
Languages Common, Draconic, Sal'aman
Challenge 2 (450 XP)

Amphibious. The sal'aman can breathe both air and water.

Regeneration. The sal'aman regains **5 hit points** at the start of its turns. If the sal'aman takes **cold** or **necrotic** damage, this trait doesn't function at the start of the axloltlox's next turn.

Toxic Skin. Any creature that touches or attempts to grapple the sal'aman, or that the sal'aman grapples, must succeed on a **DC 11 Constitution saving throw** or takes 7 (**2d6**) poison damage and become poisoned until the end of the creature's next turn.

Actions

Multiattack. The sal'aman makes two attacks, one of which may be with its flame spit.

Flame Spit. *Ranged Spell Attack:* **+5** to hit, range 60 ft., one target. *Hit:* 3 (**1d6**) **fire damage**. Hit or miss, all creatures within 5 feet of the target must make a **DC 11 Dexterity saving** throw, taking 7 (**2d6**) fire damage on a failed save or half as much damage on a success.

Kunai. *Melee or Ranged Weapon Attack:* **+5** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (**1d4 + 3**) piercing damage plus 2 (**1d4**) poison damage.

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

Sal'aman Gluespitter

Small humanoid (sal'aman), lawful neutral *HW4*

Armour Class 15 (leather)
Hit Points 36 (8d6 + 8)
Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	17 (+3)	13 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +5, Insight +3, Perception +3, Stealth +7
Senses darkvision 30 ft., passive Perception 13
Languages Common, Draconic, Sal'aman
Challenge 2 (450 XP)

Amphibious. The sal'aman can breathe both air and water.

Regeneration. The sal'aman regains **5 hit points** at the start of its turns. If the sal'aman takes **cold** or **necrotic** damage, this trait doesn't function at the start of the axloltlox's next turn.

Toxic Skin. Any creature that touches or attempts to grapple the sal'aman, or that the sal'aman grapples, must succeed on a **DC 11 Constitution saving throw** or takes 7 (**2d6**) poison damage and become poisoned until the end of the creature's next turn.

Actions

Multiattack. The sal'aman makes two attacks.

Hollowreed Blowgun. *Ranged Weapon Attack:* **+5** to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage plus 7 (**2d6**) poison damage. The sal'aman can replace one dart per turn with special ammunition with has different effects on a hit:

- **Levidart (3/day).** *Hit.* 1 piercing damage and the target must succeed on a **DC 13 Constitution saving throw** or be raised 20 feet into the air for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **Glueball (3/day).** *Hit:* 1 bludgeoning damage and the target must succeed on a **DC 13 Strength saving throw** and become gluegagged. Whilst gluegagged a creature cannot speak or breathe. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Katana. *Melee Weapon Attack:* **+5** to hit, reach 5 ft. *Hit:* 7 (**1d8 + 3**) slashing damage, or 8 (**1d10 + 3**) slashing damage if used with two hands to make a melee attack.

Sal'aman Netninja

Small humanoid (sal'aman), lawful neutral *HW4*

Armour Class 15 (leather)
Hit Points 34 (8d6 + 6)
Speed 30 ft., climb 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	17 (+3)	13 (+1)	10 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +5, Insight +3, Perception +3, Stealth +7
Senses darkvision 30 ft., passive Perception 13
Languages Common, Draconic, Sal'aman
Challenge 2 (450 XP)

Amphibious. The sal'aman can breathe both air and water.

Regeneration. The sal'aman regains **5 hit points** at the start of its turns. If the sal'aman takes **cold** or **necrotic** damage, this trait doesn't function at the start of the axloltlox's next turn.

Toxic Skin. Any creature that touches or attempts to grapple the sal'aman, or that the sal'aman grapples, must succeed on a **DC 11 Constitution saving throw** or takes 7 (**2d6**) poison damage and become poisoned until the end of the creature's next turn.

Actions

Multiattack. The sal'aman makes two attacks.

Hollowreed Net. *Ranged Weapon Attack:* **+5** to hit, range 15/45 ft., one target. *Hit:* if the target is a creature, it is restrained. A creature can spend an action to make a **DC 12 Strength check**, freeing a restrained creature on a success. Dealing **8** slashing damage (**AC 12**) to the net destroys it, freeing a restrained creature. A creature may only make one attack against the net, regardless of the number of attacks it can normally make.

Hollowreed Trident. *Melee or Ranged Weapon Attack:* **+5** to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (**1d6 + 3**) piercing damage, or 7 (**1d8 + 3**) piercing damage if used with two hands to make a melee attack, plus 3 (**1d6**) poison damage.

Priest of the Rapids

Medium humanoid (any race), any alignment *OGL*

Armour Class 10
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10(+0)	13(+1)	15 (+2)	18 (+4)	14 (+2)

Skills Insight +6, Medicine +6, Perception +6, Religion +6
Senses passive Perception 12
Languages common and two other languages
Challenge 4 (1,100 XP)

Staff of Healing. (SRD pg. 243); the staff has 10 charges. The priest may use these charges to cast the following spells using its spellcasting ability: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges). or *mass cure wounds* (5 charges).

