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at a local mansion by the name of Borjath he knows the cause. When the process is finished, the door on the front of the device opens and reveals a Soul Doll that looks identical to you. Hanging from the end of these pieces of wood is a large fishing net that seems to be in fairly good shape. The protector makes two attacks, one with its quarterstaff and one with its unarmed strike. At the beginning of each of the moose's turns, as long as it is in direct sunlight and it has at least 1 hit point, it regains 4 (1d8) hit points. Seller's Market. Decide if this place is at risk of intruders who would claim it for themselves and whether or not Avis will be able to thwart these invaders. Once these attacks are completed, the mastermind can teleport to the location of any of these clones and the clones disappear. The body doesn't appear to have decayed at all. Within is a plea from a shipwrecked crew that are stranded on a nearby island. Once the players have all completed the descent, they can swim over to a small platform at the south side of the room. While in this form, the shield functions the same as an ordinary stone wall. Hit: 7 (1d8 + 3) piercing damage plus 4 (1d8) piercing damage if the target is a creature below its hit points maximum. On a failed save, the creature is pulled up to 25 feet towards you in a straight line. Add them to the initiative as creatures hostile to the party. There is a harpoon pierced through the turtle's shell that it is clearly trying to remove. Unlike the other hallways, there is no additional door on the far side, it simply opens to a cove filled with water. If a tile sinks fifteen feet, it will drop into shallow acid and any creature on that tile will take 2d4 acid damage. When you do so, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. Legendary Actions The archangel can take 3 legendary actions, choosing from the options below. An additional slot in the wall also opens up when the creatures are defeating, revealing a set of 12 devices that can be inserted into one's nose and throat to give the ability to breath underwater. During a short rest, you may choose to change the associated damage type for this amulet. Descent Into Dreams (Levels 1-5) Overviews The party starts their adventure in the Dwarven Kingdom of Narol'Duun where the dwarven populations are split into distinct tribes based on the ores that they mine and smelt. If the players flip the switch at the far end of the room, they are met with the sound of loud grinding and then an massive crash as a piece of metal snaps and collapses on the other side. A Plea for Help The man introduces himself as Torvaln Thompson, owner of The Copper Mug. The Dread Bringer The Dread Bringer Large aberration, chaotic evil Armor Class 17 (natural armor) Hit Points 170 (2d10 + 60) Speed 40 ft., hover 40 ft. The party killed a few monsters but it is still dangerous. These wings persist as long as you remain attuned to the weapon. One painting shows Tarraketh kneeling in the center of a large circle of runes and the top half of a demon lord cast in silhouette in the background. He speaks slowly and confidently, no matter the situation or its dangers. It is only a few moments later that a similar sound is heard from a tunnel on the opposite side of the room. The smell of rot and death is present in the air, but it is accompanied by potpourri and other sweet scents that are a pitiful attempt to mask the odor. He has been having trouble with strange creatures coming out at night and gouging out the eyes of his frog. While the other temples have contained three distinct wings, each with their own challenges, this temple is a sprawling underground world that the players must conquer in sequence before reaching the minecart system and navigating their way through aetherspawn infested tunnels to reach their ultimate destination. Each hostile creature within 30 feet of the aspect must succeed on a DC 14 Wisdom saving throw or become filled with an insatiable bloodlust for one minute. Plants within five feet of the feather will wither and decay over the next few days, toppling even the tallest of trees. Solving the Pyramid See The Submerged Pyramid in the Puzzles section for details on this puzzle. Dwarves will offer great sums to any warriors passing through if they can dispatch a rock worm menace that has overtaken their mines, but typically the worms will have shifted into one of their more powerful forms by the time heroes arrive. Along the blade of this rune is a quote written in Elven, "Only the true lord of the forest can remove this blade." It is impossible for anyone to pull