

Trespases



A D&D 5E adventure for 6th-10th level characters
that takes roughly 6 sessions

by M. A. NORTON



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A missing person, a strange and powerful doorway, an unsolved kidnapping spree, a deadly disease, disturbing new golems, fey creatures that have somehow been made undead, a spore cult, and a kick-ass party in perpetual twilight on the border of the Feywild. *Trespases* is an adventure about an insatiably curious and profoundly amoral dark alchemist, artificer, and maker of golems. He has pushed the boundaries of golem science his whole life, and in partnership with a fungal death cult led by a powerful turtle spore druid has now found new boundaries to press, heedless of the trail of ruination and shattered lives left by his ambition. Starting out with the mystery of a missing woman, a party undertaking *Trespases* will soon find themselves ensnared in a system of deadly demiplanes within which the mystery they thought they were solving multiplies and shifts until it becomes something different altogether. Following the path of destruction that they discover leads them to encounters and confrontations with strange and disturbing entities that should not exist and with creatures of a far greater power-level than they, making decisions about when brute force will work and when it will not essential for the party members' survival. Ultimately the trail of clues they follow will lead them to an unlikely standoff in an unlikely place with thousands of lives at stake, confronted by only hard and perilous choices.

Trespases has a somewhat different format than most D&D modules. The first part of it describes several intersecting storylines that make up the complex situation and setting that the party undertaking it will enter. It does so in a purely narrative way to provide background for the DM and is not meant to be “run” as part of the adventure. The second part takes the form of a DM’s outline. It is a slightly different format than the quasi-narrative way that most official and homebrew modules present the part of the adventure you actually run. The reason for this is that I find that even with an excellent published adventure I always need to make my own outline derived from it to actually run things in a fluid and immersive way. The second part of this module is written in a way that I hope can be used directly by the DM without need of an additional outline.

The appendices to this module include a summary of the NPCs the party may encounter, new magic items, over a dozen new creatures, a “gazetteer” (i.e. a location outline as opposed to the narrative focus of the DM’s outline) for the Everfest in the Feywild, handouts of teleportation sigil sequences, rules for Jugger, a game being played at the Everfest, a description of how to run a potential standoff situation at the Everfest as a skill challenge, a listing of the undead forces that are likely to arrive at the Everfest, several, and encounter sheets that provide condensed summaries of creatures in a format meant to help the DM run fairly complicated combat encounters in a smooth and efficient way.

Note on Fun and Content

This adventure involves significant themes of youth (15-19) endangerment, kidnapping, death, and necromantic raising. Some parties may encounter and interact with the families of these youths and may think that they can save them. While the party can help save some of these NPCs, some of them have been irrevocably changed into corpse golems. These NPCs are written as tragic, pitiable, and sympathetic figures even when they fight the party (e.g. by getting saving throws to attempt to stop themselves from following the orders they have been given to kill intruders and begging the party to flee). There is also a point of confusion where some of the kids in the town talk about a “little girl” who has been stalking them. The party later meets this NPC who is not a little girl at all but it nonetheless raises the possibility of child endangerment.





There is also a pandemic theme (an outbreak of “sighing fever”) that includes the death of a central NPC. It only figures in the first part of the adventure but it is important (though not exactly central). I would not have thought a pandemic deserving of a content warning mention when I started writing, but by the time I was finished COVID-19 had become pandemic. Role playing around this theme might not be everyone’s taste.

Please check-in with your players to make sure that these themes are consistent with everyone having fun.

If not, then the ages of the endangered NPCs can easily be raised by ten years and the relationships in the “Leads in Town” section can be adjusted to be the relationships of partners, friends, and other family members instead of mainly being relationships to parents.

Sayathuni can be referred to as a little doll instead of a little girl by the children in town and can be made an object of interest rather than fear if that

would help, perhaps changing the children’s rhyme to suit (Look about/Look about/The doll is very small/See if you can see her/and you’ll get a magic ball!) In this case make the rubber ball they are bouncing a special item that is not common and that Sayathuni gives to the children who find her while she’s hiding. In this case Sayathuni is less vicious and more a sad construct forced to do bad things.

If there is not a specific objection to the pandemic stuff (so nobody objects but it just doesn’t seem really fun) it could still be downplayed by making it a nonspecific magical malady, cutting the respiratory symptoms, and just generally de-emphasizing it to make it a minor note in the story.

A more substantive fix if one or more players do not want to engage in a pandemic related role playing scenario is to make Maddie Drispel’s fight against life and death part of a series of drownings at the Glistening Grove. It was these drownings that made the summer prior to the one just concluded so terrible. In this scenario Maddie survives the attack and is brought back to Vuckel where she lingers between life and death. Sunny Drispel then makes his deal with Carl Kaloofa/Starax Zhashon. This would make the nayad at the Glistening Grove a more deadly and central encounter in the early part of the adventure. It would also make her unlikely to relent if a PC is drowning.

Overview

The adventure begins in the town of Vuckel. This part sets up the adventure includes scenes set in the town, in the inn, in some of the manor houses in the town, on the boardwalk by the lake, and in a formerly beautiful grove a few hours away by boat.

It then moves into the *interpolation fulcrum*, a device that creates a network of demiplanes and allows easy transportation between them with the correct sigil sequences. The *interpolation fulcrum* was used by Starax Zhashon for his wicked research. This part of the adventure works like a dungeon crawl.

Most parties will then go to the fungal, jungle cult compound of the spore druid Runnixarrar where they learn the full scope of Zhashon and Runnixarrar's recent research.

Based on a message received at Runnixarrar's domain the adventure then goes to the Everfest in the Feywild, a wild ongoing party where Zhashon has been taken and where the party will meet The Kitsune, a shadowy and powerful creature who attempts to manipulate the party into giving them information about the *planar gong*, another powerful magical artifact that Zhashon has stashed in his demiplane complex.

If The Kitsune's plans go smoothly, and in many cases even if they don't, the final part of the adventure involves a dangerous standoff between the army of Runnixarrar and the partygoers and bouncers of the Everfest that the party may help to manage – or exacerbate – as they try to figure out where their priorities lay and how they might influence a situation involving creatures and forces far more powerful than they.

Acknowledgments

I have benefited from countless posts from the D&D community online while writing this to try to be sure that I have rules right, for spell selection, for creature tactics, for tables and analyses of the various teleportation options in 5e, as well as for discussions about DMing theory and practice. Thanks to the community!

My two kids were my frontline playtesters and their D&D experience, knowledge, and keen sense of fun and fantasy style helped me enormously to streamline the adventure and fine-tune the combat tactics. My rearguard playtesters were unwitting accomplices and should be held blameless.

I came across Ashley Warren's *My Brother's Keeper*, an Encounter of the Week on D&D Beyond, when looking for different perspectives on golems and how to run them. I love how it simultaneously humanized golems and retained their strange constructed nature. The golem ethos that Warren develops in that adventure was influential in developing the corpse golems here.

Gimble's Guide to the Feywild by David Markiwsky, available on the DM's Guild, gave me a great starting point for thinking about the Feywild. *Gimble's Guide* was very helpful in setting a tone and developing a concept of the Feywild that I could set the Everfest in.

The Angry GM convinced me on the benefits of condensed stat blocks from the first 5e which ultimately led me to make the encounter sheets in Appendix J. I'm spoiled by them now and find I have to make them for every encounter I do to get reasonable fluidity alongside reasonable combat complexity. Thanks a f\$&%g lot!

The version of The Kitsune presented here was originally based on the version on D&D Wiki, though many liberties I have taken with that original.

Most everyone probably knows about Keith Amman's *The Monsters Know What They're Doing* but if not then treat yourself and get a copy of the book or read the blog (and then get the book). It is a wonderful resource and an invitation to a really engaging and fun philosophy of DMing. The encounters here try to emulate that approach to creating motivated, tactical, interesting combat. In any case, I took my best shot at it.

The stat blocks in Appendix J I created using Tetracube's D&D 5e Statblock Generator. What an amazing resource!

I started playing D&D as a kid in the mid 80s when my cousin brought this intriguing red box on a family trip. What treasure lay therein! It is a total pleasure to have had the chance to try my hand at writing an adventure. Thank you so much for your interest. I hope you run it – or strip it for parts that better fit your campaign – and that it's fun.

M.A.N.

Gimble's Guide to the Feywild: <https://www.dmsguild.com/product/247320/The-Feywild>

My Brother's Keeper: <https://www.dndbeyond.com/posts/560-encounter-of-the-week-my-brothers-keeper>

"I Can't Abbreviate This Article But I Can Abbreviate a Stat Block": <https://theangrygm.com/abbreviate-stat-blocks/>

"Kitsune": [https://www.dandwiki.com/wiki/Kitsune_\(5e_Creature\)](https://www.dandwiki.com/wiki/Kitsune_(5e_Creature))

The Monsters Know What They're Doing: <http://themonstersknow.com/>

Tetracube's D&D 5e Statblock Generator: <http://tetra-cube.com/dnd/dnd-statblock.html>

Most of the art in this adventure is from the DM's Guild Creator Resources and is therefore hard to attribute to the artist directly.

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The photo on page 5 is by David Iliff (I've cropped and rendered it black and white). As the artist describes it, the image is actually of "the town of Keswick, nestled between Derwent Water and the fells of Skiddaw in the Lake District, Cumbria, England. Taken from about 3/4 of the way to the summit of Walla Crag." It seemed to suit as Vuckel. The image is licensed under the Creative Commons Attribution-Share Alike 3.0 Unported license. https://commons.wikimedia.org/wiki/File:Keswick_Panorama_-_Oct_2009.jpg

On page six the photo is "Frontage of the Manor, Greasby," by Rodhullandemu and released under the Creative Commons Attribution-Share Alike 4.0 International license. https://commons.wikimedia.org/wiki/File:The_Manor,_Greasby_2019a.jpg

The sigils appearing in the image on p. 10 and in Appendix D are derived from two alphabets. The first, for the "normal" teleportation circle sigil sequences, is the so-called Theban alphabet from the Boston Public Library's volume of Johannes Trithemius, *Polygraphie et vniuerselle escripture cabalistique* (1561) on 184v. It is in the public domain. <https://archive.org/details/polygraphieetvni00trit/page/n411/mode/2up>

The second set of sigils used for the *interpolation fulcrum* "suffixes" repurpose the Phoenician alphabet. It is also in the public domain. https://en.wikipedia.org/wiki/Phoenician_alphabet#/media/File:Phoenician_alphabet.svg

The galleon on p. 15 is a black and white copy of 'Abd al-Qadir Hisari's "Calligraphic Galleon" held by the Met. The writing on the ship represents a protective enchantment. It invokes the names of the Seven Sleepers, a tale said to reflect God's powers of protection. The image is in the public domain, a protective tale of our own day. <https://www.metmuseum.org/art/collection/search/454611>.

The beautiful picture of The Kitsune on p. 16 is an uncredited image that accompanies one of the Kitsune entries on danddwiki.com (again, rendered black and white by me). The work is licensed under a Creative Commons Attribution-ShareAlike 3.0 Unported License.

https://www.dandwiki.com/wiki/File:Kitsune_1616.JPG

[https://www.dandwiki.com/wiki/Kitsune_\(5e_Creature\)](https://www.dandwiki.com/wiki/Kitsune_(5e_Creature))

PART 1: STORYLINES

Storyline 1: “Vuckel Welcomes You!”

The adventure begins with the party stopping in the moderately sized, visibly well-to-do hamlet of Vuckel. They might stop by on their way elsewhere or they might hear about work there and seek it out. The town is a famed summer resort known for its proximity to the mountains, lakes, and pristine forests. It is dotted with well-appointed townhouses and fifteen or so grand manor houses by the picturesque lake, Vuckel Tarn, from which the town gets its name. Wealthy merchants, gentry, and even the nobility regularly visit their estates or the fine inns of Vuckel and the town has developed to suit this wealthy clientele. Poverty is out of sight, the streets are clean, the shops are interesting, fountains grace the plazas, and the grand stone and wood tarn-walk (i.e. boardwalk) offers as beautiful a place to see and be seen, to drink and dine, as any in the land/kingdom/satrapy/whatever political unit makes most sense in your setting.

In recent years, however, the good name of Vuckel has been tarnished by two dark episodes. Two years ago a wave of kidnappings beset the town and terrifying residents and visitors alike. Parents kept their children indoors, the swimming beaches were empty, the grand and striving visitors who are the lifeblood of the town economy canceled their visits or curtailed them. In all, five young people disappeared over the course of the summer from families grand and mean. **Dari Tinwiddle**, a fifteen year old human, and **Toota Falanika**, an eighteen year old human, both came from wealthy trading families. **Rignildis Steppetonne**, a dwarf of 16 (or whatever equates to 16 human years according to your concept of dwarf maturation), was from a family of dwarven noble refugees who made off with a huge treasure hoard when their rule over a wealthy mining complex collapsed. **Allasanar Firison**’s parents run the Copper Badger Inn in Vuckel. She was a nineteen year old human. **Ertis Strang**, fifteen, was from a halfling servant family. No ransom or other demands were ever received. The kidnappings left no trace. Searchers and would-be rescuers thronged the town, the woods, and the tarn. They found neither bodies nor survivors.

The kidnappings stopped as mysteriously as they started. But just as the panic of that dark summer began to recede and the summer season drew close, epidemic sighing fever swept through the town. The dreaded plague had not been seen in this part of the land for many years, leaving only



the old immune. Through that summer children and their parents were again stalked by a silent killer. Fifty-nine people in this town of 2,000 died the sighing death and some three hundred more were infected (very roughly the same infection/mortality of the 1918/19 Spanish Flu epidemic in our world). For another summer the lake houses were dark, the tarn-walk abandoned, and Vuckel lived in fear.