Spellcasting. The priest is a 6th-level spellcaster. Its spellcasting ability is Wisdom (**spell save DC 14**, **+6 to hit** with spell attacks). The priest has following cleric spells prepared:

Cantrips (at will): *guidance*[c], ***sacred flame***, *shape water, spare the dying*
1st level (4 slots): ***bless***[c], ***cure wounds***, ***shield of faith***[c]
2nd level (3 slots): ***hold person***[c], ***spiritual weapon***[c], *zone of truth*[c]
3rd level (3 slots): ***haste***[c], *revivify*, ***spirit guardians***[c]

*Spells from Humperdink's Wares; [c]Concentration Spells; **bold: combat spells**

Actions

Staff of Healing. *Melee Weapon Attack*: **+2** to hit, reach 5 ft., one target. *Hit*: 5 (**1d6 + 2**) bludgeoning damage or (**1d8 + 2**)bludgeoning damage if used with two hands to make a melee attack.

White Water Elemental

Large elemental, neutral *OGL*

Armour Class 15 (natural armour)
Hit Points 90(12d10 + 24)
Speed 40 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17(+3)	14 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages Aquan (Primordial)
Challenge 5 (1,800 XP)

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two slam attacks.

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

Haste (1/Day). The elemental turns into a raging frothing torrent, gaining the benefits of the *haste* spell for 1 minute.

White Water Acolyte

Medium humanoid (any race), any alignment *OGL*

Armour Class 10
Hit Points 9 (2d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	14 (+2)	11 (+0)

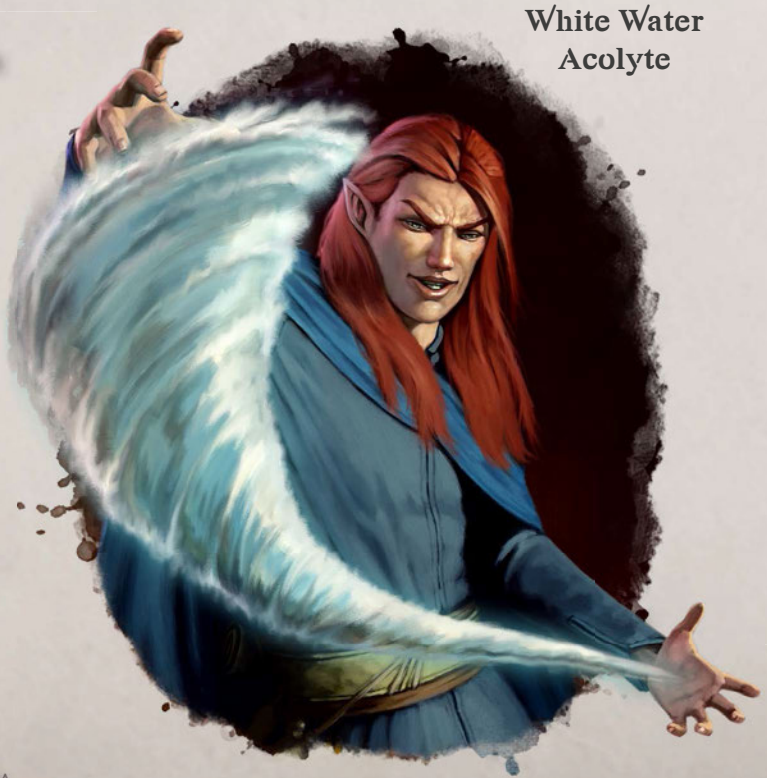
Skills Medicine +4, Religion +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (**spell save DC 12**, **+4 to hit** with spell attacks). The acolyte has following cleric spells prepared:

Cantrips (at will): *light, sacred flame, shape water*
1st level (3 slots): *bless, cure wounds, sanctuary*

Actions

Belaying Pin (Club). *Melee Weapon Attack*: **+2** to hit, reach 5 ft., one target. *Hit*: 2 (**1d4**) bludgeoning damage.



White Water Acolyte

The Manor

Ballista

Ballista (Siege Weapon)

Large construct, unaligned OGL

Armour Class 15
Hit Points 30
Speed –

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	10 (+0)	— (–)	— (–)	— (–)

Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious
Senses —
Languages —
Challenge 2 (450 XP)

Actions

Crewed. Requires one crew to load, and one to fire.

Bolt. *Ranged Weapon Attack*: +6 to hit, range 250/1000 ft., one target. *Hit*: 16 (3d10) piercing damage.



Bulrick

Bulrick

A stern and stoic aura of authority accompanies Bulrick on his rounds. Where his gaze passes, voices quieten, chores resume, and hearts beat just a little quicker. Tall and imposing, even by a minotaur's standards, Bulrick has but one true passion: history.

Bookworm. An anomaly among minotaurs, Bulrick spends the majority of his free time in the manor's library. Whilst most minotaur's have a knack for remembering the routes they've trodden, Bulrick's savant-like memory extends to the contents of the tomes he consumes. Some say he really wants Annie's job as a tour guide, and being a guard captain is just a side hustle.

Bulrick

Large humanoid (minotaur), neutral OGL

Armour Class 14 (ringmail)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	11 (+0)	16 (+3)	11 (+0)

Skills History +2, Insight +5, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Abyssal
Challenge 3 (700 XP)

Battle Command. As a bonus action, Bulrick targets one ally he can see within 30 feet of him. If the target can see or hear Bulrick, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Charge. If Bulrick moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (**2d8**) piercing damage. If the target is a creature, it must succeed on a **DC 14 Strength saving throw** or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. Bulrick can perfectly recall any path he has travelled, as well as the contents of the tours he has taken.