this weapon from the tree or to chop the tree down, even through magical means. Armaments of the Dreadnought Imperial Bulwark Shield, rare (requires attunement) You gain a +1 bonus to your AC while wielding this magical shield. She looks to the party and beckons them to her. Solitary Predators. There is a twin sized bed and a rocking chair in the corner. Cantrips (1d4): firebolt, prestidigitatn, shocking grasp 1st level (4 slots); burning hands, detect magic, mage armor, magic missile 2nd level (2 slots); flaming sphere, scorching ray, suggestion Sorcery Points. Use this opportunity to bring together a strange group of creatures to attack the party. Deep Freeze. Clever adventurers can use this to focus the guardian's attention on the more difficult to harm members of the party while the others scatter to destroy the magical devices that power it. On the floor, at the foot of the bed, is a dead body. Only one legendary action can be used at a time and only at the end of another creature's turn. Many of them will offer trades to the players, some of which may be to the great benefit of the party as the pixies have no true value of currency beyond its shine, though they do not fall for illusions as many of them can create illusions of their own! Sample Pixie Names Glim, Blik, Leaf, Fern, Twink, Kali, Pom, Thorn, Bree The tree at the center of town is known as the Feyroot Tree. Butcher's Axe Battleaxe, uncommon This large cleaver is made of jagged, shredded shards of metal that have been smelted together to form a vicious blade. The Cobalt Dwarves protect the entryways to the kingdom which consists of two sets of double doors a mere 10 feet wide, one on each side of the mountain range. The Eastern Path On the other side of the double doors is a small hallway with the following quote etched into the stone along the wall and glowing faintly: "Our dreams are as unstoppable and inevitable as the tides themselves." There are little streams of water flowing along the edge of this room and it is almost impossible to hear as the roaring of flowing water crashes through the area. The dread bringer extends a bony claw and places a random mark on the chest of an unmarked creature within 120 feet. On the walls are a dozen paintings, some of these risque and others of foreign leaders. 16 As the party moves through this area, they begin to see evidence of multiple shipwrecks. If the red orb has been placed into its slot, these blades to not activate. The creature cannot speak until the effect fades. Aspect of Sorrow Aspect of Hatred Large construct, chaotic evil Large construct, chaotic evil Armor Class 17 (natural armor) Hit Points 66 (7d10 + 28) Speed 40 ft. Poison of the Champion Wondrous Item, very rare Your Dexterity and Strength scores become 19 for the next hour. Armor Class 13 (natural armor) Hit Points 130 (12d12 + 52) Speed 40 ft. These dwarves engage in trade and drink, but the one thing that they are sure to never do is breed outside of their respective tribes. The dancer makes five scimitar attacks. After finally digging through the layers of ice to expose the front entrance of the temple, your players descend a stairwell that takes them deep underground. She is covered in tattoos and is known as a master with a bow. It can innately cast the following spells, requiring no components: At will: mage hand, message 1/day each; arcane eye, greater invisibility, silent image 2/day each; disguise self, misty step Inscrutable Intentions. Actions Mandibles. Ranged Weapon Attack: +10 to hit, range 150/600 ft., one target. The acrobat makes two melee attacks: one with its shortsword and one with its dagger. The runespeaker has existed for hundreds of years, countering the typical effects of aging through his magic. If you used the Dash action this turn, you can expend any number of these charges as a bonus action to unleash a bolt of lightning at a creature within 30 feet. The only other doorway in this room is to the left of the altar on the far side of the room. When consumed, your body will fall to the wayside and the only thing left to exist is the mind. The songwrite has the following bard spells prepared: Cutting Words (2/Short Rest). Harvesting some of the bone can be used to make armor or potions. If one of these NPCs are listed in the Required NPCs section they are locked into this specific task and any other preparation requiring them cannot be performed on this day. The phoenix is a creature that serves its own needs and does not obey the call of any individual and any attempt to take away its freedom may be met with violence. It can read, speak, and write Orcish and Abyssal Whenever damaged in combat, it must