By the following summer the fever had receded and first a few then many of the customary visitors and seasonal residents began to return. The shops, inns, and restaurants that had weathered the dark two years previous once again hummed with life and activity. Vuckel was back in fashion and back on the summer circuit of the well-heeled and renowned. Then, just as the summer season was winding down, **Maddie Drispel** disappeared.

Storyline 2: Maddie Drispel is Missing

Sunny Drispel is a half-elf merchant from whatever larger city is nearby that fits with your campaign setting and the location of your party. He has moved to Vuckel full time to escape the stress of running his merchant trading company, specializing in ancient artifacts, art, fine furniture, and bodyguard services for at-risk travelers, and to raise his daughter Maddie. He



lives in a manor house called **Kalin'anar Salka** (elvish for “Sun Dancing on the Lake”) in the foothills above the lake with beautiful forested grounds ceding to a grand terrace and lawn with a view over Vuckel Tarn. Drispel is an unhealthy man, perpetually stressed out and anxious about his business and now distraught over his missing daughter, one bad sneeze away from a heart attack.

Drispel's nineteen year old daughter, Maddie was his child with Yasyri Salka, his elvish true love and business partner who disappeared following a bandit attack during a trade mission in some far flung place eighteen years ago. In their

time working together Sunny Drispel and Yasyri Salka became merchant capitalist legends. Her bravery and cunning running trade missions anywhere the profit seemed good and the risks within scope were perfectly complemented by his wily skill in financial engineering, brazen daring as a negotiator, and his always on point sense of the markets and profit opportunities that they offered. Kalin'anar Salka used to be a modest cottage and was Yasyri's favorite spot. They fell in love there during the brief times between trade missions when they were both in town and could get away. Their daughter was conceived and born there as well, shortly before Yasyri's final ride out. It was in the memory of Yasyri that Drispel built the new Kalin'anar Salka, though the original cottage still exists on the grounds. After Yasyri's death Drispel devoted himself to raising their daughter and moved permanently to Vuckel while continuing to run his business from afar.

The kidnapping summer hit the Drispel household early and directly. Ertis Strang, the fifteen year old halfling son of the housekeeper (**Maita Strang**) and butler (**Kellen Strang**) of Kalin'anar Salka disappeared early that summer, the second child to go missing. He has not been seen since. After Ertis went missing Sunny Drispel devoted all the resources he could command to searching for the boy and the other missing youths. He also locked Maddie away in the house. She did not breathe a breath of fresh air that summer without four bodyguards, and then only on the porch of Kalin'anar Salka.

The following summer, when the first cases of sighing fever were confirmed, Drispel reacted quickly and drastically. One morning he sent the Strangs and other servants home, albeit on full pay, abruptly shutting down the household. Throughout that summer he and Maddie remained alone and shut into the house, only allowing several deliveries of food and supplies, and paying to have those cleansed by a local cleric before bringing them into the house. Some in the town whispered that Drispel was mad or that he and his daughter had got the fever and died. Some six months later, though (and roughly six months before this adventure begins), Drispel informed his servants that they could return.

Kalin'anar Salka reopened, but it was not the same. For Maddie Drispel, once the light and life of the household, a rambunctious, laughing bundle of half-elven joy before Ertis had disappeared and the sighing fever swept through town, was not the same. Maddie was perpetually confused, spoke rarely and in a stilted, halting manner. She often seemed incapable of undertaking basic tasks, spoke in a stilted, halting manner, suffered memory lapses, had become ferociously protective of her privacy (an attitude that her father encouraged), and was newly prone to terrifying rages that none could calm, though she fortunately sought the solitude of the original cottage on the site when in their grip. Sunny Drispel seemed unhealthier than ever, a man living beneath a crushing burden that only grew weightier with time. By the summer after the sighing fever, even as Vuckel returned to normal with the inns full and the tarn-walk busy with posturing, promenading, and selling, Kalin'anar Salka had become a dark, sad, brooding, and often angry place. They barely noticed as the temperature started to drop and the crowds thinned out.

Fall offered no rescue, just the prolongation of this new, intolerable way of life at Kalin'anar Salka. And then one morning the household awoke to find Maddie gone.

Storyline 3: The House of Zhashon

What actually happened is that Maddie escaped and returned to the starting point of her new, strange, terrifying (and, just barely, perhaps exhilarating) existence: the manor house of a new resident in Vuckel, **Carl Kaloofa**, the alias for the dark alchemist, artificer, and golemist **Starax Zhashon**.

One night near the beginning of the outbreak of sighing fever Sunny Drispel overheard Maddie making the dreaded breathy sigh that marked the fever's onset. To protect his well-loved household staff as well as to avoid the stigma of the fever, Drispel sent them home that morning and closed Kalin'anar Salka, determined to do his best to nurse Maddie through the fever even if it cost his own life (there is no known magic or medicine short of extremely powerful magical effects like *wish* that helps with the sighing fever). He gave his all to nursing Maddie as she sighed her way to death. In his desperation Drispel hatched a hopeless plan. Earlier that summer Drispel had been dining at the Copper Badger Inn with one of his traders when a curious look came over her face. She said that the man who had just come in to buy a loaf of bread, a wealthy new resident of Vuckel named **Carl Kaloofa**, bore an astonishing resemblance to a man who she had once dealt with for a supply of potions, the alchemist and artificer **Starax Zhashon**. The authorities had come to suspect him of necromancy and dark magic and she had lost a bundle when he had turned up dead and put an end to the matter, though perhaps better to take a loss than to get wrapped up with a type like that. Drispel had doubts about the story at the time,



especially as Kaloofa, a kindly old gentleman recently retired to Vuckel, hardly seemed capable of powerful dark magic.

As Maddie's decline accelerated, Drispel sought Kaloofa out and accused him of necromancy and threatened to reveal what he knew to the authorities if Kaloofa/Zhashon didn't help him. To his surprise, after the initial fear of discovery faded Zhashon was enthusiastic about the plan to help the half-elf girl and readily agreed to do what he could for her if Drispel could get her across town to Zhashon's manor without anyone knowing. He cautioned Drispel that his forbidden science was powerful but nothing could be promised, and that Maddie would not be quite the same after as before. In his grief and wild hope, Drispel agreed to all.

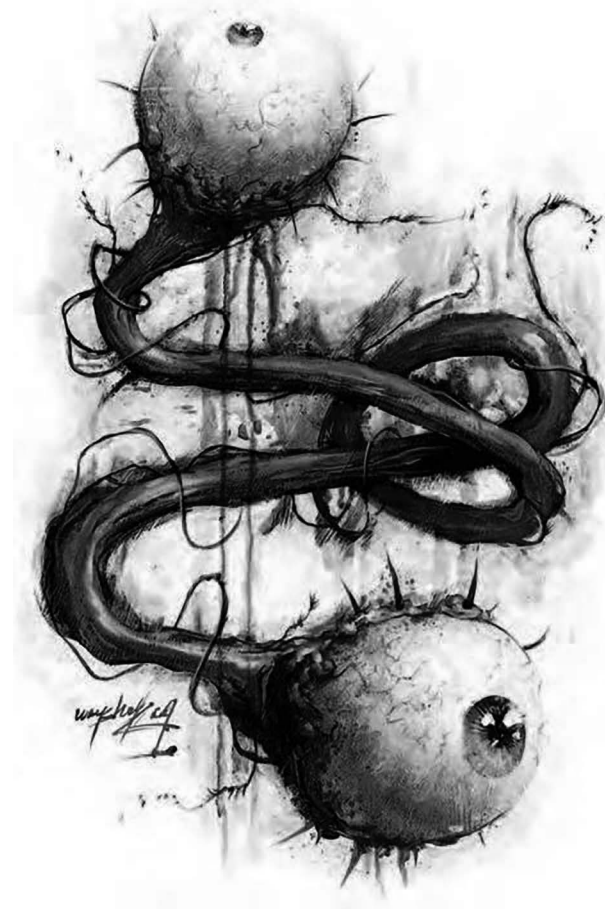
One night as Maddie lingered closer to death than ever Drispel bundled her in a cloak and rode with her across town to Zhashon's manor house. Zhashon took her and noted that Drispel was

now an accomplice in what some might call murder and necromancy and to breathe a word of this to anyone would be to put the noose around his own neck. Zhashon told Drispel that he would be in touch when the work was successful but that his craft took time and could not be rushed.

Two months passed as an increasingly desperate Drispel requested, demanded, then begged for word. He had nearly given up hope when Zhashon's cart creaked up the drive. In the back was a creature that had just enough of Maddie's body and mind to shatter Drispel. She was neither a zombie nor a flesh golem but some new devilment that combined aspects of the two. Zhashon had not saved Maddie but had turned her into a new type of construct that he had invented during his experimentation a few years before, a corpse golem as he dubbed it. Using a creature's whole body rather than pieces to create a flesh golem and beginning the process of turning the body into a golem while it still lived, Zhashon had discovered, resulted in a construct that had characteristics of a flesh golem but retained many of the memories and abilities it had in life, including the powers of speech and

thought. By manipulating the sort of elemental or spirit from the plane of earth that was used, the technique of implantation, and the timing of the procedure different results could be obtained.

His expertise, Zhashon gloated, had resulted in the near total retention of all of Maddie Drispel's memories, her intelligence, her sense of self and identity, and even her capacity to feel complex human emotions. He cautioned Drispel to be patient with his expectations however. The girl had been reanimated as a golem as she lay dying, transformed in a moment from a mortal to an undead construct. Bound to leave a mark! Drispel was half horrified and half awe-struck. The creature in Zhashon's cart looked exactly like his daughter. She was alert and to all appearances alive with no sign of the dreaded sighing fever. When he embraced Maddie and she embraced him back he felt the first flicker of hope that he had experienced in months, despite noticing with some small



part of his attention the terrible strength in her arms and the clouded, confused, harmed look in her eye.

Her return to Kalin'anar Salka was a gradual disaster. After a few days Drispel reopened the house and attempted to will life back to normal. Maddie was obviously out of sorts but he thought the people she knew and home she remembered would help her recall herself. The creature who Maddie Drispel had become, though, was a prisoner in the home and life and relationships of the Maddie Drispel who once had inhabited it. The house, the people, the habits, the places, the expectations were all perfectly familiar to her but none of them felt the way they had. She still intimately knew and remembered all the old routines, places, and people but they were meaningless to her now, drained of emotion and salience. The things, people, and places once closest to her now by turns terrified, enraged, and struck grief into the corpse golem. Only the traces of memory and emotion of her predecessor, as well as the remaining vestiges of her character, kept her from destroying the people and house that contained these painfully meaningless experiences. The only escape from her pain was her obsession with what and who she was, and above all how she had come to be the creature that she now was. She had only the vaguest memories of her first days and weeks in the house and workshop of Starax Zhashon, relearning to move and act and think. There were other golems there she knew, **Sayathuni** (a vicious doll-like creature created before Zhashon arrived in Vuckel), the crying one who Maddie suspected was Dari Tinwiddle, and the terrifying iron golem with a corpse crucified upon it, Rignildis Steppetonne.

The propulsive emotional core of this new life was rage at its imprisonment in the life and expectations of her body's former self and desire to know and understand the magic and science that had made her and others like her. The corpse golem held this rage and desire close to her dead heart, never giving them voice in front of Drispel or the other residents of Kalin'anar Salka as they tried to come to grips with the strange new Maddie Drispel that confronted them (i.e. Drispel has no idea that Maddie wants to return to Zhashon's house and laboratory and so he will not mention it as a possibility). As Maddie Drispel suffered through the life of Maddie Drispel that year after her remaking she began to obsessively reconstruct her time with Starax Zhashon, gradually drawing from the haze of those poorly formed memories the conviction that the questions battering her mind could be answered only in the rooms, laboratories, and libraries hidden somewhere, somehow, within the manor house of the kindly Carl Kaloofa.

The night that she disappeared Maddie waited for the house to become quiet, stole down to the cottage to get the drawings and notes of strange symbols and disjointed maps she had been working on while taken by her "rages" and then walked off into the woods to Zhashon's house. She did not have a clear intent. Thoughts of crushing his skull, offering to become his apprentice, and begging him to tell her more about who and what she was all warred in her as she made the moonlit trek through the forests ringing the town. When she arrived only Sayathuni was there, lurking on the grounds of the manor. Zhashon was away. He had been away for a few days and Sayathuni was high strung and worried. Maddie went down into the root cellar and has not returned.

Storyline 4: Trespasses

Starax Zhashon began his career in a land far away as an artificer and alchemist. He easily found work because of his brilliance and skill in all of these areas and routinely lost it because of his amorality and the self-serving nature of his genius. He cared little about what his employers wanted when something else interested him more. During this time he accumulated knowledge of arcane mysteries bearing upon his true passion: what lay between life and death. This interest along with his lack of ability in necromancy led Zhashon to the forbidden arts of

golemry. His first small homunculi using exorbitantly priced black market spirits captured from the plane of Earth both exhilarated and infuriated him. Exhilarated because he had created life, infuriated because it was so mean, limited, and crass. His skill and knowledge grew as he continued to experiment, though he was forced to continue his more mundane dark alchemy and artificing to raise the funds and collect the equipment he needed for his golem obsession.

Zhashon arrived in Vuckel as the culmination of a long-running scheme to free himself of the web of violence, deceit, death, and theft by which he had made the money and gathered the



resources he needed to push golem science to new and previously inconceivable limits of possibility. He needed a place where he could disappear from those who chased him and coveted his resources, his secrets, and his sweet golem science. After a convoluted escape from his former life that culminated in him faking his own death, he arrived in Vuckel, bought a modest manor, and assumed the persona of a wealthy gentleman, Carl Kaloofa. Hidden in the root cellar was the entryway to perhaps the most advanced laboratory for the investigation and fabrication of golems ever created, the *interpolation fulcrum*. This magical doorway allows for the creation of multiple demiplanes with different properties and facilitates easy travel between them for those who know the sigil sequences. Zhashon has used the *interpolation fulcrum* to create a network of demiplanes that operate as an optimized hidden research enterprise where he can experiment with powerful dark forces all while living safely in the lovely and unsuspecting Vuckel.