Actions

Gore. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 13 (**2d8 + 4**) piercing damage.

Greataxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 18 (**2d12 + 4**) bludgeoning damage.

Reactions

Parry. Bulrick adds 2 to his AC against one melee attack that would hit him. To do so, Bulrick must see the attacker and be wielding a melee weapon.

Commoner

Commoner

Medium humanoid (any race), lawful good *SRD pg. 398*

Armour Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

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

Guard

Guard

Large elemental, neutral *SRD pg. 399*

Armour Class 16 (chain shirt, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2
Senses passive Perception 12
Languages Common
Challenge 1/8 (25 XP)

Actions

Spear. *Melee or Ranged Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack..

Guardgoyles

Elementals conjured and bound to Aratawa itself, guardgoyles are tireless sentinels. Made of tough rock like granite or marble, guardgoyles can remain motionless for years, developing a delicate patina of lichen and moss. The only indicator of their presence is the squawk and deluge of feathers that follows a pigeon being forced to land on the tower's parapets.

Guardgoyles

Small elemental, neutral *OGL*

Armour Class 14 (natural armour)
Hit Points 33 (6d6 + 12)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	6 (-2)	11 (+0)	7 (-2)

Skills Athletics +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses passive Perception 10
Languages Common, Terran
Challenge 1/2 (100 XP)

False Appearance. While the guardgoyle remains motionless, it is indistinguishable from an inanimate statue.

Actions

Multiattack. The guardgoyle makes two attacks with its claws.

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) slashing damage.

The Tower

Baby Mimic

Baby mimics have a relatively small repertoire of forms they can take. Most fall back on the tried and tested trope: gold coins. This is, in fact, how mimics disperse. They may travel for months, slowly eating the contents of peoples' purses, before they finally 'fledge' to a basement or dungeon.

Swarm of Baby Mimics

Large swarm of Tiny monstrosities (shapechanger), neutral OGL

Armour Class 12 (natural armour)
Hit Points 32 (5d10 + 5)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	13 (+1)	3 (-4)	10 (+0)	8 (-1)

Senses passive Perception 8
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities acid
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Languages —
Challenge 1/2 (100 XP)

Adhesive (Object Form Only). The swarm adheres to anything that touches it. A Huge or smaller creature adhered to the swarm is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the swarm remains motionless, it is indistinguishable from an ordinary object.

Grappler. The swarm has advantage on attack rolls against any creature grappled by it.

Shapechanger. The swarm can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

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

Actions

Bites. *Melee Weapon Attack*: **+3** to hit, reach 5 ft., one target. *Hit*: 5 (**2d4**) piercing damage plus 5 (**2d4**) acid damage, or 2 (**1d4**) piercing damage plus 2 (**1d4**) acid damage if the swarm has half of its hit points or fewer.

Clipclop

What came first, centaurs or Clipclop? Certainly, centaurs share none of the servile nature that Clipclop exhibits. No centaur would deign to be named *Clipclop*, it's so lazy. Even the most novice of writers could come up with something better than *Clipclop*.

Clipclop

Large construct, lawful neutral HW4

Armour Class 12
Hit Points 67 (9d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +5, Perception +3
Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified
Senses darkvision 60 ft., passive Perception 13
Languages Common, Elvish
Challenge 4 (1,100 XP)

Charge. If clipclop moves at least 20 feet straight toward a target and then hits it with a melee weapon attack on the same turn, the target takes an extra 9 (**2d8**) damage and must succeed on a **DC 14 Strength saving throw** or be knocked prone.

Immutable Form. Clipclop is immune to any spell or effect that would alter its form.

Actions

Multiattack. Clipclop makes two attacks: one with its blade-tray and one with its hooves.

Blade Tray. *Melee or Ranged Weapon Attack:* **+5** to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 7 (**1d8 + 3**) slashing damage.

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

Legendary Actions

The three servants (Clipclop, Handsome, and Invisibill) share 3 legendary actions. Only one legendary action option can be used by the trio at time and only at the end of another creature's turn. The trio regains spent legendary actions at the start the turn of the member of the trio with the highest initiative count. Clipclop can choose from the options below.

Attack. Clipclop makes one blade tray attack.

Stampede (Costs 2 Actions). Clipclop moves up to its speed without provoking opportunity attacks and makes one attack with its hooves.

May I Serve You? (Costs 3 Actions). Clipclop slashes around with its blade tray. Each creature within 5 feet of Clipclop must succeed on a **DC 14 Dexterity saving throw**, taking 13 (**3d8**) slashing damage on a failed save, or half as much damage on a success.

Cut-price Chimera

Dr. Stein was not a wealthy wizard in the beginning, but he was resourceful. When *Wizarding Weekly* had its feature on chimeras, Stein fell in love. But lions, giant scorpions, and dragons are not so easy to come by. Hence, he worked with what he had. As it turns out, a goose is only a little less deadly than a fire-breathing dragon head.

Diet. Between its three heads, the chimera can eat almost anything, and it did. Handsome (see page 75) barely escaped one of its midnight feasts. It's probable, then, that Stein originally caged this corpulent creation in a effort to keep down food bills. Its size and chitinous snail shell turns its movement into a weapon. If this thing charges, you'd better move!