succeed on a DC 15 Wisdom saving throw or go berserk. When a creature starts its turn within 15 feet of the terror spirit and is able to see the terror spirit's eyes, the terror spirit can magically force it to make a DC 10 Wisdom saving throw, unless the terror spirit is incapacitated. He will offer for the party to stay over just as he did in the dream, but this time they will be discussing going to the king to explain the situation and let him know he is free of the dream manipulator and the control it had over him. Paragons are a bit larger than the other aetherspawn as the spaces between the rune-etched stones that hold them together wider to accommodate the increased energy these powerful beings command. The traveler duplicate the effects of certain spells. The magic preventing them from being cast is lifted so they can use torches once again as they search the rest of the house for bodies, treasures, and threats. While cursed, a creature is color blind and has disadvantage on Wisdom saving throws. Wis CHA 18 (+4) 14 (+2) 18 (+4) 16 (+3) 20 (+5) 16 (+3) Saving Throws Wis +9, Cha +7 Skills Athletics +8, Perception +9 Damage Resistances necrotic, bludgeoning, piercing, and slashing from nonmagical weapons Condition Immunities charmed, exhausted, frightened Senses darkvision 120ft., passive Perception 19 Languages all, telepathy 120 ft. On a result of 15 or higher, the carving is considered of high enough caliber and is bestowed with the spark of life for 24 hours. They players must succeed on a DC 5 Dexterity (Acrobatics) or Strength(Athletics) check or plummet below (unless they have taken precautions). On a successful save, a creature is ejected from that space to the nearest unoccupied space outside of it. It often involved the sacrifice of multiple individuals that suffer from the emotions that these aspects represent, their blood being a key component in the ritual to animate these deadly guardians. Lightning - Any creature hit by this arrow takes an additional 3 (1d6) lightning damage and can't use reactions until its next turn. If a creature spends at least 3 turns in this water, at the beginning of each of its turns it will need to make a DC (10 + APL) Constitution saving throw, taking 2d6 cold damage on a failed saving throw or half as much damage on a successful one. There are other means the players can use to traverse this room of course. An Intelligence (History) check reveals that some see these lights as a good omen of things to come and will perform elaborate rituals all through the night when they appear. A creature that does so must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one. The enemies use all of these obstacles to their advantage as best they can. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Ron gives a rousing speech about how Skalintown is their home and it will not be taken from them, that they will fight and they will win. They must then pass the orbs to the opposite chambers so they can be placed into their correctly colored slots. Once the paragon has shifted to this element, it can't do so again until the next dawn. If you are also attuned to the Orb of Divine Light from being cast is lifted so they can use torches once again as they search the rest of the house for bodies, treasures, and threats. While cursed, a creature is color blind and has disadvantage on Wisdom saving throws. Wis CHA 18 (+4) 14 (+2) 18 (+4) 16 (+3) 20 (+5) 16 (+3) Saving Throws Wis +9, Cha +7 Skills Athletics +8, Perception +9 Extended Bestiary 2. Quill is not one to give up hope on regaining his flight, however. The source of this corruption is typically an ancient, powerful artifact that has fallen into the hands of evil. 7 The party finds a sloth clutching to the side of a tree. Creatures that venture down here and eat these plants may also experience strange effects that could indicate to the party what these plants do. Their strength is so vast that no voices can pierce the aura that surrounds them and no creature can look upon their mind, for it is simply a vessel for a greater power. Scale down the difficulty of the encounter to factor this effect in. These dwarves have worked with these minerals for so long that they have taken on distinct physical characteristics based on these minerals, but it has also caused strong discrimination and tribalism to occur. On a result of 20 or higher, she turns on the demon and fights alongside the party. All creatures that share an alignment with the worshipped god are considered blessed while in this area. The tiles drop at a rate of 5 feet per round as long as a creature is standing on it. On the stand next to the bed is a finely carved