The *interpolation fulcrum* allowing Zhashon to link multiple sites into one large virtual laboratory is powerful. The most important item he acquired with the riches he made and schemes he concocted during his time as an artificer and alchemist of resolute amorality, however, is the *planar gong*, a singular magical artifact that allows for movement between planes and for the discovery of hidden paths of transit and teleportation, facilitating dramatic ease of movement across the multiverse. For Zhashon the main use of the *gong* had been the acquisition of elemental spirits from the plane of earth that are the essential resource for golemry. The *planar gong* allowed Zhashon to acquire earth elemental spirits of varying composition and strength in great numbers and therefore to create golems more prolifically and with more diversity of form and ability than any other golemists, living or remembered. He has no interest in amassing a golem army, however, nor of riches or favors, title or other more common measures of glory. He is interested instead in doing things that pierce the boundaries between the living, the dead, and the inanimate in new and daring ways. He thinks of himself as an artist not of life – which he holds in disdain as a conceit of an anthropocentric and weakly religious viewpoint – but of what he calls *animance*, the motive force of will and action possessed in common by all animate things.

The corpse golem was until recently the greatest of Zhashon's inventions and the forefront of his investigations. Corpse golems are created in the same manner as the more ordinary flesh golems with one important exception. The implantation of the animating earth spirit is done to a severely weakened subject, but one that yet lives and to a single intact body rather than a construct made of multiple parts of different bodies. As a result of this process they become a golem a moment before they die. Indeed, it is becoming a golem that kills them. Zhashon discovered that

this made a huge difference in the nature of the golem created. His corpse golems remember who they were to varying extents, they can feel, they can speak, and they have varying powers of free will and autonomy from the orders of their creator. For Zhashon the corpse golem is a new way to investigate the old problem of immortality, offering new insights into the boundary between life and death and the limits of memory and emotion.

Two summers ago Zhashon found himself at an exciting juncture in his work, with new possibilities and permutations of his corpse golem work taunting him to go further and faster. He had noticed that for some unknown reason, the results with younger people were more successful and more interesting than with older adults, perhaps because of their more flexible minds, memories, and identities and so he began to accumulate resources. The urgency of his work drove Zhashon to rashness, and he decided to risk his protected new life in Vuckel for the space of a few months. That, he thought, would give him sufficient research subjects to push the corpse golem work further and advance the frontiers of golemry. One of the concoctions that Zhashon had developed to great effect as a dark alchemist was a variant on a *suggestion* potion that combined it with a *disguise person* effect. The result was a potion, delivered through a sprayed mist (DC 12 Wisdom save) or consumed in liquid form (DC 15 Wisdom save), that transformed how someone looked as they fell under the *suggestion* spell. Zhashon had developed it in his former life to enable some minor underworld boss to make his foes disappear without a trace.

Zhashon armed Sayathuni, an interesting little construct he had made years ago at the start of his corpse golem work, with the potion and sent her out to hunt for subjects. Sayathuni dosed seven youths that summer, succeeding with five of them. Zhashon turned Dari Tinwiddle into a corpse golem nearly immediately to try some new techniques for perfecting the capacity of his corpse golems to feel as they had in their former lives and Rignildis Steppetonne into the experimental form of an iron corpse golem to serve as a guard for Zhashon's laboratory and work. Zhashon has placed the other three youths in a demiplane that is part of his portal nexus affected by a powerful, ongoing *sequester* spell where they remain alive but in suspended animation, untouched by the two years that have passed since their disappearance.

Maddie was something of a bonus for Zhashon. Drispel's suspicions threatened all Zhashon's work to escape from his former life. While he first considered killing Drispel outright, the other man's demands incriminated him and, Zhashon thought, would seal his lips as would his daughter's safety after their collaboration. Drispel's demand also gave Zhashon an opportunity to pursue a further line of inquiry involving corpse golems, emotion, and memory that presented a complicated and fascinating set of problems. Above all he saw the chance to benchmark his work and to see how much further he would need to go to create a corpse golem that could re-enter its previous life and continue where its mortal self had left off. His efforts in some sense succeeded as golem-Maddie remembered more of her past than any of his earlier creations, had greater autonomy, greater identity stability, and experienced more human emotion, but the emotion was misaligned with her past leading her to hate and fear those who she remembered – and used to love – most clearly. Good data, thought Zhashon.

Turning Maddie Drispel into a corpse golem was also a welcome break and return to a stalled line of research, for shortly after the kidnapping summer Starax Zhashon received a communication from a strange fellow explorer of the line between life and death that had sent his work in a wildly fascinating and productive new direction and had put his corpse golem inquiries on hold. It was only because of this new alliance and new research direction that the remaining three kidnapped youths survive in their inaccessible slumber, for Zhashon's new interest had left him with no time to make use of them as he intended.

For his new line of work, inspired by and in collaboration with the turtle circle of spores druid **Runnixarrar**, did not involve humanoid corpses at all. Rather, it involved the exploration of a

perpetually tricky matter for necromancy and Zhashon's theories of animancy as well: the complex problem of undeath and post-life animation of the fey-folk.

Storyline 5: Walking Dead . . . FEY

The underlying premise of this storyline is that the fey are nearly impossible to turn into undead. If you are okay with the idea that redcap zombies, blink dog skeletons, and dryad wraiths are beyond the scope of normal necromancy magic then this premise should work okay for your campaign. If not they can simply be difficult to achieve but this loses a bit of the desire to push the boundaries of their respective arts shared by Runnixarrar and Starax Zhashon.



Runnixarrar, a powerful (roughly level 18) tortle circle of spores druid, an avid fellow explorer of the dark boundaries between life and death, and the spiritual and temporal leader of a large and violent fungal cult has been struggling to understand why it is the case that so many fey folk elude the grasp of undeath. She wants to fix this problem, and sees herself as doing it for the fey folk and for the greater cycle of life, death, and undeath that she sees as containing the true spiritual message of the cosmos. To Runnixarrar the half-life/half-death nature of the undead represents the highest state of grace that can be achieved in this world. It is tragic, to her mind, that the fey cannot be brought to it.

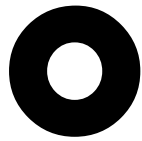
Runnixarrar's efforts to understand and create undead fey had been entirely unsuccessful, ending in the fruitless butchery of the fey folk she could get her hands on, and it left her angered, inspired, and challenged in her faith in the fungal ways of undeath that she practiced by the idea that some manner of creature could elude the apex state for all that lives or dies. It was during her research into ways to solve this problem that Starax Zhashon first came to the attention of Runnixarrar. Zhashon had just escaped his former place of residence before the law, and rumors of his dark explorations and prodigious skill and resources as a golemist had begun to circulate in the broader arcane community. To most he sounded deluded and marginal. To Runnixarrar, though, he sounded like a creative fellow traveler who might have some insight into the problem of fey undeath. Eventually the druid got a message to Zhashon and convinced him that Runnixarrar had her hands on a novel and exciting problem that golemry could be brought to bear on in a productive way. Zhashon reconfigured his *interpolation fulcrum* to create some spaces to begin his work on the fey. Working with Runnixarrar, Runnixarrar's undead minions, and Zhashon's corpse golems, he began to capture and experiment on fey folk, beginning with the pixies and sprites that



inhabited the Glistening Grove on the shores of Vuckel Tarn.

Zhashon's breakthrough was straightforward, and he hit on the basics of it in his first conversations with Runnixarrar. By imbuing a nearly dead fey creature with a fragment of the elemental plane of earth while a spark of its life essence still persisted – so effectively using Zhashon's standard corpse golem procedure on it – the creature would perish in the same manner as a fully corporeal body, making it subject for a brief moment to the reanimation magic of Runnixarrar's spores (a procedure that would work, Zhashon privately thought, with other forms of necromantic magic just as well). Though the breakthrough was real, it took multiple iterations to get the procedure to work, and further experimentation to begin to turn the fey folk into predictable undead forms. While the early work on pixies and sprites from the Glistening Grove ultimately proved successful, fey of different kinds and in greater numbers were required to continue the work. After their initial success, Zhashon and Runnixarrar's work became stuck on the problem of acquiring fey subjects in sufficient numbers and of sufficiently different types. Without more and different fey to experiment on, their work began to stagnate.

Storyline 6: Where is Starax Zhashon?



One day, after months of mounting frustration, Zhashon announced to Runnixarrar that their troubles were behind them. He had solved their sourcing problem. Zhashon admitted that he did not fully understand the source of this unexpected aid but that it had checked out and already begun generating resources. He had received a message in Vuckel one morning saying that an unnamed party had found out about his work and wanted to help, with no strings attached. The message had given him the names of a group of korreds and invited him to get them if he could. Zhashon, with characteristic incaution in the face of frustrations in his work, activated the planar gong and used it to cast *gate* on one of the korreds, subduing it with the support of his golems. It worked perfectly and the korred was now secured in a specialized demiplane for later work. Better yet, their new ally promised that more names would come as they obtained them, promising a steady supply of subjects for their work.

Zhashon's secret source of fey was The Kitsune, a powerful fey trickster motivated by mayhem, duplicity, and theft as goods unto themselves. The Kitsune heard whispers of the kidnappings in the Glistening Grove and began to investigate out of sheer foxish curiosity. Eventually they pieced together an idea of what Zhashon and Runnixarrar were doing, and also realized that at the heart of their operation they must have access to powerful magic of potentially great value to The Kitsune. Now moved by designs on acquiring those items, The Kitsune made known to Zhashon through a fox messenger that they would help Zhashon and Runnixarrar by providing the names of fey folk that Zhashon could use to abduct them. Zhashon's success in using their names in this way confirmed one of The Kitsune's theories about the kind of magic that Zhashon had access to. Once the system was in place a fox would occasionally appear at Zhashon's door with a name on a scroll in its mouth. Zhashon could then use the *planar gong* to create a *gate* that would draw the named creature through the portal to be subdued with the help of Runnixarrar, her sporified undead minions, and Zhashon's golems, and transported to a demiplane prison. At their leisure Zhashon and Runnixarrar could then subject the captured creatures to their experiments.

The new system was a success and Runnixarrar and Zhashon's work began to proceed rapidly, focusing first on smaller, simpler fey and turning them into smaller and simpler undead and then more powerful and complex undead creatures. Their most ambitious and recent effort, meant to be something of a victory lap for their collaboration, had been to create a powerful eladrin boneclaw bound to Runnixarrar to serve as her lieutenant.

These efforts to create an eladrin boneclaw devoted to Runnixarrar had run into serious problems with mental stability, however, and the eladrin boneclaw was not devoted to Runnixarrar so much as violently obsessed with her. Zhashon had concluded that he would need to start from scratch. Obtaining the eladrin had been difficult though and he was stuck waiting and waiting for a tip from The Kitsune on the name of a new eladrin so that he could start fresh. Zhashon was restless, frustrated, and feeling reckless. One morning Zhashon looked to the wood by his house and saw one of the little foxes that brought him names. He immediately lit out to gather the name from the



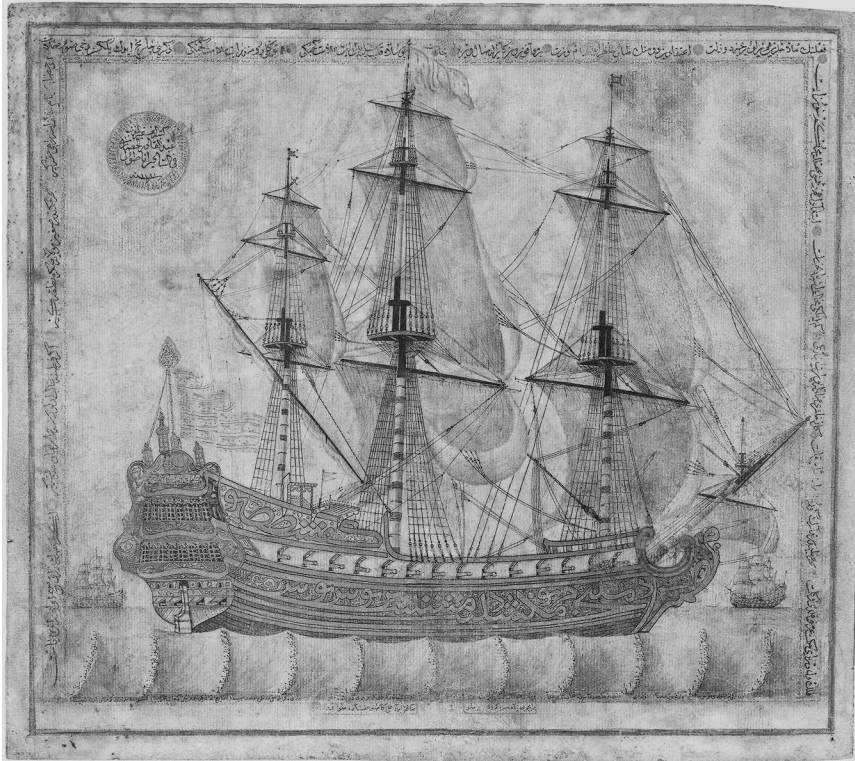
fox, hoping that his anonymous abettor had found a new eladrin for their work. The fox, though, was gone. Zhashon went to look for it at the edge of the wood and saw it darting away further into the forest. Apparently unaware of the classic “lure them ever further into the forest” fey maneuver, he followed the fox, desperate for the name it carried for him and the chance to further his work. He nearly caught the fox three times, never noticing that each time it drew him deeper into the wood. The fox darted out of sight around a small mound. Following it, Zhashon found himself face to face with The Kitsune. While a brilliant artificer and alchemist who was able to produce powerful magic with time to work and tools to work with, Zhashon was a physical coward and helpless in such a sudden confrontation away from his protections and allies. He barely had time to recognize that he had been betrayed and activate his *amulet of memory excision* to hide the details of his dark enterprise before The Kitsune snatched him away.