Cut-Price Chimera

Large monstrosity, chaotic neutral *HW4*

Armour Class 14 (natural armour)
Hit Points 95 (10d10 + 40)
Speed 40 ft., fly 40 ft. (can't fly in the tower)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 5 (1,800 XP)

Antimagic Shell. The chimera has **advantage** on saving throws against spells, and any creature making a spell attack against the snail has **disadvantage** on the attack roll. If the chimera succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1–2: If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4: No additional effect.

5–6: The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a **DC 14 Constitution saving throw**, taking 3 (**1d6**) force damage per level of the spell on a failed save, or half as much damage on a successful one.

Bestial Origins. The chimera is susceptible to any spell or effect that can target a beast.

Actions

Multiattack. The chimera makes three attacks: one with its beak, one with its hooves, and one with its horns..

Beak. *Melee Weapon Attack:* **+6** to hit, reach 10 ft., one target. *Hit:* 6 (**1d6 + 3**) bludgeoning damage.

Hooves. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 10 (**2d6 + 3**) bludgeoning damage.

Horns. *Melee Weapon Attack:* **+6** to hit, reach 5 ft., one target. *Hit:* 8 (**1d10 + 3**) bludgeoning damage.

Legendary Actions

The chimera 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 chimera regains spent legendary actions at the start of its turn.

Attack. The chimera makes one attack.

Goosebumps. One creature the chimera can see within 60 feet must make a **DC 15 Wisdom saving throw** or become frightened of the chimera until the end of the chimera's next turn.

Trampling Flail (Costs 2 Actions). The chimera flails its many heads and moves up to its speed without provoking opportunity attacks. It can attempt to move through other creatures' spaces. Each creature whose space it moves through as part of this action must choose to make either a **DC 14 Dexterity** or **DC 19 Strength saving throw**. On a failed save, the creature takes 10 (**3d6**) bludgeoning damage and is knocked prone. On a successful **Dexterity** save, a creature takes half as much damage and is shunted to the nearest unoccupied space. On a successful **Strength** save the creature takes half as much damage and stops the chimera, reducing its speed to 0 until the start of the chimera's next turn.

Frorpion

Adored by chefs, deplored by sailors, the frorpion is as deadly as it is tasty. This amphibisect is widely regarded as Dr. Stein's most irritating creation, after the overly-territorial owlboar. No phylum is safe from Dr. Francis Norman Stein.

Physiologically Deadly. It's barbed, prehensile tongue has been the downfall of many a shortsighted fisherman. If it can't pull you into its murky pond dwelling, it can leap from the depths; it's muscular hind legs – a delicacy in many locales – are a plyometric masterpiece. With grasping pincers, a potent venom, and corrosive stomach acid, little trace is left of those that encounter a frorpion.

Frorpion

Large monstrosity, unaligned *HW4*

Armour Class 15 (natural armour)
Hit Points 52 (7d10 + 14)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages –
Challenge 3 (700 XP)

Amphibious. The frorpion can breathe both air and water.

Standing Leap. The frorpion's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The frorpion makes three attacks, only one of which can be with its sting.

Claw. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 9 (**2d6 + 2**) bludgeoning damage and the target is **grappled** (escape DC 12). The frorpion has two claws, each of which can grapple only one target.

Sting (Recharge 4-6). *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 9 (**2d6 + 2**) piercing damage, and the target must make a **DC 12 Constitution saving throw**, taking 22 (**4d10**) poison damage on a failed save, or half as much damage on a successful one.

Tongue. *Melee Weapon Attack:* **+4** to hit, reach 15 ft., one target. *Hit:* 4 (**1d4 + 2**) piercing damage plus 3 (**1d6**) acid damage, and the target is pulled up to 15 feet towards the frorpion.

Swallow. The frorpion makes one tongue attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is **blinded** and **restrained**, it has **total cover** against attacks and other effects outside the frorpion, and it takes 7 (**2d6**) acid damage at the start of each of the frorpion's turns. The frorpion can have only one target swallowed at a time. If the frorpion dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.





Harried Houdinky

With unusual regularity, Houdinky gets himself into comically treacherous situations, and then escapes. There is no other explanation than that he is incredibly lucky. Of course, he is also an adept thief, acrobat, and escape artist, capable of incredible feats of larceny and side-splitting mischief. But there's only so many times a trapdoor can suddenly open beneath your feet causing a dozen crossbow bolts to fail in their quest to make the first rakin-based pincushion before you start getting suspicious.

Power Couple. Since L'Arsène and Houdinky joined forces, insurance premiums have tripled. L'Arsène's magical gadgetry is the perfect compliment to Houdinky's escapism. With retractable grappling hooks, clockwork automatons, and hole-throwing wands, L'Arsène can get them in. Then, via the aforementioned whimsical serendipity, Houdinky gets them out.

Artists. Craftsmen. Neither of the pair care much for the value of their robberies. It is perfecting the art of the heist that drives them. Any highwayman can rob a lordling of his family jewels. However, few can steal both the jewels and the insurance payout, hide the stash, and then engineer a series of unlikely events resulting in the lordling developing the values of generosity, equality, and fraternity, only to then find the stash, and subsequently convert his estate into an egalitarian society where all can thrive. Stealing money? Easy. Installing virtue? Now that's a heist.