wooden knight. These feathers contain powerful innate magics that can be used to craft potent potions or can be used in conjunction with an arrow to create a projectile that bursts into flames when it strikes its target. The fifth clue is a bit tricky. If the party tries to speak to any of the other prisoners, they are met with nothing but savage, snarling responses. Spellblades Spellblades are the standard warriors among aetherspawn, transforming the stone near their hands into sharpened blades infused with elemental energy on command. They are sturdy, but can be cut down with bladed weapons without much effort. Any item that the party carries that is small enough to be glued to the side of a pixie's nose sag, Quill is quick to notice and question. As an action, the speaker can cause each creature in a 10-foot cube originating from it to make a DC 13 Wisdom saving throw. Vow of Enmity (1/Day). Hit: 12 (2d8 + 3) bludgeoning damage. Warlocks Fey Speaker Deep Speaker Armor Class 11 Hit Points 26 (4d8 + 8) Speed 30 ft. The submarine rests in a pool of lava similar to the one upstairs with another platform to allow creatures to climb down to solid ground without cooking. Each creature in the line must make a DC 15 Dexterity saving throw, taking 22 (5d8) damage of the type corresponding the paragon's Elemental Attunement on a failed save, or half as much damage on a successful one. Once the party can see again, they find that the orb is now free of the protective dome. Once you have used this feature it can't be used again until you finish a short or long rest. Massive waves crash against the shore at regular intervals, but when one of these waves recedes there is a strange book left sitting in the sand. The creature that unlocked the door must succeed on a DC 15 Dexterity saving throw or take 4d8 bludgeoning damage as they are smashing into the wall. The worm can detect these ores up to a mile away and are constantly on the lookout for its next special meal. Perhaps multiple parties have been hired to find a valuable relic, but only the party that brings it back get paid. It is easy to determine where the flames will erupt, for the floor glows for the few seconds beforehand. Even through the dust, it is obvious that there is movement as a current has kicked up in the water as the dragon stirs. Hit: 7 (1d8 + 3) piercing damage, and if the target is a creature it is grappled (escape DC 13). The number and types of mephits depends on your party's APL. One of these visitors has possessed Gwen's mirror. Hanging above this machine is a plaque that reads "Soul Vessel Creation" in orcish. On a successful save, the creature takes half as much damage and not pushed or knocked prone. Scattered about the room are small metal buckets, some of which are still filled with bits of stone. Armor Class 14 Hit Points 6 (4d4 - 4) Speed 25 ft. Closer inspection reveals these are rare Tlki Ants. Coast Random Encounters d20 Encounter d20 Encounter 1 Deadly Monster Encounter 2 The party finds a message in a bottle washed up upon the shore. There is a ladder that descends ten feet into a five foot wide tunnel that leads towards the house. Fortunately, Quill knows of a place that should be able to heal his mangled wings! It is called the Well of Wishes and he even knows where it is located! No one else in Pierpl believes it exists, but Quill has a feeling in his heart that says the rumors are true. Sal'kin Bloodlist, The Second Bandit Leader Sal'kin Bloodlist is the second of the Calamity leaders. Divine Stalker (Ranger / Cleric) Morphing Knife (breastplate) Hit Points 81 (6d10 + 4d8 + 30) Speed 30 ft. Once you have used this feature, you can't use it again until the next dawn. In this horror-themed adventure, your players have but a single candle to safeguard them against Helen's persisting wrath. 13 Hard Monster Encounter 14 Party starts to find lanterns crafted from bones of swamp creatures hanging from the trees. These masks are made of wood and sculpted with specialized mandibles of carver ants. Be sure to hold your players to role-playing this situation and reward them with inspiration if they do a good job! Discovering the Truth Keep in mind that during all of this, the party should eventually start to realize that there is something wrong with Jorbah. In addition, you gain the following benefits while you are in arctic, coast, desert, mountain, or swamp terrain: The bonus to your AC increases to +2. Experience The Experience listed below represents a blend of monster encounters, non-combat encounters, and some bonus experience for finishing the quest. Recommended:OS: Windows 7x , 8x or 10xProcessor: 2.0 GHz or higher processorMemory: 