By this time The Kitsune had discerned the existence of the *planar gong*. Though they only knew its powers and role in a vague way, The Kitsune knew enough to want it. Indeed, had they known more they would have been even more desperate in their desire, for the power of the *planar gong* to find and access hidden teleportation circles throughout the planes would create endless possibilities for mayhem and profit for a creature like The Kitsune. Their first and simplest plan – grab Zhashon, read his mind, feed him to their foxes, and take the *planar gong* – fell afoul of one of Zhashon’s standard protective preparations, the *amulet of memory excision*. This amulet (Appendix B) allows a user to extract memories or memory complexes from their own mind and to store them in a nearly indestructible and inaccessible way until some set trigger would cause them to return. When he realized that he had been betrayed, Zhashon activated the amulet and poured into it all of his memories of his operations, the sigil sequences, the devices, the mechanisms, the various complex golemry procedures that he had pioneered over the years, the catalogues of those he had kidnapped, killed, and reanimated, the name and role of Runnixarrar in his work, keywords for magic items, and many other operational details. They still exist, swirling in the amulet, but Zhashon also fed into the amulet his memory of the circumstances that would trigger the return of his memories making it essentially impossible for The Kitsune or anyone else to find out what they wanted from Zhashon.

After several days of fruitless interrogation, The Kitsune, gripped by the thrill of a new and twisty challenge, hatched a new scheme. The Kitsune’s love of schemes and winning is counterbalanced by their aversion to taking deadly personal risks. “Live to fight another day” is what this particular fox says. It was therefore out of the question for The Kitsune to personally risk accessing Zhashon’s laboratory directly as they were unsure what they might find there and had intuited that Zhashon had command of powerful magics and allies. Instead The Kitsune turned

Zhashon over to the **Lord of the Moonlit Bacchanal** (a.k.a. **Bloody Flowers**), one of the minor fey lords that had been most severely impacted by the kidnappings Zhashon had perpetrated (albeit because The Kitsune had targeted attendees at the Everfest in the names he gave to Zhashon, but who was counting?) The Kitsune had thoroughly infiltrated the Everfest, Bloody Flowers' perpetual party at the border of the Feywild, and thought that Bloody Flowers might get something useful from Zhashon The Kitsune could use. At the very least it would divert Bloody Flowers from his investigation into the disappearances of fey folk coming to and from the Everfest, an investigation that had been getting uncomfortably close to The Kitsune.

The Lord of the Moonlit Bacchanal 'ur Bloody Flowers 'ur Calica Dross is an Eladrin half-elf ("ur" is elvish for AKA). He was first raised by his father in Sunhallow (the main Seelie city of the Feywild) but ran away, first to his mother on the prime material plane, and then just away and onward. Through a fierce and short first life he went from the shamed rejection of his elvish heritage to a mystical devotion to seeking a deeper understanding of the nature of the connection between the elves of the material plain and the Feywild. He achieved this spiritual awakening through a fanatical devotion to the pursuit of pleasure as loud and joyous and collective as possible. He died with a dagger in his guts, banned substances addling his mind, and a wild revel that he had organized in full swing around him. He was revived by a similarly inebriated cleric who he was partying with to cheers by all; and the party raged on. Bloody Flowers arose to what he calls his second life with a vision for what would become the Everfest, knowing that the gods had saved him so that he could throw the greatest party of all time, a party that would never end. His return to the



Feywild was a true homecoming. The Feywild knows its own.

Since that time, a long time ago, Bloody Flowers has presided over the Everfest, a constant revelry in perpetual twilight on the border of the Feywild where fey and non-fey mix freely. The Everfest welcomes all who come to party. At the center of the revelry are two huge galleons (the *Isn't This a Pickle?* and the *Sudden Surfeit of Sorron*) moored on either side of a small island in the center of the moonlit lake that can be reached by a 900' long causeway. The popularity of the Everfest has led to its

slow expansion, from the island to the ships and now to the lake shore by the causeway. To the east the forest ringing the lake crosses over to the prime material plane. Non-fey can join the Everfest by entering through this border, and throughout the material plane humanoids and other creatures hear about the eternal party and make their way to this nondescript and remote part of the world in hopes of crossing over. There are other ways to get to the Everfest as well. Some travel through the weird reaches of the Feywild, others use inter-planar travel to get to the teleportation circle at the

outskirts of the Everfest. One way or another, creatures come from far and wide to join the festivities for a few hours, a few days, a few years, or longer. All who can restrain themselves from killing or harming other guests for the space of their stay are welcome. The size of the Everfest fluctuates. At the moment it is toward the lower side of its usual attendance with around 2,000 creatures of various sorts there. The rumors of kidnappings have begun to hit the Everfest attendees and the mood is more subdued than usual. All parties have their cycles though, and the Everfest will party on.

On the two galleons, the island, the shore-side of the causeway, and on the many smaller pleasure craft moving between and around these locations revelers partake in all manner of festivities, consume all manner of substances, and get up to all manner of activities, some obviously fun and resonant of revelry on the prime material plane, some reflecting the spirit of the creatures that organize it (e.g. a music-less moshpit organized by visiting meenlocks), others are fey pursuits that may seem bizarre to PCs and can be used to add lots of weird flavor (e.g. the Puppet Theater with permanent mass-effect *Otto's Irresistible Dance* and *Tasha's Hideous Laughter* enchantments or Three Hags Brewing and Distilling carrying a range of unusual libations for the curious palette). The Everfest is largely self-policing but Bloody Flowers has a devoted group of bouncers who patrol even as they partake in the party and are quick to respond to problems.

Bloody Flowers was especially enraged at the kidnappings perpetrated by Zhashon because many of the fey that Zhashon had abducted and was experimenting on had recently visited or had some other connection to the Everfest. Kitsune had been using their informants at the party to



secure true names that would allow Zhashon's planar gate strategy to work. Bloody Flowers has sent messengers to several powerful fey groupings – the Seelie and Unseelie Courts, the Yokai Circle, perhaps others, the adventure does not include their actual arrival so they serve more as a device for narrative stakes and pressure – in hopes of agreeing on the most brutal punishment possible. For now Zhashon is encased to the neck in a stone block and told that any other part of him that exits the block will be chopped off. His feet have been turned to stone to ensure that he does not run. 'Three of Dross' bouncers hang out on the gundeck where Zhashon has been placed at all times, **Miki** (a very smart, very small –i.e. large – giant ape, who wears glasses and can be modeled after smart-Hulk), **Suarnica Courtalon** (a sword-obsessed eladrin hexblade warlock in her summer phase, Inigo Montoya), **Caoimhe MacFhlannchaidh** (pronounced kee-va mac-flay-cha, shiv artist), a level 7 darkling rogue assassin.

It will not be that hard for the party to get access to Zhashon once they get to the right galleon (the *Sudden Surfeit of Sorron*) and start asking. Bloody Flowers is trying to get to the bottom of Zhashon's schemes and thinks that the party members could possibly help with that and certainly don't represent a real threat. Also, at some point The Kitsune ties Bloody Flowers up and begins to impersonate him and they want the party in with Zhashon to get more information from them and to create maximum chaos when The Kitsune makes their move for the *planar gong*. When the party does access Zhashon they can speak with him and ask him questions. He will respond forthrightly. He is terrified and confused at what is happening. He does not know what he has done. Zhashon can be played as someone with serious if selective dementia who really cannot recall the details and often not even the generalities of what people are asking him about. He is the same person, though, and convinced about his general ideas on golemry and will be very interested in the things that people are saying that he has done. He may give some fluff from his philosophy of animance at this time, basically just ideas about the mystery of the motive forces that make action in the world possible and transcend the shallow and misleading notions of mere life and death.

Storyline 7: What The Kitsune Wants

The Kitsune is a powerful fey trickster entity. Its first love is schemes and the appearance of winning. In this adventure The Kitsune has embroiled themselves in Zhashon and Runnixarrar's work as part of a scheme to acquire the *planar gong*. All of the business with golems, fey, and the undead, seems to The Kitsune to be missing the point. They believe that the *planar gong*, at least so far as they have been able to understand it from the clues they have obtained through working with Zhashon, is by far the part of this whole drama of the greatest significance on the epic scale of high power beings among which The Kitsune of course includes themselves.

Stealing the *gong* seemed easy. Kidnap Zhashon, interrogate him using *detect thoughts* among any other techniques The Kitsune thought



necessary, sneak in, take the gong, kill Zhashon, abscond. Zhashon's use of the *amulet of memory excision* has stymied The Kitsune by removing all of Zhashon's memories about the *interpolation fulcrum*, the structure of his laboratory, and the threats and sigil sequences necessary to get to the *planar gong*. It has also made The Kitsune wary, for a foe with the forethought to possess such an item and such a clear and cold-blooded plan for how to use it was likely to have other defenses at the ready, and Kitsune had already discerned the existence Zhashon's powerful ally (Runnixarrar). After recognizing that they were at a dead end, unwilling to risk some of the more obvious ways of locating the *planar gong*, and wary of the unknown quantity of Runnixarrar, The Kitsune decided to turn Zhashon over to Bloody Flowers in hopes that this would flush Zhashon's ally into the open to rescue the golemist or otherwise shake some information about Zhashon's operation free but would make Bloody Flowers the target for any reprisals instead of The Kitsune. It would also throw Bloody Flowers off of The Kitsune's trail. Bloody Flowers was not happy that his guests had been targeted in this operation and is hungry for fey vengeance. The Kitsune is monitoring the situation from among the throngs at the Everfest. Every day or two they make the trek east from the Everfest to where the Feywild yields to the prime material plane to check in with their fox familiars located at Runnixarrar's stronghold and in Vuckel, waiting and watching for some new clue or path to the *planar gong*.

The party turns out to be the prime movers in shaking things loose and revealing new clues and paths. The Kitsune's fox spies have reported to them that some capable folk are poking around Vuckel and perhaps the Glistening Grove and eventually that they have entered Zhashon's house and have not come out. The Kitsune is therefore ready when the party arrives at the Everfest, correctly judging that the teleportation circle near the Everfest is the most likely place that any investigations will lead them. The Kitsune is hopeful that they may have gleaned useful information about the location of the *planar gong* and the defenses around it. They will use a number of different tricks on the party (detailed in the adventure notes below) to try to figure out the location of the *planar gong* and any other useful information that the party has acquired about it. If the party has made it that far they will have enough information to allow The Kitsune to put their heist into action.

Endings

Of the many ways this all can go, the most likely course of events leaves the party in a high powered standoff between the fey folk and Runnixarrar that they need to negotiate. The Kitsune may or may not get away scot free while this is happening. There are many ways that this standoff can go and many ways that the party can tip the scales or make choices about who to support and what they can expect to get out of it. The kidnapped youths and fey trapped in the *interpolation fulcrum* might be rescued if the party convinces Maddie Drispel to release them or in some other way gets the keyword from her. The party may be in a position to save thousands of lives at the Everfest or they may not be able to avert a terrible tragedy. As for rewards, Runnixarrar will offer valuable magic in trade for those who advance her goals, The Kitsune may offer something of value if that is the cost of getting away anonymously with the *planar gong*. Bloody Flowers will be willing to offer the powerful magical benefits that an alliance with a fey-lord can bring for help with his goals and for the unanticipated return of the kidnapped fey-folk who yet live. Sunny Drispel may be willing to pay for Maddie's return (she will not return willingly though), and the other residents of Vuckel will pay for the return of their still-living children and perhaps for information about those who no longer live. Great heroism and great rewards are possible depending on the motivations, skill, luck, and

daring of the party, but it is likewise possible to walk away from this brush with very high-powered forces with nothing or, if the dice fall poorly and the plans of the party suck, less than nothing.

Onward

The next section provides an outline written in a way that is meant to allow the DM to run the adventure fluidly and immersively. It assumes that the DM has already read the narrative details of the preceding sections. When I run this I print out the outline and put it in a three ring binder. Before a session I review as far forward as I expect the party to go (and then a couple more pages) and circle and underline points I really want to emphasize. In the outline I have already done some underlining to make it visually easy to pull out the key words in a bullet point so that you hopefully do not need to re-read a lot of this as you go but can just use the outline as a reminder of the scenes you are creating and the details that drive the larger narrative forward. At several points I have highlighted a certain element in gray. This indicates that it is crucially important for keeping the narrative moving, avoiding an unsatisfying TPK, or is otherwise a potential spot where the whole thing can get snarled up in less fun ways if not handled carefully.

The battles described here are fairly complex, involving creatures with lots of powers, large groups, or both. For me they are not fun to run “theater of the mind” because I can’t keep track of this many positions, effects, or strategic considerations in my own mind, never mind communicating it with sufficient detail that a group of players can make interesting and fun choices. Here are a few ideas for running these that I have found to work pretty well and that may be useful to some. I should note that I am a pretty low tech DM and these ideas reflect that.

I use a battle mat to organize these combats with minis or wet erase tokens. For these battles I have had more success with wet erase tokens because I can number the creatures and keep track of them individually better. Finding a way to number the minis would also work. Maps are not included in this module but each encounter includes terrain descriptions that can be translated in about a minute to a battle mat in a visually rough but tactically sufficient manner or done in advance in dry erase in a prettier way. I also use colored cotton hairbands to put on the tokens or



minis to keep track of conditions, spell effects, concentration, etc. Keeping track of this stuff mentally takes too many cognitive resources away from running the battle smoothly. My system is green for good spell effects (G!), blue for bad spell effects (B), pink for concentration (I just got a lot of pink in my bag of hairbands), and purple for other conditions. That is my sweet spot for providing a sufficient reminder of what is happening without making the administration of all kinds of really specific colors or pre-made condition markers its own problem.