Harried Houdinky

Smol humanoid (urkin), neutral *HW4*

Armour Class 16 (studded leather)
Hit Points 81 (18d6 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	14 (+2)	8 (-1)	13 (+1)

Saves Dex +7, Wis +2
Skills Acrobatics +7, Deception +4, Investigation +5, Perception +2, Sleight of Hand +7, Stealth +10, Thieves' Tools +10
Senses darkvision 60 ft., passive Perception 12
Languages Common, Undercommon, Thieves' Cant
Challenge 6 (2,300 XP)

Cunning Action. On each of his turns, Houdinky can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action; to make a Dexterity (Sleight of Hand) check; or to use his thieves' tools to disarm a trap or open a lock.

Lady Luck (3/Day). Whenever Houdinky makes an attack roll, ability check, or saving throw, he can spend one luck point to roll an additional d20. If he is in a situation with a million-to-one chance of escape, he may spend a luck point to guarantee his escape.

Uncanny Dodge. When an attacker that Houdinky can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

Second Story Work. Houdinky can add a number of feet equal to his Dexterity modifier (4') to the distance he covers when he makes a running jump.

Sneak Attack (1/Turn). Houdinky deals an extra 10 (**3d6**) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Houdinky that isn't incapacitated and Houdinky doesn't have disadvantage on the attack roll.

Actions

Multiattack. Houdinky makes two attacks.

Rapier. *Melee Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 7 (**1d8 + 4**) piercing damage plus 7 (**2d6**) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* **+7** to hit, reach 5 ft., one target. *Hit:* 7 (**1d6 + 4**) piercing damage plus 7 (**2d6**) poison damage.



Handsome

Crawling hands can be kind of creepy but Handsome... well, the clue is in the name. It doesn't crawl, it struts.

Superficial. See those emerald green eyes? Those plump, rosebud lips? Useless. Just for show. The only thing real about handsome is its fashion sense. It has a cape for every occasion.

Magical Origins. Handsome's origins are unknown. The fact it can cast biomancy spells indicates it was almost certainly attached to Dr. Stein, at some point. Who doesn't need an extra hand, from time to time? But the question remains: who actually *grew* the hand? Many wizarding novices stole into Stein's tower in efforts to purloin his secrets and not all of them escaped. It's not unlikely that their body parts were... recycled.



Handsome

Tiny construct, lawful neutral *HW4*

Armour Class 12 (15 with *mage armor*)
Hit Points 35 (10d4 + 10)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	14 (+2)	6 (-2)	16 (+3)

Damage Resistances poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages understands Common but can't speak
Challenge 3 (700 XP)

Immutable Form. Handsome is immune to any spell or effect that would alter its form.

Spellcaster. Handsome is a 5th-level spellcaster. It's spellcasting ability is Intelligence (spell save **DC 12**, **+4 to hit** with spell attacks). It knows the following wizard spells requiring no vocal or material components:
Cantrips (at will): **chill touch**, mage hand
1st level (4 slots): **burning hands**, **mage armor**, **pantsed***, **shield**
2nd level (3 slots): **mirror image**, **mortiferous pulse***
3rd level (2 slots): **fireball**, **influenza***[c]

*Spells from Humperdink's Wares; [c]Concentration Spells; **bold: combat spells**

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

Actions

Slap. *Melee Weapon Attack:* **+3** to hit, reach 5 ft., one target. *Hit:* 3 (**1d4+1**) bludgeoning damage and the target has disadvantage on any checks or saving throws made to maintain its concentration on a spell until the start of its next turn.

Chill Touch. *Ranged Spell Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 9 (**2d8**) necrotic damage.

Legendary Actions

The three servants (Clipclop, Handsome, and Invisibill) share 3 legendary actions. Only one legendary action option can be used by the trio at time and only at the end of another creature's turn. The trio regains spent legendary actions at the start the turn of the member of the trio with the highest initiative count. Handsome can choose from the options below.

Attack. Handsome makes one slap attack or casts *chill touch*.

Cast a Spell (Costs 2 Actions). Handsome casts a spell using either a 1st or 2nd-level spell slot.

Go For The Trousers (Costs 3 Actions). Handsome moves up to its speed without provoking opportunity attacks, then attempts to climb into the worn clothing of a creature within 5 feet of Handsome. The target must succeed on a **DC 14 Dexterity saving throw** or Handsome disappears into the creature's clothing (the 'carrier') and cannot be seen; all attacks against Handsome have disadvantage; any attack against Handsome that misses hits the carrier instead; half of any damage dealt to Handsome is transferred to the carrier; and Handsome has advantage on attack rolls against the target. The target may repeat the saving throw as an action on each of its turns, ridding itself of Handsome on a success.

Invisibill

Servants should be seen but not heard, right? Well, not for Bill; it is neither seen nor heard. 'Master of maids', 'baron of the bubble bath', 'king of cleaning', Invisibill has had many titles bestowed upon him by Dr. Stein.

Disappear in a Hurry. Although it might appear to be dressed to the nines with its top hat and white silk gloves, these are merely an illusion. At the first sign of danger, Invisbill's raiments will disappear. He then utilises his helpful nature to assist Handsome and Clipclop in ousting uninvited guests.