4 GB RAMGraphics: DirectX or OpenGL compatible card.DirectX: Version 9.0cStorage: 2 GB available spaceSound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game. A few months ago, Nadom was sent to negotiate a trade deal with their Copper cousins and it was love at first sight between the two. The key is being held by one of the ice mephits that currently occupy the space. Uncontrollable Rage. Shadow Step. When the person wearing the sut enters the chamber, the door slams shut behind them and swiftly locks. If Gwen manages to survive until a second round of combat, she drops the cleaver to the ground and begins to hum a lullaby once again. If someone sits the tablet without finishing it, the bowl automatically refills as the runes along the outside pulse brightly. STR DEX CON INT WIS CHA 10 (+0) 14 (+2) 14 (+2) 12 (+1) 18 (+4) 12 (+1) Saving Throws Int +4, Wis +7 Skills Arcana +4, Insight +7, Nature +7 Senses passive Perception 14 Languages any three languages Challenge 5 (1,800 XP) Spiritual Armor. You can use an action to expend 1 or more of the crown's charges to use the following abilities: One with Lightning (1 charge) - You teleport up to 60 feet to an unoccupied space you can see. A map to this area can be found above labeled - Construct Assembly Room. Tail. This animal can be no more than 12 inches in any dimension. This hidden door leads to the Army of the High Guard (G). On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row: Target creature in the water is ejected from the pool in a massive sphere of water. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Fortunately for the assaulting forces, this often means the destruction of their enemy's city and morale of its soldiers. Moments later, a similar burst of movement happens in front of them, a long slender bodied creature streaking through the area with swift movements. Now your only real choice is if you simply browse through the list and find the option you think looks most fun . Also a big thanks to my sister whose graphic design skills help me with the covers of these products! These are the people who continue to fuel my passion for Dungeons & Dragons and make unique and creative decisions that alter my initial designs and ideas for the better! It is a joy for me to create this content and see all of the positive feedback from people who enjoy the adventures. When a second command word is spoken, the cubes become active and trigger the next time a creature passes between any two of these cubes. Droplets of Condensed Water Wondrous item, uncommon This small waterproof pouch contains 20 tiny, jelly-like translucent spheres. There are hundreds of books in the home, but they are all in complete disarray - stacked atop tables, chairs, fireplace mantels, and simply lying on the floor. Small notes of light float in the water and webs of luminous fibers coat entire walls. If more than 2 creatures stand on an individual platform, it will begin to sink into the water. The players can use this to lift the battery off the floor and place it on one of the carts from the other room. This storm will persist for 2d6 hours, creates 3 inches of snow per hour, and drops the temperature to dangerously freezing levels. This should provide useful as the party proceeds to the next challenge. You're Reading a Free Preview Pages 52 to 58 are not shown in this preview. 8 There is a man standing on a crate shouting at the top of his lungs about the unfairness of a local lord and how the people need to rise up against him. As soon as the statue comes to life, the barriers the players stepped through to enter the room become impenetrable until the statues are destroyed. Paper Warriors Paper warriors are tiny constructs that are much more deadly than they appear at a glance. Floral Creatures Floral creatures are normal critters that have adapted to their environments in unique ways - by adapting the characteristics of plants! These adaptations makes them more dangerous than their ordinary counterparts and also much more difficult to spot in the wild. Brand of Terror - The target becomes frightened of the runespeaker. The happy couple tells the party that they will always have a friend in the Cobalt Kingdom and leave together to finally be able to walk side by side. The light it produces is far more powerful than an ordinary flame, illuminating the entire sanctum and causing the party's shadows to tower on the walls. The corlapis spend most of their time beneath the surface, seeking out high quality raw materials for their crafts, with a bit of help from some willing adventurers of course. The flames disappear abruptly as a sword slices through the edge