Appendix K provides encounter managers for the major combat settings the PCs may find themselves in. They include condensed stat blocks, condensed descriptions of key spells, and HP and initiative trackers. For initiative I recommend using the “strips of index card over the top of the DM screen” method, both as another tool for increasing the fluidity of DMing complex combats and as a great way to give players an idea of when their turn is coming so that you can be stricter with dithering if you so choose (“You need to decide or you’ll just take the dodge action!” is totally fair I think). I have the base AC, spell save DC, passive perception, and character class on the back of the PCs cards under their names making this information easily accessible in the flow of things. The encounter descriptions in the outline provide suggestions for the tactics and motivations of the creatures the party is likely to fight. Deciding on these things beforehand is critical in running complex, interesting, and hard combat encounters (for more on these ideas see Keith Amman’s excellent “The Monsters Know What They’re Doing” blog).

PART 2: DM'S OUTLINE

1. The Copper Badger, Vuckel

- Vuckel and the Copper Badger Inn are a good place to rest on a trip elsewhere. The Copper Badger is one of the few places accepting guests during the off-season.
- Description of well-to-do Vuckel, the beautiful Vuckel Tarn, and the fall at the shore feel of the tarn-walk (a boardwalk by the lake, mostly closed down in the fall). There are manor houses scattered around the town and surrounding hills overlooking this pristine mountain lake. The streets are wide with tree-lined sidewalks and there is an air of quiet prosperity and propriety.
- The Copper Badger Inn
 - Very nice but quiet and the human owners of the inn Mo and Riega Firison seem kind but downbeat (Insight check, DC 12). The whole place has a sad vibe to it.
 - With a Persuasion check (DC 15) they can be convinced to disclose that their daughter Allasanar Firison was kidnapped two years ago and things haven't been the same since. They will then talk a little bit about "the kidnapping summer" before dissolving into tears. The waitstaff will then treat whoever made them cry in a cold and angry way.
 - The serving person who leads them up if they get a room will tell them what happened to Allasanar without a persuasion check.
 - Overheard clues in the Copper Badger (a DC 13 Perception check will provide more detail)
 - Two old gaffers talking about the sighing fever outbreak last summer and how hard it was to get household staff
 - A gardener apologizing to Mo or Riega Firison about not delivering the eggs. The foxes have been stealing their chickens and they can't figure out how to catch them.
 - The "Leads in Town" section below includes more such scene setting clues that could be placed in the Copper Badger if necessary.
 - Kellen Strang, Sunny Drispel's halfling butler, arrives at the inn to speak with the party.

- He shares a notably tender greeting with Mo and/or Riega Firison, the owners of the inn. He is not explicit about it but both of them had their children disappear two summers ago.
- He is there because his employer, Sunny Drispel, begs the party's assistance. He has a problem, has heard that capable outsiders are passing through, is willing to pay, is in desperate need of help, has found himself confronting a terrible evil, or whatever other inducements are likely to motivate the party.

2. Kalin'anar Salka

- Beautiful house and grounds, sweeping views of the lake and surrounding forests, a small cottage at the front of the property.
 - Inside it is fashionably organized and designed, high value items wherever you look but not too many, not ostentatious. Nonetheless, the interior convincingly asserts wealth.
 - If they look there are portraits of two people visible in various places around the house, several of a girl growing up and one of a windblown, freckled elf who looks ruggedly at ease in leather armor.
 - In many of her portraits the girl has a silver fish pendant necklace on.
- Sunny Drispel (middle-age half-elf) meets them in a parlor with a view out glass doors onto the long front lawn, the little cottage, and the lake beyond. There is a rainstorm visible miles distant on the far side of the lake.
 - Kellen Strang brings them drinks. They see another halfling servant, Maita Strang, moving about on some unrelated household business.
 - Drispel asks Kellen and Maita, by their first names, to give them a moment, this business requires some delicacy and he doesn't want to involve them in it.
- Drispel tells the party that he is in desperate need of help but needs that help to be discreet and not local. He received word that some capable seeming adventurers were passing through town and thought they might be the answer to his prayers.
 - Almost a week ago his daughter Maddie Drispel, a 19 year old half-elf, disappeared. He wants help finding clues or even better finding Maddie. He may relate the following:
 - He does not want to talk to the Shire-reeve, Betty Mordecai, because he is afraid it will start a panic because of what happened a few years ago.

- He does not know if she ran away or if she was kidnapped but does not think it was connected. God, he hopes not.
- She has been a bit strange lately, unsettled, and had been taking long walks along the lake.
- He has a recent portrait of her if anyone asks, stony faced, wearing the silver fish pendant. The frame is broken so it is not displayed. DC 15 Investigation check reveals that it looks like it was smashed multiple times. She didn't like it.
- Back story about his wife and the property
- Back story about the kidnappings (2 summers ago) and the sighing fever (1 summer ago).
 - If pushed he will reveal that the son of the servants, the Strangs, was one of the youths kidnapped. This is why he sent them away, so they wouldn't have to hear him talking about Maddie being missing. Right now they just think that she is away visiting her grandma.

■ Payment

- He just wants them to see if they can find anything out. He will pay them 1,000 gold each for any verifiable word of her after she disappeared.
- If they find and return her he will give them an additional 3,000 gold apiece.
- These amounts may vary substantially with the campaign, the party's current gold balance, etc.
- He is also a very wealthy and well-connected merchant capitalist. If the party is in need of some other service involving hard to find items, international intelligence, money and trade, or favors in high places, perhaps something they are pursuing in the context of a larger campaign, he is very willing to make a deal like that as well.
- There is no likely way for the party to collect the full reward as the further developments of the Maddie Drispel story below make clear, so you can sort of offer anything plausible. The favor and the smaller amount of money for clues are more likely.

■ Details he WILL NOT relate:

- That Maddie actually had the sighing fever.
- That Drispel made a deal with Carl Kaloofa to save her life
 - He legitimately does not think that Kaloofa has anything to do with this.

- A DC 18 Insight check if someone asks about truthfulness for any parts of this story will suggest that he is being mostly forthright, is truly in a lot of pain, but is perhaps shading parts of the story to make himself look better, or perhaps omitting some things.

- Maita and Kellen Strang approach the party as they leave.
 - They whisperedly ask if the party are looking for Maddie.
 - They know that she is not at her grandmother's house. She hasn't been there in years.
 - All has not been well with the poor girl and they love her and are desperately worried.
 - They can talk about how different Maddie has been over the last year since the master closed down the house for the sighing fever.
 - Talking funny.
 - Strange look in her eye.
 - Doesn't want to read or see her friends any more.
 - Prone to fits of rage down in the cottage. "Something would trigger her and she would just go all cold like and stalk down to the cottage and then we would hear the most horrible sounds of things breaking. The master had some fellas come fix it up the first few times but then gave up. It's in a right state."
 - They are afraid that the same thing that happened to their son two years ago is starting again.
 - Everything was fine, he and Maddie were the twin lights of life up in Kalin'anar Salka, he fifteen, she a year older and both full of joy. Then one day a few days after the terrible news about Allasanar Firison going missing, Ertis disappeared.
 - He had been out combing the woods with many other town residents looking for Allasanar and never came back. And that was just the start of that wicked summer.
 - They shyly offer to pay the party whatever they can, maybe 100 gp, for any word. They just want to know what happened so that they can set Ertis to rest in their minds.
- If the party investigate the cottage:
 - It is absolutely wrecked. Everything has been smashed, often multiple times. Splintered furniture, broken mirrors, the whole deal.
 - Searching for traps or hidden doors (DC 12 Investigation check) reveals a floorboard that has been pried up to create a small hidey-hole. It also reveals that a writing desk that has been flipped over is less wrecked than everything else and even has a bit of fresh ink on it, suggesting that it has been used recently.

3. Leads in town

- All of these leads do not need to be used. They can come up while investigating depending on where the party goes and what they ask.
 - A group of older women at the tea shop: How nice it was to get back to normal after the terrible few years just past!
 - Two young fellows hanging out on the quiet tarn-walk talking about a friend who almost died on a date.
 - They are vague on the details but if the party follows this lead to the friend it turns out that their friend, Gudra Gudraina and his boyfriend Steve (or Ste've if you insist) Prentiss, had gone on a boat excursion to the Glistening Grove. It was scary, he almost drowned when the water snatched him. Used to be beautiful but now just scary)
 - A young half-elf painter on the tarn walk. She knows Maddie Drispel and with a DC 13 Persuasion check will talk about how wonderful she used to be and then how in the last year she had become very different, distant, weird, removed, maybe mad?
 - The dwarf Shire-reeve/Sheriff/Captain of the Guard, Betia Mordecai (Betty) has not heard of Maddie Drispel's disappearance but will readily talk about the kidnappings that still haunt her. This used to be such a peaceful town. She is one day going to be one of those law enforcement people who have retired but are still working that one case they couldn't crack.
 - There have been all kinds of crazy theories; for example one story going around town that summer and after was that there was a little girl spotted a few times that summer asking for help but then running away. Just panic talking.
 - The local kids are scared about it again – just goes to show it is pure panic, not real.
 - She will also mention that Gudra Gudraina was almost killed and others had unsettling experiences at the Glistening Grove over the summer, crying, sudden cold, rough water, dead vegetation, murky water.
 - Kids on the tarn-walk playing a kind of on land Marco Polo type of game while they sing.
 - Don't cry
 - Don't cry
 - The Little Girl'll getcha

 - Little Girl
 - Little Girl
 - Ketcha and a'getcha

- They laugh and scatter if questioned.
- If the party catches one of them they will attempt to wriggle away and say that the rhyme is just about some annoying little kid that's been following them around in the flats (the section of town where Carl Kaloofa/Starax Zhashon's home is located).
 - “Maybe it's the same girl that kidnapped all those kids a few years ago. She's coming back!”
- The families of the kidnapped
 - They basically know nothing so this is all for tragedy and flavor
 - Toota Falanika (18 year old human): Mother, Grazia Falanika, Father Eze Naruch, a few brothers and sisters. Wealthy spice merchants but they have been spending their money on a dodgy medium who is trying to “track” their son for them. She is out on another quest to douse for the boy.
 - Dari Tinwiddle (19 year old human): Mother, Vigiagrasta Tinwiddle, famous for pioneering deals with far-flung dwarven mining operations, no father. Dari was a quiet, scared wisp of a thing but she nonetheless loved stories about goblins and gremlins and spooks and specters. Vigiagrasta just hopes that she did not suffer.
 - Allasanar Firison (19 year old human): Mo and Riega Firison at the Copper Badger inn.
 - Rignildis Steppetonne (16 year old dwarf): Mother, Brondel Stonemane and father Rignildis Steppetonne Sr. They live in a gaudy mansion, brash, bold, defiant dwarvish warlords chased from their mines. They will offer any amount of money (actually they are broke and cannot really pay; the father has a +6 on his deception role if any of the party asks if he is believable).
 - Ertis Strang (15 year old halfling): Maita and Kellen Strang, housekeeper and butler (so the two lead servants) at Kalin'anar Salka. Ertis just disappeared. He was such a wonderful boy. Best friends with Maddie Drispel. Maddie was not the same after that summer of the sighing fever. She was strange and scary. Rages in the cottage on the property. She was like a different person sometimes but she remembered everything and everyone and was still so sad and angry about Ertis.
- The final lead is Sayathuni. This lead is detailed at the beginning of section 5.

4. The Glistening Grove

- It is possible for the party to bypass the Glistening Grove part of the story altogether. While not essential it does help to foreshadow and build the fey part of the story. If you want to make it happen be sure to use and emphasize the Gudra Gudraina and other Glistening Grove clues.

- The Glistening Grove is a pleasant half-day excursion from Vuckel (it takes an hour or so to get there each way).
 - The party can charter a boat for five gold to take them out there, though the boatman, Tyris the Boats (“boats were always me on’y fam’y, so I took ‘em for me fam’y name I did!”) says it used to be nicer and is worried about losing the business.
 - He explains that the marshland used to be beautiful. Dragonflies droned. Turtles and caymans prowled the water ways. The sun always seemed brighter in the Glistening Grove, the rain gentler and warmer. The trees were as green as can be. Flowers were everywhere. Amazing sweet fish.
- On the sides of the small schooner, the *Little Lily*, there are canoes that the party can take into the marsh of the Glistening Grove. Tyris will wait on his ship.
 - The grove is not beautiful. Dead grasses and dying trees. No fish in the waters. One cayman on the bank eating the remains of a great blue heron. The waterways are clogged with rotting vegetation and the water is murky. This marsh is more of a swamp.
 - A DC 20 Perception check will allow someone to notice an anchor and some manacles at the bottom of the swamp in the murk.
- One night several months ago someone (one of Runnixarrar’s spore mages) cast *Hypnotic Pattern* on the Nayad, manacled her to an anchor at the bottom of the marsh, and proceeded to capture the pixies and sprites that lived in the Glistening Grove with her. She saw a human and a bunch of weird creatures including a turtle creature.

– Nayad x1 Encounter –

- The Nayad’s Fey Song includes lyrics that relate to the kidnapping of the sprites and pixies who along with her enchanted and tended the Glistening Grove. Her song is seemingly echoed and amplified in whispers around the grove. This is important to communicate some idea of what happened to the Nayad as the party is unlikely to have a chance to chat with her:
 - “you have taken everything from me!”;
 - “BRING BACK MY CHILDREN!”;
 - “they are gone and I am all alone!”;
 - “where have my sweet lads and lasses gone?”;
 - “Who will make this blessed grove whole again”;
 - “they dare return after they have taken all from me.”