Baron of the Bubble Bath. Such was Dr. Stein's love of evening ablutions and bath toys, that he enchanted Invisibill with a limited form of *animate objects*. Using this spell Invisibill created epic sagas, in which the three protagonists (heroically acted by Stein's three bath toys) battled foam monsters, water elementals, and the fearsome Bellybutton of Doom. Invisibill – full name Invisiwilliam Rattlepike - is actually quite the playwright. Unfortunately, his inability to speak or write prevents him from pursuing such a career.



Invisibill

Medium construct, lawful neutral *HW4*

Armour Class 12
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	6 (-3)	10 (+0)	1 (-5)

Skills Perception +2, Sleight of Hand +6, Stealth +4
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages understands Common but can't speak
Challenge 1 (200 XP)

Invisibility. Invisibill is invisible.

Immutable Form. Invisibill is immune to any spell or effect that would alter its form.

Actions

Multihelp. Invisibill takes the help action twice.

Slam. *Melee Weapon Attack:* **+2** to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Legendary Actions

The three servants (Clipclop, Handsome, and Invisibill) share 3 legendary actions. Only one legendary action option can be used by the trio at time and only at the end of another creature's turn. The trio regains spent legendary actions at the start the turn of the member of the trio with the highest initiative count. Invisibill can choose from the options below.

Help. Invisibill moves up to its speed and takes the help action.

Double Fisherman's (Costs 2 Actions). Invisibill attempts to tie together the laces of a creature within 5 feet. Make a Dexterity (Sleight of Hand) check (with advantage if Invisibill is unseen). If this is higher than the target's passive Perception, the target is grappled until it takes an action to untie its laces. It does not know it is grappled until it tries to move or take an action, at which point it must succeed on a DC 10 Dexterity saving throw or fall prone.

Animate Ducks. (Costs 3 Actions). Invisibill casts *animate objects* on the three tiny bath toys, wherever they are.

Rules Reminder

If you can't see a creature, it doesn't trigger an attack of opportunity if it moves away from you!

Rakling

The rakling raises certain questions about the rakin's origin. Were they really the result of a tryst between deities of trickery and nature, as the myths purport? Or are rakins merely another of Stein's experiments, one they grew to revolt against their creator.

Rakling

Small monstrosity, unaligned *HW4*

Armour Class 14 (studded leather)
Hit Points 36 (8d6 + 8)
Speed 25 ft., climb 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	8 (-1)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages understand Common but can't speak
Challenge 1 (200 XP)

Brave. The rakling has **advantage** on saving throws against being **frightened**.

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

Halfling Nimbleness. The rakling can move through the space of creatures that is of a size larger than it.

Actions

Multiattack. The rakling makes two attacks.

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

Slingshot. *Ranged Weapon Attack:* **+4** to hit, range 30/120 ft., one target. *Hit*: 4 (**1d4 + 2**) bludgeoning damage. The rakling can load special ammunition before it fires, giving additional effects on a hit:

- **Acid Tar (3/Day).** The target must succeed on a **DC 13 Strength saving throw** or become restrained. The target takes 2 (**1d4**) acid damage at the start of each of its turn that it is restrained in this way. It can use an action to attempt a **DC 13 Strength check**, freeing itself on a success.
- **B-bomb (3/Day).** The target must succeed on a **DC 13 Constitution saving throw** or take 7 (**2d6**) poison damage and move 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.
- **Sleeping Sand (3/Day).** *Hit*: Roll **7d8**, if the total is equal to or more than the target's remaining number of hit points, it falls unconscious for 10 minutes, until it takes damage, or until another creatures uses an action to shake it awake.

Snektopus

No-one's quite sure what Dr. Stein was thinking with this one, but it has been incredibly useful in controlling the rat population. Aramachi hasn't had a plague in years!

Snektopus

Large monstrosity, unaligned *HW4*

Armour Class 13
Hit Points 60 (8d10 + 16)
Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	4 (-3)	10 (+0)	4 (-3)

Skills Athletics +5, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 14
Languages –
Challenge 2 (450 XP)

Amphibious. The snektopus can breathe both air and water.

Grappler. The snektopus has **advantage** on attack rolls against a creature it is grappling.

Actions

Multiattack. The snektopus makes two attacks.

Snake-bite. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit*: 7 (**1d8 + 3**) piercing damage and the target must make a **DC 12 Constitution saving throw,** taking 10 (**3d6**) poison damage on a failed save, or half damage as much on a successful one.

Tentacles. *Melee Weapon Attack:* **+5** to hit, reach 5 ft., one target. *Hit*: 10 (**2d6 + 3**) bludgeoning damage. If the target is a creature, it is **grappled** (escape **DC 13**). Until this grapple ends, the target is **restrained**, and the octopus can't use its tentacles on another target.



Appendix D - Player Options

Rakin Race

The mistaken spawn of a passionate tryst between deities of trickery and nature, rakin hold a deep affinity for both domains. Since their creation, they have had little contact with either god, learning to rely on their own wits to survive.

Trickery. As rakin society progressed, their culture grew to value trickery and subterfuge. Good-natured pranks sprang from their paws as instinctively as breathing. Honed against the fearsome beasts of the forest, this innate talent to deceive helped the rakin bloom as a civilisation. Tales are still told of how Gurbo the Wise fought off a rampaging owlboar with nought but a goodberry, a silver needle, and a pig's bladder.

Pranks. Rakin politics, religion, and interpersonal relationships revolve around the idea of practical jokes. An atmosphere of one-up-manship and lighthearted merriment suffuses all of their wheelings and dealings. Even when faced with the most horrid of circumstances, a rakin's first instinct is to crack a joke.