of the wall of fire. The mimicking creature must also punch the floor hard enough that they take 1d6 bludgeoning damage and remain crouched as blood drips from their knuckles. These appendages or limbs become useless even after thawing and require greater restoration to mend. Hit: 49 (10d8 + 4) necrotic damage. STR DEX CON INT WIS CHA 18 (+4) 12 (+1) 16 (+3) 5 (-3) 12 (+1) 6 (-2) Senses darkvision 60ft., passive Perception 11 Languages -Challenge 1 (200 XP) Labyrinthine Recall. If the players use a torch or some other natural form of light, they can reveal that this drop-off continues for 200 feet before it reaches a pool of water that is 20 feet deep. The elemental can move through a space as narrow as 1 inch wide without squeezing. Actions Maul. The creature nearest the cube with an Intelligence score of 6 or higher must succeed on a DC 13 Wisdom saving throw or become captivated by the cube. Nadom has done his best to keep their love a secret, meeting in these hidden passageways whenever he can sneak away so they can spend time together, but he knows it isn't enough. Borjath walks up to the party with great confidence and speaks, "Ah yes, you are finally here! I have foreseen your arrival for quite some time now. The corpses of desert creatures lie on the ground nearby. The bringer makes four longsword attacks. A result of 5 or less results in a fall and 2d6 bludgeoning damage. Extradimensional Pouch. Sitting in the sand near the edge of the pool of water is a solid gold lamp with traces of magic lingering. When a creature is struck by one of these bolts of lightning, it takes 4d12 lightning damage. These notes exude bright light in a 20-foot radius and dim light for an additional 20 feet. Swarm. This armor persists for 10 minutes, after which the armor shatters to snow that fall harmlessly to the ground. Speaking the word "chain" transforms it into 20 ft. With the first piece in their hands, the players need to make their way back to the main entryway. Certain skills can be used to enhance each of these preparations, so your players will also need to decide how they want to split themselves among the tasks. The key is still on his body in [Joshua's Bedroom]. Medium humanoid (any race), neutral evil STR DEX CON INT WIS CHA 14 (+2) 15 (+2) 15 (+2) 10 (+0) 12 (+1) 8 (-1) Skills Acrobatics +4, Athletics +4 Senses passive Perception 11 Languages any two languages Challenge 1 (200 XP) Natural Resilience. Success on a DC 13 Intelligence (History) check reveals that these runes are written in an ancient language, similar in nature to celestial, but nothing that seems to make sense to any member of the party. Borjath Hajrob is my name. The staff regains 1d6 + 3 expended charges daily at dawn. The elemental summons 3 immobile obelisks in unoccupied spaces within 60 feet. Along the left and right sides of the room are 15-foot tall ledges with heavy metal ladders propped up against them. Jar of Fireflies Wondrous item, common This jar contains 3 charges. Years ago, after nearly a month of nonstop snow an avalanche buried the town under fifty feet of snow. A 5-foot wide sphere of pure ice begins to gently fall from out of the hole formed. Wave of Dread (1/Day). The dread bringer has advantage on saving throws against spells and other magical effects. Whenever a creature touches the disciple or hits it with a melee weapon attack while within 5 feet, that creature takes 5 (1d10) acid damage as a bolt bursts with vile pus. These doors lead to a controlled inferno. Get CreativeOpen source software isn't just for productivity or file sharing. Many people have already left town, and now less than half of the townfolk remain - the ones too poor to be able to pick up their life and go or too stubborn to leave their family's legacy behind. Soul Orbs Wondrous item, legendary (requires attunement) This set of thirteen 2-inch diameter orbs are capable of imprisoning the souls of living entities and expending them as resources to grant boons. The game uses two cards cycled together and adding up to 13 that are removed from the deck (like a six and a seven or an eight and a five). There is a fire burning in the range and the smell of cooked meat fills the air. She is bound to the one who holds the artifact that was protected by the temple, in this case - The Ring of the Hydromancer, but will not execute deeds she deems malevolent. 