- Combat occurs on the canoes, on several tussocks, on the banks some thirty feet away, and in the muddy water.
 - Canoes
 - There is a 50% chance that a canoe will capsize if someone stands in a boat, gets out of or into a boat without “mounting” or “dismounting” it (i.e. carefully getting out and using half of their movement to do so, as with the rules for mounting or dismounting), makes a melee attack from a boat, or gets hit with a melee or ranged attack while in a boat.
 - Another person in the boat can use their reaction to stabilize the canoe with a DC 11 Athletics check.
 - A person in the back of the canoe can use its speed of 20’ in place of their normal movement. Dashing works as usual with the canoe’s speed. For a person in the front of the canoe its speed is only 5’, though again they can dash.
- The water is muddy. If a creature attempts to see something further than 10’ away they must make a DC 10 Perception check with disadvantage because it is lightly obscured. Things further than 30’ are heavily obscured.
- Suffocation can lead to a quick PC kill if not handled carefully.
 - The suffocation rule is that once the character begins suffocating, at the end of CON modifier rounds (minimum one) they drop to zero hit points and begin making death saves at the beginning of their next turn. They cannot gain hit points or be stabilized until they can get to air and after they get to air they still need to be stabilized by some means.
 - Even if a PC succeeds on three death saves while suffocating they must continue to roll death saving throws since they cannot be stabilized or gain hit points. No matter how many successes they have, failing three death saves has the usual effect.
 - In this encounter suffocating is most likely if the Nayad achieves her Drowning Kiss.
- The 5e rules do not impose swimming penalties for heavy or medium armor or equipment but at the DMs discretion an Athletics (DC10 light, DC12 medium, DC13 heavy) check for armored characters each time they attempt to swim up from the bottom or through the water without sinking strikes a good balance. Sinking to the bottom with armor on should be a free action if these rules are used. If this optional rule is used players should be informed about it before they leave Vuckel for the Glistening Grove so that they can plan accordingly.
- For normal breath-holding the rule is that a character can hold their breath for 1+CON modifier minutes. It seems reasonable that events that cause a creature to lose air like casting a spell with verbal components or potentially getting hit (a DC 10 CON save or a DC of half the damage taken, whichever is greater, to avoid losing air seems fair) can reduce the number of minutes a PC can spend underwater .

- The Nayad used to have very good relationships with humans visiting her grove and it is in character for her to relent from drowning someone to death if the DM so chooses.
- Map: A large area with undefined borders, near the top put a horizontal bank for about 100' and then dot the waterway with five or six small islands between 1 and 4 squares. Perhaps add another bank at the bottom of the map creating an 80' or so wide channel. Something to represent the canoes is helpful such as two 6x2 lego pieces.
- Tactics: the Nayad begins combat invisible. From beneath the water she will begin to sing her Charming Song. She will then cast a *grasping vine* that appears as a giant water weed rooted in the bottom of the swamp and will target PCs who are not charmed by her song. If a charmed creature approaches her under water, given the grief and rage she is feeling at humanoids, she will immediately use her Drowning Kiss on them. She will drag grappled creatures away if she gets the opportunity. If she goes under 60 hit points and is engaged in melee with only one creature she may use *vampiric touch* but if there are lots of PCs in melee with her she will disengage and use her superior underwater speed to escape, hide, and resume her attacks from concealment. If out of melee and the party is clustered up she will cast *maelstrom*. If grappled she will cast *freedom of movement* on herself.

5. House of Zhashon

- The final lead to use to wrap up the first investigation phase is encountering Sayathuni.
 - The party can come across her anytime that is convenient but only once they have sufficiently pieced together the backstory and you are ready to move into the next phase of the adventure beginning in Zhashon's house.
 - Sayathuni has been following neighborhood kids around, especially at twilight because she is bored, confused, and vicious.
 - The party can hear about her from the neighborhood kids if they talk to them.
 - They may also find one of the kids from the boardwalk crying and scared to walk home because he's afraid that the "little girl will get him". On the way they may spot Sayathuni following them.
 - They may even just come across her sitting by the gate of Kaloofa/Zhashon's manor house if they are passing late at night.
 - Her fragile psyche is beginning to break apart as prolonged inactivity is forcing her to relive all of the things that she has done and her caution has begun to fray so she isn't hard to find and does not hesitate to provide information.
- Prior to entering the house have all party members role a Perception check. Have whoever rolled the highest notice the glint of the eyes of a small animal in the growing shadows by

the small wood 30' away from the gate of the manor house at the end of the road. It is a fox hiding in the bushes but staring at them intently. It runs if they try to catch it.

- If they do catch it somehow it is just a fox. If they kill it then at your discretion The Kitsune can later try to kill them through some scheme at the Everfest.
 - This is important because the fox will report back to The Kitsune and later if/when they use their Fox Sending ability they will send their messenger fox to whoever noticed it.
- When the party finds Sayathuni – perhaps stalking them as they walk around the flats in the night or as they escort one of the neighborhood kids home – she is bored, worried, and totally unsure what to do. Her demons have caught up with her and she is desperate enough to confide in some random strangers if there is any chance that they can help. Her mental stability is never great and has now been tested by a week without Zhashon. She's falling to pieces.
- Sayathuni wears a cloak and stays in the shadows.
 - She is not actually a little girl; she is a small and slender creature that passes as a little girl
 - A DC 12 Perception check reveals that there is something odd about her face. It looks like she is wearing some kind of a mask.
 - In fact, the top layer of her skin is porcelain that is fused to the flesh below with cracks at various points where she moves. Her face isn't covered by a mask, but has become a porcelain mask.
 - Her speech is at times fluid and at times halting. Her memory is hazy in random ways. Her head keeps twitching and she regularly becomes confused.
 - Sayathuni doesn't really remember much about her mortal life in a city far away. Her identity is tied up in the jobs she does for Zhashon and without jobs to keep her busy she is stuck with slow and horrible thoughts.
 - She is vicious, cruel, and also worried, bored, haunted, and angry. If you want to emphasize this she can be torturing a mouse.
 - She will readily ask if the party can help find him.
 - “Hey, have you seen a . . . a guy around? My boss I mean. A skinny old guy. Anyway, I'm looking for him. He's missing.”
 - He left a week ago “when a fox came for him,” and he's never been away this long.
 - Sayathuni will willingly tell the party where her boss went when the fox came to get him – there is a small park at the end of the road that is connected to the larger wood surrounding Vuckel. He went that way.
 - She will readily show the party to “Carl Kalooofa's (i.e. Starax Zhashon's) home.
 - She may get confused about his pseudonym and drop his real name, then deny it.
 - Her “friend” (Maddie Drispel) came over and said she would help but now she's gone too and her other friends can't come out of the basement. She claims to

“forget” the names of her friends if pressed, knowing that they are supposed to stay secret.

- If the party shows her a picture (by illusion, a drawing from the house, or in some other way) she will pause and say, “yeah, that’s my friend, so what?”
 - She will also willingly show the party the root cellar where her friend went. It is the *interpolation fulcrum* sigil sequence for the old laboratory.
 - Sayathuni will attempt to accompany the party down to the root cellar and through the *trap door* to the *interpolation fulcrum*. It is easier for the party if she accompanies them.
 - If she does not accompany the party for whatever reason, be sure that she shows them the symbols that they need to get through the doorway. Otherwise they would need to go back out to find her to get them.
 - If she has been killed you will need to improvise, maybe having a few different versions of the symbols written in the walls of the root cellar as though someone were trying to remember them.
- The root cellar appears to be just that but a concealed door along one wall has been left ajar. Behind it is a short corridor ending at the *trap door* (a magic item described in detail in Appendix B).
- If a party member grabs the first handle of the *trap door* apparatus they take 1 point of lightning damage from the door as it “scans” them.
 - If with them Sayathuni giggles viciously at their pain and says “you better not do that for the next one!”
 - Blue light=heartbeat, green=breathing, orange=eye blinks
 - The door opens, revealing the inner 6’x6’ chamber of the *trap door*.
 - After 12 seconds the first door slams shut, DC12 Dexterity save or take 2d8 bludgeoning damage.
 - The handle of the second door will not extend unless the first door is closed. To any creature but Zhashon the door will “scan” the person trying to enter and will then do 8d12 lightning damage to them (DC 14 Dexterity save for half damage) and 1d4 damage to everyone else inside the *trap door* (DC 10 Dexterity save for no damage).
 - It will do this to Sayathuni as well but she is immune to lightning damage. If she is there she will open it for them.
 - If this procedure is repeated 2d4 times in a row the door will short-circuit and can be opened normally for 1d10 minutes until it resets.
 - If Sayathuni is not with the party allow them a DC12 Insight, Investigation, or Perception check to determine that the door is meant to prevent unwanted people from entering and is probably trapped.
 - If they try to open the door using brute force it will take 4d4 hours, -1d4 hours for each party success on DC15 Athletics, Investigation, Arcana, or

Masonry Tools checks (other checks that seem relevant can be added to this list by the DM). At least three successes are necessary to open the door. It is impossible to open by brute force with three failures on these checks. Once tried, the DC of a check goes up by 2, but the same skill can be checked again. Anyone who makes more than two checks must make a DC 12 CON save or gain one level of exhaustion and everyone in the room takes 1d12 damage per hour of the work from random electric shocks (DC 10 Dexterity save/hour for half).

- When the second door opens the party sees behind it a short hallway (3'x5') widening out to a small chamber (5'x3'), all roughly hewn out of the soil, dark, and damp.
- At the end of the chamber is an intricately carved pale wooden door frame with no door in it. It is instead filled with a pitch, inky blackness.
 - The door frame is one of the many manifestations of the *interpolation fulcrum* (described in detail in Appendix B).
 - It appears to be made out of a silvery driftwood of an unknown variety.
 - A 12" diameter wooden bowl is affixed to the right side of the door frame. On closer inspection it is filled with perfectly smooth sand. There is a steel stylus jabbed into the sand.
 - On the lintel at the top of the door frame a sigil sequence is written (DC 12 Arcana check to recognize them as the sort of sigils used in teleportation)
 - Sayathuni will use the stylus to write the sigil sequence for the old laboratory in the sand if she is there; otherwise the party should have obtained the sequence from her in some manner.
 - A churning yellow portal appears in the door frame. It looks like a close up moving image of the surface of the sun.
 - The portal is tuned to refuse transport to constructs and undead unless they have the override sigils. They don't and so Sayathuni cannot travel through the *interpolation fulcrum*.

6. Enter the *Interpolation Fulcrum*

6.1 Old Laboratory

- Stepping through the yellow portal created in the doorframe of the *interpolation fulcrum* using the sequence provided by Sayathuni teleports creatures to an old laboratory that is one of the first demiplanes that Zhashon created in the *interpolation fulcrum*.
 - Creatures step out from the door and it is no longer activated, appearing to be a simple empty door frame with the sigil sequence Sayathuni provided emblazoned on the doorframe's lintel (Appendix D).

- The party finds themselves in a 30'x30' room with stone floors and wooden walls.
- There are bare steel platform tables in the center of the room (each is raised six inches or so off the ground and they are hard to see under).
 - A DC 13 Investigation check reveals lots of blood stains and scratches as well as slots in the table tops that look perfect for straps or manacles (the tables were used for the surgery involved in creating the corpse golems). The same check reveals a drain in the floor under the tables and a necklace with a silver fish pendant.
 - If someone specifically looks under the tables they will see the drain and pendant.
 - If they saw the portraits of Maddie Drispel at Kalin'anar Salka then they can identify it as hers.
- A desk/work bench scattered with papers and tools is against the wall to the east of the surgery tables.
 - The desk has (Medicine check, 12 DC) surgical equipment, tinkerer's tools, some silver wire, a book on the nature of earth elementals, and several anatomy texts (taking another round to glance through them reveals that they are filled with annotations about what they get wrong and how stupid the authors are.)
 - There are five potions on the table
 - 1 *Zhashon's Snatch and Grab* (See Appendix B)
 - 1 *Potion of Hill Giant Strength* (DMG, p.187)
 - 1 *Potion of Superior Healing* (DMG, p.187)
 - 1 *Potion of Healing* (DMG, p.187)
 - 1 *Potion of Poison* (DMG, p.188)
 - There is a blanket, pillow, and a crude little goblin doll made out of rags in the southeast corner. They are Dari Tinwiddle's.
- A body lies on the ground in front of the two tables, face down.
 - A ripped sheet of paper is tightly grasped in its hand (Appendix D, Figure 3).
 - The sigil sequences on the paper are the only way forward from this room.
 - The destinations of the sigil sequences on the paper are listed at the end of this section.
 - To learn from the body:
 - A DC 12 Perception check to notice that the body is cold, basically room temperature, and seems dead.
 - A DC 15 Medicine check will reveal that something is weird about this body. It still has a degree of muscle tension, lacks all signs of decomposition even though it has cooled, no signs of rigor mortis, no releasing of bowels, and other signs inconsistent with death. No heartbeat or breathing though and the wounds are not bleeding as they would in a living person.
 - A DC 16 Arcana check should only be allowed if someone specifically checks whether the body is magical and reveals that it may be some kind of a construct but not like anything they have heard of.