Ideological Chasm

After centuries of living in chaotic mirth, an ideological battle split rakin culture in two when they first made contact with humanoids. Many of the rakin were intrigued by cities: forests of stone and steel, organized yet unpredictable, and full of opportunity. The elders forbade them to interact, alleging such civilization to be directly counter to the chaos that nature intended, the principle upon which rakin culture was built.

The debacle spiraled into a full-on feud between the opposing rakin factions, sundering the once united race into two. The urkin broke with tradition and followed their ambition into the cities, whilst the tanukin remained in their indigenous forests, adhering to their ancestral ways.

Rakin Names

Rakin naming conventions differ greatly between the urkin and tanukin subraces, whose cultural structures irrevocably changed after the schism.

Urkin. Eager to fit in, urkin quickly adopted the first and last name format of humanoid races. Typically, an urkin will name themselves, taking the name of a well known figure, and wringing from it the most humorous pun imaginable. Urkin pride themselves on having the cleverest name they know, and will go through dozens in their lifetime.

Tanukin. More traditional, and with deeper ties to their ancestry, tanukin stick to one name over the course of their lifetime. Tanukin regard family with uncharacteristic solemnity; their names are a portmanteau of their caregivers'. Because of this, gender plays little to no role in their naming conventions.

Rakin Traits

Rakin share a number of traits in common with each other.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Rakin age slightly quicker than humans, reaching adulthood by 14. They live to be around 70.

Alignment. Because of their mischievous nature, nearly all rakin tend toward a chaotic alignments. Most rakin are neutral, taught to fend for themselves by a harsh world, but some stray to the side of good or evil.

Size. Rakin are between 3 and a half to 4 feet tall. They have a light gait but sturdy frames, weighing from 50 to 90 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern colour in darkness, only shades of gray.

Deft Climber. You have a climbing speed of 20 feet.

Languages. You can speak, read, and write Common and one extra language of your choice.

Subraces. The physical and cultural races that arose after the rakin's schism produced two subraces: the urkin and the tanukin.

Urkin

Urkin society values cunning, savvy, and – above all – the thrill of the heist. This leaves the urkin with a bit of a nasty reputation; a fact that utterly fails to curb their ambitions. Adaptable and resourceful, urkin excel as confidence tricksters and pickpockets.

Ability Score Increase. You increase your choice of Charisma or Intelligence score by 1.

Streetwise. You are proficient in the Stealth and Sleight of Hand skills. Additionally, you can understand Thieves' Cant.

Nimble Dodge. When forced to make a Dexterity saving throw against an effect you can see, you can use your reaction to gain advantage on your saving throw. Success or fail, after the effect occurs, you can immediately move up to your movement speed without provoking opportunity attacks. Once you use this ability, you must complete a short or long rest before you can use it again.





Tanukin

Tanukin believe that civilization is a sacrilegious destruction of the beautiful chaos of nature. So rarely do tanukin venture into humanoid settlements, that they are often mistaken for racoons, or worse, urkin. The times they do deign to enter the 'stone forests', it is in order to use their illusion magic to evoke the divine chaos and confusion that they associate with the natural world.

Ability Score Increase. You increase your choice of Charisma or Wisdom score by 1.

Adept Trickster. You have proficiency with the Deception skill.

Tanukin Magic. You know the minor illusion cantrip. When you reach 3rd level, you can cast disguise self once, and it recharges after a long rest. When you reach 5th level, you can cast alter self once, and it recharges after a long rest. Charisma is your spellcasting ability for these spells.

Appendix E - Extras

Follow the Arrows III

For a more difficult puzzle, use this message from Houdinky (G1), set of instructions (G2), and solution in place of those in Follow the Arrows II. Use the same consequences as in FtA II. The key to this one is the order in which the directions are pressed. It doesn't matter where the tile is, just what arrow is on its surface.