7 8 9 The party finds the remnants of a small village that looks to have been raided recently. He calls himself the Keeper of this Forest and when he struts his lute the birds match his notes. If they become frightened by the terror spirit, it is possible that fear will cause them to flee from the safety of the candle and into the "welcoming" arms of Helen. Stuffed with Rage When the party moves down into this area, they are overwhelmed by the feeling they are being watched. Within the building are various watercraft. A creature that attempts to touch the sphere will need to succeed on multiple DC 15 Constitution saving throws as they approach or parts of their body will be frozen completely solid. They must use the dagger given to them by the statue to cut open their hand and withdraw the key. Lighting the Flame When the players enter the house with the candle lit, her voice echoes through the entire house. "Oh, another of these candles. In one of its clawed hands is a heart that has been painted red. They have small globes of light at their center that creates a light that seems to causes the mind to calm. Into the Woods When the party accepts Quill's offer, he jumps high in the air, ecstatic with the news that he has finally found someone willing to help. Garb of the Blessed Cleric of the Life-Giver Wondrous item, rare (requires attunement) While wearing this cleric's crafted of petrified wood and bits of enchanted emerald, your healing spells are pushed beyond their normal capabilities. If the creature fails this saving throw by 5 or more, on its next turn it can either move or take an action, but not both, as its body is drained of strength. Rysa Kalsyrii - The Engineer Rysa is a elderly tiefling woman, the only tiefling in town and the only one many of these people have ever seen. A successful Intelligence (History / Arcana) check reveals this to be the work of a hag or coven of hags. Invigorating Totem. This weapon ignores all resistances and deals an extra 3 (1d6) fire damage with each attack (included in the attack). Pyramid is a fun and entertaining card game, and a great way to pass the time.TripeaksIn the game of Tripeaks, cards are selected in a sequence going up or down to accumulate points. Along the right wall is a sign that is lightly glowing with the text: "Like the lightning, our lives are but a flash that can leave an impact never to be forgotten.* Be sure to emphasize the large carts scattered through the area, because these are significant to solving a later puzzle. These flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. APL 1 3x Zombie (MM Pg.316) APL 2 1x Ghoul (MM Pg.148) 3x Zombie APL 3 2x Ghoul 4x Zombie APL 4 1x Ghast (MM Pg.148) 2x Ghoul APL 5 2x Ghast 2x Ghoul The players can move to engage the zombies and potentially even shove them back into their cell to keep them contained (once the doors close again they become locked). When the chaos blade rolls a natural 1 or a critical hit with a weapon attack, it can immediately cast a spell with a casting time of 1 action as a bonus action. When one of these elementals is destroyed, it leaves behind a conflux core - a deeply powerful magical sphere that can be used to create legendary artifacts. I see visions through dreams and can extract and view the dreams of others. Then a fool steps through - a large one. It can move through a space as narrow as 1/8 inch wide without squeezing. Deep within the temple is a sphere of lightning, a pure essence that holds greater power. The first weapon attack each turn made by a creature within this aura is made with disadvantage. They have information on the jungle and its wildlife. Follow me! Kestyl charges back towards the castle and calls to his men, "Distract it the best you can. If the sword is ever more than twenty feet from you, your hand will begin to decompose at an alarming and incredibly painful rate, withering away completely after 10 minutes. The gremlin can move through a space as narrow as one inch wide while squeezing. Some are hulking in size and seem brutally powerful and difficult to damage, while others are smaller and more agile. On the second round of combat, a particularly powerful set of waves rolls in as a result of a far off storm. You also gain the following benefits: Once per day, you can cast fireball with a save DC of 15. Totem of the Bear. The stone is not perfectly smooth and can be climbed, though doing so is incredibly dangerous for falling is likely lethal. (2d12 at 5th level, 3d12 at 11th, 4d12 at 17th). If a leech is killed when it tries to attack its prey or if the prey manages to escape, another leech will be quick to swoop in and finish the job, snagging an easy meal. The doors to the left lead to the The Furnace, and is where the party must first go if they hope to continue. With a single touch of its corrupted palm, it can infect a creature with its vile charm and cause it to lose all volition.

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