- Rolling it over reveals it to be the body of Dari Tinwiddle, one of the missing youths. The party may or may not have seen a portrait of her, depending on whether they visited her house. If not, then they just see the body of a 19 or so year old human girl dressed in a patchwork of clothes. She is a corpse golem.
 - She was badly beaten in her altercation with Maddie Drispel as the latter attempted to pass through the *interpolation fulcrum* and Tinwiddle tried to keep her in the room. Drispel's necklace went flying and Tinwiddle ripped her paper. Then Drispel began to pummel the other golem.
 - Tinwiddle's undead fortitude kicked in after she hit 0 hit points, bringing her back to 1 hit point.
 - When rolled over her eyes open. She must make a berserk check, DC10 Wisdom (+0). On a failure she attacks the closest creature. She repeats the check each round at the beginning of her turn.
- Even if she is berserk Dari Tinwiddle will talk as she is hitting people. Her memory and grasp of reality is hazy. Information she can provide:
 - Her name is Dari Tinwiddle
 - She is terribly scared and wants to go home. She thinks she lives in Vuckel.
 - Starax Zhashon made her like this.
 - Maddie hit her and hurt her because Dari tried to keep Maddie there because she was so lonely and scared.
 - Maddie said she had things to do and had to go.
 - She doesn't know what happened but she doesn't feel right.
 - A little girl was lost and she offered to help. It wasn't a little girl but a scary creature that sprayed her with something and then she can't remember what else happened.
- A barred cell door is set into the west wall.
 - The stone chamber behind it extends northward but most of that chamber is out of view and there are no sounds from the cell for the first two rounds after entering the room.
 - A DC12 Perception check will reveal that the bolt for the door has been removed and it can freely open.
 - Entering reveals an iron corpse golem standing against the back wall. Its massive and ominous form is backlit by a flickering torch. When someone enters its eyes open and it rises.
 - Behind it is a *perpetual torch*, a magic source of flame that the *iron corpse golem* uses for healing
 - The creature is all that remains of Rignildis Steppetonne, the 16 year old dwarf kidnapped from Vuckel. His body has been incorporated into the frame of a 7', large size category iron corpse golem. It looks like a person crucified on a fantasy mech

suit with iron filaments tracing all across and through his body, and encasing the flesh in bands of iron. Half of his head is covered by iron but his face can still be made out. The body is emaciated and bad looking. This is an unstable creation. Steppetonne has only retained very limited and slow powers of speech and has only sporadic control over himself.

- When someone enters his chamber (or at an otherwise good dramatic moment) his eyes open and he realizes that there are intruders. He pauses a moment as he is overtaken by sorrow realizing that he will have to kill again and begins to yell, “No. You flee. You . . . flee. No. no. no.” as he exits his chamber and – perhaps – attacks. Remember, Rignildis is struggling with his orders and gets a saving throw to stop himself from attacking each round.

– Rignildis Steppetonne and Dari Tinwiddle encounter –

- Tactics: Rignildis Steppetonne is horrified to be engaging in violence but has no choice. His body weeps and struggles against the iron frame during the entire fight. He will attempt to destroy the intruders to the best of his ability but shows no sophistication in his attacks. He will target whoever is closest and then focusing on whoever deals the most damage. He does not disengage or attempt to avoid opportunity attacks. He will not use his poison attack until he begins a turn with less than half of his hit points (or if he otherwise thinks that he is losing the fight, e.g. due to the effects of a spell) because it leaves a residue around the chamber that Zhashon does not like. If under half HP he will use it every round it is available to maximum effect. Each round he makes a DC 16 wisdom save (+0) in an attempt to resist Zhashon’s commands. If he succeeds he will be frozen in place, as a visible struggle between his corpse and the iron carapace it has been magically fused to takes place. He will inarticulately plead with the party to run.
- This fight may not be winnable for PCs at the level envisioned for this adventure. Some groups might need that communicated to them, e.g. “your maul crashes down directly onto his head doing 28 points of damage. He looks at you with sorrow in his eyes, entirely unfazed by the blow.”
- If the party returns to this room then Steppetonne will likely have returned to his chamber. There is a *perpetual torch* in his room that he uses to regain his hitpoints. He can regain 1 hit point per round this way, 60 hit points per hour.

Onward into the *interpolation fulcrum*

- The only real way out of the old laboratory is to trace one of the runes from the paper in Tinwiddle’s hand into the interpolation fulcrum which turns it into a portal accessible for two rounds.

- Table 1 describes all of the locations in the *interpolation fulcrum* as well as the two locations outside of it that parties may access (Runnixarrar's Domain and the Everfest) and identifies where the party can get the sigil sequences for those locations.
- Appendix D contains images of the sigil sequences the party may encounter in this adventure. The figure numbers corresponding to the demiplanes in a particular column of the table are provided at the bottom of each column.

Demiplanes within the interpolation fulcrum and the locations of their sigil sequences

Tinwiddle's paper (from 6.1 of this outline) has sequences for . . .	The new laboratory (6.3) has sequences for . . .	The estate (6.6) has sequences for . . .	The library (6.8) has sequences for . . .	The fox in Runnixarrar's domain (7) delivers the sequence for . . .
6.2 Temperate Rainforest Demiplane (DP): Pixie shadows, blink dog zombie pack	6.5 Toilet DP	6.8 Library DP	7. Runnixarrar's domain	8. The Everfest
6.3 Oak Forest/New Laboratory DP: Redcap wights	6.6 Estate DP: Maddie Drispel	6.9 Jungle Hut DP: Summer Eladrin Boneclaw	6.10 Sequestration DP	
6.4 Snowy Forest DP: Dryad specter, sprite ghastrs	6.7 Scree slope DP Korred revenants		6.11 The <i>planar gong</i>	
Appendix D, Fig.3	Appendix D, Fig.4	Appendix D, Fig.5	Appendix D, Fig.6	Appendix D, Fig.7
Demiplanes with no readily accessible sequences:		6.12 Holding pen for spirits, creatures, and elementals from the plane of earth	6.13 Holding pens for fey	
Maddie Drispel eventually finds the sequences for these and may reveal them if it is in her interest.				

- While some parties party may succeed in skipping some parts of the interplanar dungeon of the *interpolation fulcrum* (which is essentially what this is) they are unlikely to find a perfectly efficient route through. Even parties that have lucked into the path forward early may be motivated to explore further simply because they do not know what the unexplored chambers may contain.

- Starax Zhashon has set the *interpolation fulcrum* to deny access to its portals for fey, constructs, and undead without a passphrase that he has set.
 - Eventually Maddie Drispel will obtain this passphrase by breaking Zhashon's cypher. This can happen at any narratively convenient opportunity.
 - The fact that she can travel through the *interpolation fulcrum* is a subtle hint that she has cracked Zhashon's codes.
- There is technically no north and south on the demiplanes created by the *interpolation fulcrum* but they are used here simply as convenient map references. The *interpolation fulcrum* portal is at the center of each of the demiplanes.
- All of the fey undead that the party may encounter have been created through the collaboration between Starax Zhashon's artificery and golemry AND Runnixarrar's spore-based necromancy. Your descriptions of the fey undead should incorporate the fungal nature of this magic.
- The table above provides an overview of the demiplanes accessible within the interpolation fulcrum and the locations where the party can find their sigil sequences.

6.2 Temperate Rainforest Demiplane

- 600'x600', rugged foothills, a temperate rainforest (like in the U.S. Pacific Northwest). The forest cover is very thick and lush. A persistent drizzly rain falls from a darkly cloudy sky (dim light, disadvantage on Perception checks that rely on sight; for darkvision remember its range).
- There are no useful clues on this demiplane.

– Pixie shadows x5 and blink dog zombie pack x8 encounter –

- Tactics: The blink dog zombie pack and the pixie shadows do not work together and they want different things. The shadows are aware of the blink dogs, though, and will use the distraction that they create to their advantage. A likely way for this encounter to go is for the blink dogs to attack and for one or two of the shadows casting *confusion* from hiding. The shadows would then begin to attack a round after the dogs.
- Both groups of creatures are stealth hunters (the blink dogs have retained this tendency despite becoming zombies). The blink dog zombies have a +5 to stealth and the pixie shadows have a +6. The group ability check rules are in the PHB p. 175. As applied to this situation handle the two groups of creatures separately. Each pixie shadow and each blink dog zombie rolls a Stealth check. Compare the median check to the highest passive perception score of the party.
- The blink dog zombies want to tear apart the flesh of the living and work together as a pack. They begin stalking the PCs as soon as they catch their scent. They attempt to surround the party and then launch an attack with four of them from the front while another three of them launch sneak attacks from the back. Their favored tactic is to charge in, attack, and teleport out, though eventually they will attack in groups to make use of their Pack Tactics.

- The pixie shadows have an overwhelming urge to drink the life force of the living. They are like mosquitoes, though, relentlessly driven but stealthy, willing to wait for a distraction if one seems likely but willing to attack immediately, especially if their prey appears to be escaping. They do not work together.
 - Shadows have a low CR but are notoriously deadly because of their Strength Drain attack.
 - It is possible to nerf the shadows slightly by giving them a preference for those whose strength has not been drained yet. Greater strength tastes “sweeter” or somesuch. In this case they would spread their attacks around.
 - It is possible to make them and the encounter more deadly by making the bottom of the strength barrel sweeter. The shadows would target the PCs with the lowest strength and would tend to swarm. This is probably too much for most parties, especially if the shadows attack in the middle of the blink dog zombie fight.
 - These are the pixies from the Glistening Grove. They can whisper stuff like “have you seen her?”, “where is my lady, my grove?”, “so cold now,” etc.

6.3 Oak Forest/New Laboratory Demiplane

- 500’x500’ open and sunny oak forest on rolling, hilly terrain. Sunbeams shine through the leafy canopy and a clear shallow stream with excellent water cuts through the middle of it.
- The forest is a perfectly safe place for a short or long rest.
- In the northeast quadrant of the demiplane there is a laboratory set into the far side of a gentle hill overlooking the stream. It is made of stone with surprisingly large glass windows. Tables, chairs, a bookcase, and other alchemical, artificing, and magical equipment have been shoved up against the windows (DC14 Insight check, perhaps to block out the light). The door is unlocked and it has been splintered outwards.
- The door is on the opposite side of the building from the big windows and in the middle of the structure. Opening the door reveals a 20’x40’ room. It is dark inside and has been absolutely trashed. Furniture, books, cages, and assorted rubble has been piled high against the 40’ window. There are also dead bodies of apes scattered around the room. A DC 15 Investigation check reveals that they are not really dead.
- When the party starts to examine the zombie apes suddenly rise up and redcaps emerge from cages built into the non-windowed sides of the room and from the rubble against the window. As the attack begins, in a low, broken voice one of the redcaps says, “Good. I’m gettin hun-ga-ry. Go get em for me boys.”
 - The apes had been kept here for Zhashon’s experiments. When the redcap wights escaped from their steel cell they drained the life of the apes and made them into zombies.
- From the equipment, books, and the papers in the room the party can learn about Zhashon’s work on fey undead. There is no way to complete this investigation without first dispatching the redcap wights and their zombie apes.

- Lots of research notes that would take a long time to figure out in detail. They relate to the nature of necromancy magic, mushrooms and fungi, and include numerous copied notes involving basic procedures for golem making.
- They give the impression that he is a serious scientist who goes about his work in a systematic and curious way with clear passion and an absolute lack of concern for the subjects who die to make his work possible.
- A rack of potions of various kinds has been destroyed.
 - 1 *potion of heroism* survives (DMG p. 188)
 - This is a good spot to place another interesting item or two if you would like.
- The party also finds three more sets of *interpolation fulcrum* sigil sequences leading to the locations indicated on the chart above from the scattered papers (Appendix I). This is necessary to proceed.

– Redcap Wights x4 and Zombie Apes x8 –

- Tactics: The zombie apes are scattered all around the room and will attempt to disperse and grapple party members. The apes aim to grapple and restrain party members and then to shove them prone. They will only bite once they have someone grappled, restrained, and prone, with about two apes going for each party member. The redcap wights emerge from the rubble pile and cages on the walls. They will usually begin with their Ironbound Pursuit action both for the damage and to increase their approach speed. Remember that restrained creatures have disadvantage on dexterity saving throws. If the apes have gotten there first this may apply. When in range they will use their life drain and two sickle attacks. Their goal is to life drain as much as possible. The redcaps will not retreat and neither will the zombie apes.
- Using an action to clear the window will clear a 5' section of window or a 10' section with a DC 12 Athletics check. Sunlight falls in a straight line out from the window for 10' into the room. The Redcap Wights have sunlight sensitivity giving them disadvantage on attacks in these areas of light.

6.4 Winter Forest Demiplane

- 900'x900', dense, shrubby, forest with scattered maples and other large trees.
- It is late afternoon judging by the light and a gentle but constant snow is falling. There is about 10" of snow on the ground.
- The entire demiplane is difficult terrain except for a few paths.
- There are no useful clues on this demiplane.

– Dryad specter x1, sprite ghast x1, sprite ghouls x6 encounter –

- Tactics: The Dryad specter and sprite ghast and ghouls work together in a recreation of the relationship the sprites once had with the nayad of the Glistening Grove.

- The dryad specter will cast *pass without trace*, and then stealthily approach within thirty feet of the party. She will then use fey charm to attempt to secretly charm one of the party members. Once she snags one she will use message to draw their attention to her, claiming to need help. If the charm fails she will try the same trick again, repeating as necessary. If spotted she will use tree stride to move to the opposite side of the party and resume her efforts.
- Once she charms one party member she will wait for a while and then tell them to convince the party to keep moving further into the landscape and away from the *interpolation fulcrum*.
- When the party has wandered for a while the ghastr and the ghouls will set their ambush. The dryad specter will get within 30' of them to give them the benefit of pass without trace and will instruct her victim to run to her along whatever path the party is on.
- As soon as that PC is clear she will cast *entangle* centered on the party and use tree stride to catch up with her victim. The ghastr will order the ghouls to attack which they do using their shortbows from about 35' up in the trees around the clearing. They will descend from $\frac{3}{4}$ cover in the treetops to fire and then fly back up. They begin combat invisible so should get advantage on their first shots.
- The ghastr is keeping the ghouls to this strategy, "stay up, later we eat, shoot them down and then we feast, etc." If he falls then they will immediately enter melee and swarm attack the PC who has taken the most damage, who is least armored, or is otherwise most vulnerable using their claws.
- Meanwhile the dryad will attempt to draw the charmed PC a few hundred feet from the battle and then will begin to attack using life drain saying, "I just need you to help me," "why won't you just help me" as she attempts to drain the PCs life (it gets a new saving throw every time it is harmed). If faced with melee combat (because the charm is broken or another party member catches up) she will attempt to use her tree stride to escape and then charm someone else.
- For more skillful parties a second Dryad Specter and a few more sprite ghouls make the situation a lot more challenging either by drawing a second party member into danger or by using support spells like *faerie fire* to help the ghouls.