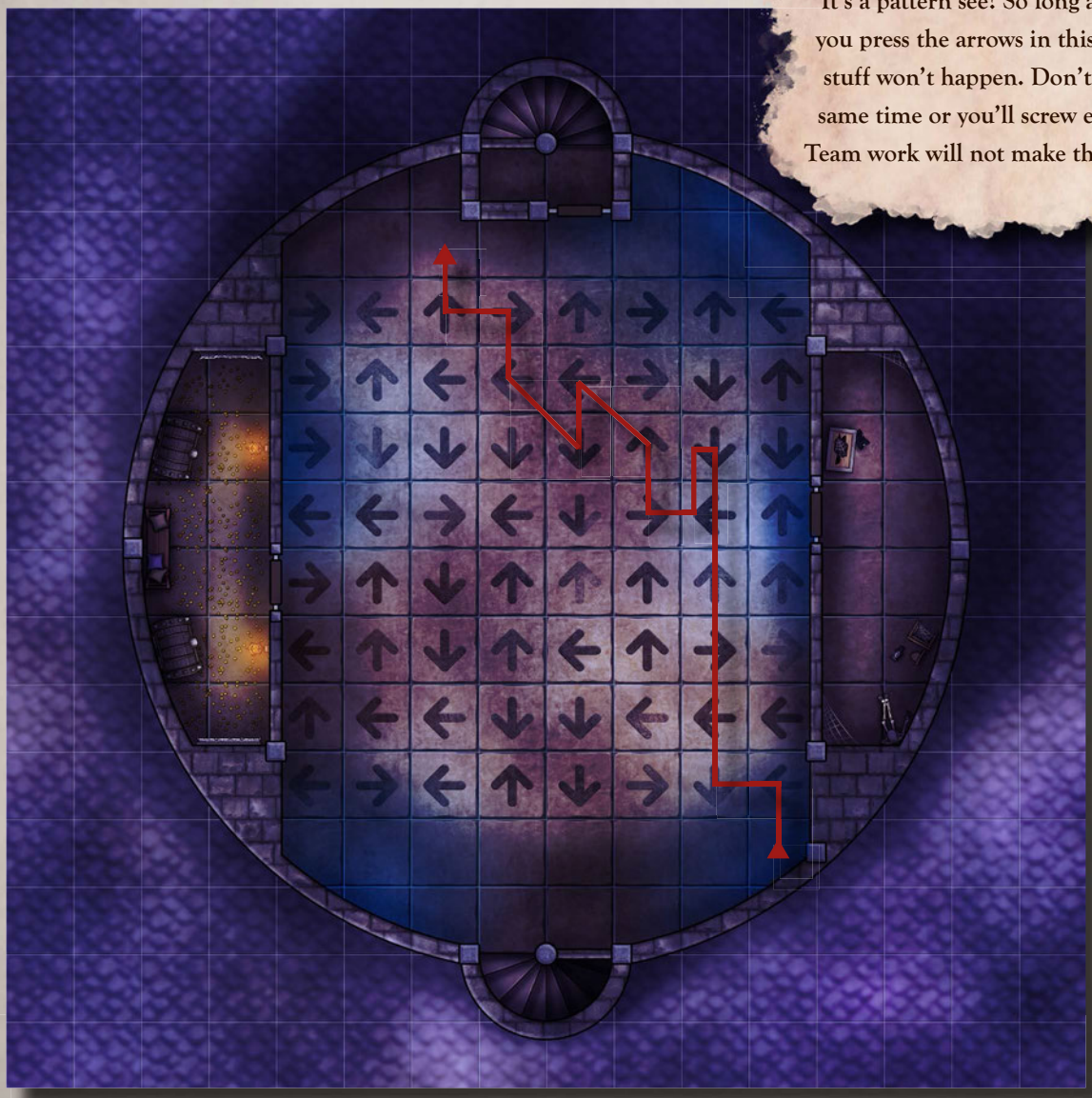
You can also replace FtAI, with FtA II.

Clues. If you players are struggling, you can have the character with the **highest passive Perception** notice a second graffiti (handout G3).



"Check this one out. It's a pattern see? So long as you press the arrows in this order, bad stuff won't happen. Don't all rush at the same time or you'll screw each other over. Team work will not make this dream work."

Handout G1.



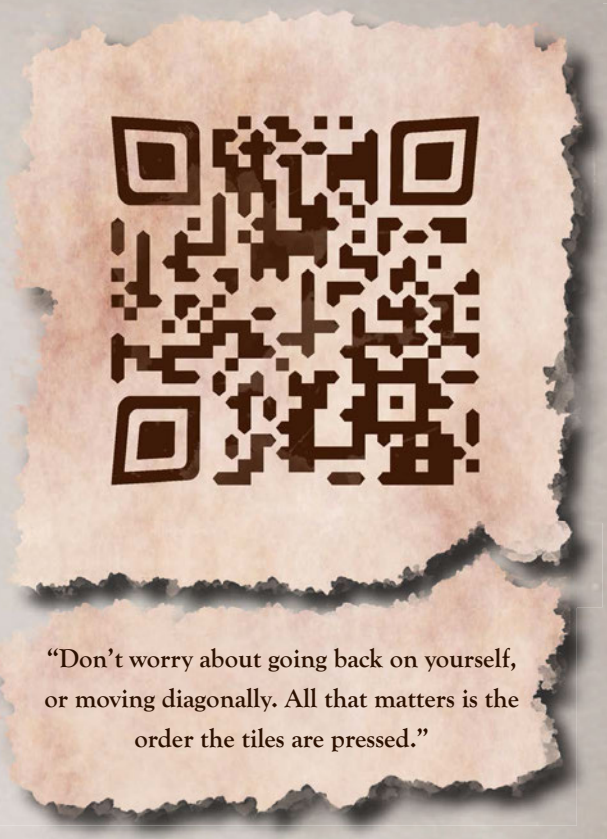
Red line indicates one possible route to get across the floor.

1 square = 5 feet.

Map K. Follow the Arrows III



Handout G2.



"Don't worry about going back on yourself, or moving diagonally. All that matters is the order the tiles are pressed."

Handout G3.

Forest Encounter Maps



Map L1. Forest Encounter



Map L2. Forest Encounter (no canopy)

Appendix F - Soundtrack

Michael Ghelfi - creator of hundreds of ambiences, has curated a list of sounds to accompany the different chapters and sections. Additional ambiences are available as part of the download package.

Plots

The Tanukin's Task

- Finding the Grove
- Terrabella the Tanukin
- Maverick Gliders
- Save Sasquatch

Dockside Deception

- Loose Lips, Open Ears
- Ambush
- Industrial Espionage

Trespass

The Tower

- Revolting Servants

Aftermath

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