6.5 The Toilet Demiplane

- The *interpolation fulcrum* is set amongst soaring mountains next to a large, powerful river 20' back from where it plunges over a precipitous cliff, falling hundreds of feet to where it thunders to a deep cataract below. A vast plume of mist roils up from the chasm and glistens in the perpetual sun of early evening.
- Just back from the lip of the waterfall there is a bridge of steel and wood that in this context looks impossibly delicate and fine. Directly in the center of the bridge there is a small gazebo-like open structure with a roof. The bridge juts out a few feet at the gazebo to create

a 10'x10' covered space with open walls suspended just at the brink of this stupendous waterfall.

- At the downstream edge of the gazebo there is a toilet set over a stool with a hole in it that is lined up with a hole in the floor. There is a break in the bridge railing in front of the crapper to give a magnificent view of the river a bare 10' below as it surges over the edge and begins its plunge, of the mist roiling in the chasm below, and of the jagged snowcapped peaks beyond. There is a basket of soft, fragrant mosses and leaves for wiping your ass and a small bookshelf with adventure tales.
- There are neither clues nor creatures on this demiplane. It is just a loo.

6.6 Estate Demiplane

- This 400'x400' demiplane is set in a dry Ponderosa pine forest with a pretty stream running through the middle of it. The *interpolation fulcrum* is set in the living room of a beautiful house reminiscent of Frank Lloyd Wright's *Falling Waters*, with multiple flat levels and several balconies jutting off of different levels at different angles. The living room is on the lowest level of the house and connects through large open doors to a patio. The whole house is full of fine furniture and built with fine flagstone. There is a pit fireplace in the center of the living room with benches lined with blankets and pillows around it. Behind the living room is what looks like a kitchen area.
- There are a bunch of papers spread out on a table that the party immediately notices.
 - There are notes about golems, medical information on anatomy and dissection, arcane equations, and running throughout all of these, lots and lots of questions: "How does this work?", "Why do it like this?", "Does this change the outcome?", "Cross-check with Diocriticus on this point.", "How did he manage to achieve varying outcomes?"
 - DC 14 Investigation reveals that the notes are written by two different people. One is a spidery, old fashioned writing style. The other is in a somewhat shaky hand, as though by someone just learning to write, but the words and grammar are sophisticated.
 - The party will also see a paper covered with *interpolation fulcrum* sigil sequences. Most of them they already know but there are two new ones.
 - Seeing the paper is sufficient to remember the new sigil sequences.
 - Don't make them roll for this as it may be necessary for advancing the adventure to know the next sequences.
- Maddie Drispel is out for a walk when the PCs arrive. At some point she walks back up onto the patio gazing at the interlopers and trying to figure out what is going on. She has the uncanny, near-life-like demeanor of a corpse golem. Her speech is articulate but halting in a random, disconcerting way.

- Maddie Drispel is extremely intelligent. She is also distrusting of everybody.
- She wants to know: who the party are, how they got there, what they have seen, what they know about Zhashon and his operation, if they have figured out who he was working with (she knows that someone else was helping him abduct the fey but won't reveal anything about Runnixarrar), how Zhashon was acquiring the fey, if they know what she is, if they know where Zhashon is.
- She is happy to clear up questions that she sees as unimportant like what the *interpolation fulcrum* is, confirming that Zhashon was responsible for kidnappings, that making golems was his specialty, that there has been a change in the direction of his work involving fey undead, or other things that help the party get the narrative straight up to this point.
 - If asked, Maddie Drispel will confirm that the youths in the sequestration demiplane can only be awakened and freed from the plane by the master of the *interpolation fulcrum*. To master it requires either that Zhashon relinquishes the keyword for the *interpolation fulcrum* or that he is dead. Maddie has no idea what the keyword is.
- She is also happy to relate her backstory to the party and what happened when Sunny Drispel brought her to Zhashon's.
 - Sighing fever, Sunny's deal with Zhashon, Tinwiddle holding a cloth over her mouth, Zhashon implanting some kind of earth spirit in her chest as she died, and the sudden relief of the feeling of suffocation – at the very moment she died she became a corpse golem who did not need to breathe.
 - She wants nothing more to do with Sunny Drispel. She cannot be moved on this point. She remembered everything but felt nothing and it was terrible to live like that. She even remembered feeling but could not feel those feelings and so felt only rage at the prison of memory imposed on her by her former self.
 - E.g.: “You would have to drag me back there in chains and could only keep me there in chains. It would break his heart to have a daughter in chains. Better to tell him I'm dead and move on. I should have been anyway.”
 - Now she only wants to understand what she and the other corpse golems *are*.
- Once Maddie Drispel has decided that she found out what she needed to from the party she will attempt to eliminate the party by convincing them to “help” her figure out what she is and where Zhashon is. She says she thinks that the library holds the clue to what happened to her but she can't read for long without getting a terrible headache and going temporarily blind. Could they see what they can learn in his papers?
 - If she convinces them she will give them the sigil sequence to the Jungle Hut demiplane where the Eladrin Boneclaw resides, convinced that he will kill

them. She tells them that Zhashon's library is hidden beneath the floorboards of the hut in the southern part of the demiplane.

- This is a ruse to get them to go to the jungle hut demiplane where she believes they will be destroyed by the insane eladrin boneclaw.
- She will not go with them. The party cannot force her because undead, constructs, and fey (of which she is two) need Zhashon's passphrase to pass through the *interpolation fulcrum*. If she enters a portal she will simply emerge from it in the same place as though it is not there.
- To convince them to go she will agree to write a note to her father saying that she is fine but not coming home and that he should pay these people the full amount he promised.
- She will pantomime a sorrow about her state that she does not feel. Her unusual construct nature makes it very difficult to determine whether she is lying (disadvantage on Insight checks, DC 20). Really she is motivated by an obsession with what Zhashon did and how he did it. She wants to take this work and pursue it herself. She views Zhashon as a useful predecessor but the future of this work will be hers.
 - From the perspective of corpse golem Maddie her story is not tragic. She feels alive and excited about the new possibilities before her and passionate about the questions regarding life, death, golems, magic, and so on that her death and reconstruction have opened up to her.
- She will fight only if attacked and only in self-defense, stopping as soon as hostilities cease.
- If the party returns and other circumstances don't intervene (e.g. they securely tie her up; she is very smart though and has a good chance of escaping) then Maddie Drispel will be gone when they return.

6.7 Scree Slope and Rock Spire Demiplane

- This 300'x300' demiplane is on a steep mountainside covered in loose stones and littered with boulders. At the top of the slope there is a ridgeline leading to a tall rock spire.
 - The slope where the *interpolation fulcrum* is located is difficult terrain. If someone wants to they can move their full speed but need to make a DC 14 Athletics or Acrobatics check. If they fail they slide 2d8+8 feet down the slope taking 1 point of damage for every full five feet they travel in this way. A dash action would require an additional such check.
 - The ridgeline 45' further up the slope falls precipitously on the other side to a scree field 30 feet below. The cliff face requires a DC 13 Athletics check to scale (climbing consumes 2' of movement for every 1' climbed unless a creature has a climb speed.)
 - It runs northeastward to a 100' rock spire

– **Korred Revenant (x2, 3, or 4) encounter** –

- The Korred Revenants want revenge on whoever did this to them. They can sense (using their Vengeful Tracker feature) that Zhashon has fled to the Feywild, perhaps to do this to more of the fey folk. They do not know his name or much else. They also know that Runnixarrar is on the prime material plane but again don't know more than that she is some kind of turtle beast.
- Their goal, unlike many of the other fey undead, is to find out what they can. If it comes up they may strike an agreement if the party solemnly swears to help them pursue their revenge or to find out how they can get out of there and they believe it. They may even give an iron hair rope that a party member could use.
- They are one of the only undead fey that might relate their story, depending on the situation. They will only do so from a position of strength (e.g. demanding answers from a grappled and restrained party member near death) or of weakness (e.g. if they are defeated but not killed outright).
 - They were at the Everfest – a “big party on the border of the Feywild and twilight” – getting a group portrait painted by a foxy old lady on their way back to their respective homes when they got sucked through some kind of silvery portal and found themselves on a rocky seashore and set upon by a gang of strange creatures. They spotted someone who matches Zhashon's description and the turtle creature at the back. They were manacled, their heads covered, and eventually strapped down to tables where they were killed and remade “*like this*.” Nothing is the same, none of their old wonder, the stones don't speak to them anymore, etc.
- They seek to totally subdue the intruders first though, and maybe kill a few, and then to bargain from a position of dominance.
- **Tactics:** The korred revenants are loosely territorial but will help each other if the battle goes on for very long. One inhabits the scree field at the bottom of the cliff, one claims the rock spire, and two are struggling with each other over the slope, one claiming downhill the other uphill. Each korred revenant has had the opportunity to make four 50' long steel ropes out of their hair (for flavor you can mention that they have steel shears in their belt). The ropes are spread out across their territory with two located at the *interpolation fulcrum*.
 - The korred revenants can move normally across the scree slopes of this demiplane.
 - When intruders arrive the two korred revenants on the scree slope hide (advantage to hide on the stony slope, stealth +5) and approach within 60'. They will each attack different party members with hair ropes and will continue attacking with the ropes until they successfully restrain someone.
 - Hair ropes need a bonus action to command, so though they have four each they can only control one at a time.

- Once they've restrained a creature they will begin hurling rocks at the restrained targets (regardless of whose hair rope they are restrained by) and if they can keep them restrained they will command the hair rope to drag the restrained creature 20' per turn toward the cliff using their bonus action.
- The cliff-bottom korred revenant only targets those who are thrown over the cliff, a tactic that the other korred revenants will use if they get a chance.
- They prefer to stay at range until the targets are softened up and will use their superior mobility on this terrain to kite around and launch rock attacks while wreaking havoc with their hair ropes. That said, they will not hesitate to engage in melee attacks and once engaged in melee will stay in melee.
- If the party tries to flee through the *interpolation fulcrum* they will use their hair ropes to stop them.
- If the combat goes on longer than two rounds the rock spire korred revenant will get involved by throwing ranged attacks from its tower. From the higher ground of the tower the long range (at disadvantage) for a rock attack is extended to 150'. Short range remains the same.

6.8 Library Demiplane

- This 40'x40' demiplane is entirely taken up by Zhashon's library.
- Zhashon's first corpse golem is a speechless flying monkey named Tricks. Tricks wanders around the library and fetches books when ordered to do so and otherwise stands around staring.
- There are many bookshelves and books all on the usual themes of golems, artificery, alchemy, elemental magic, magical constructs, magical theory, philosophy involving life and death, and over on the working bookshelves near Zhashon's large desk many volumes on necromancy and mycology. There are also volumes and volumes of bound research notes chronicling Starax Zhashon's work over the course of many, many years. This should fill in most of the story up until this point about what Zhashon has done. Other key things that can be obtained from these notes include descriptions of:
 - Zhashon's early corpse golem breakthrough and work (includes a description of Tricks and how he was created);
 - how Runnixarrar approached Zhashon and their work together involving the problem of undead fey.
 - the solution he came up with, drawn from his corpse golem experience – to use golemry and necromancy combined before death has fully occurred;
 - Runnixarrar herself and some of her powers;
 - the problems getting fey folk to experiment on;
 - the system with the foxes that would bring him names from the Feywild, speculation about who was providing the information but no clear answer;
 - the various projects he has undertaken, pixie shadows, blink dog zombies, etc.;

- the difficulty with his efforts to create and then to “repair” a powerful lieutenant for Runnixarrar as a kind of capstone of their work together (the lieutenant is the summer eladrin boneclaw; the journals do not identify what this lieutenant is in a specific way but do note that it is unstable, obsessed with Runnixarrar, and that it is unclear if it will worship her or attempt to murder her and that this may not be determined until the moment they meet. Zhashon wants to eliminate the experiment and start again but it is proving difficult to acquire another eladrin “sample” as good as the last one);
- the sequestration demiplane and the remaining three “resources from Vuckel” Zhashon has stashed there.
- the workings of the *interpolation fulcrum*.
- the *planar gong*, its power, and its centrality to Zhashon’s work both as a source of spirits from the plane of earth – “I have used it to amass greater resources from the earth plane than perhaps any golemist ever before” – and later as a way to kidnap the fey.
- Sunny Drispel’s threats, Zhashon’s eagerness to experiment with corpse golem work on a half elf because of her partial fey ancestry, the extra benefit of implicating Drispel and making it so he could not inform the authorities.
- The Maddie Drispel corpse golem proved disappointingly straightforward. Very successful but not much to learn from it.
 - She has proven to be overly curious about the nature of Zhashon's work and he has begun to conceal parts of it from her lest she inadvertently reveal it to someone who could steal his techniques.
 - He suspects that she has learned some of his pass phrases and is traveling around in the *interpolation fulcrum* trying to find his library and he plans to get rid of her.
- Provides *interpolation fulcrum* sigil sequences for the *planar gong*, Runnixarrar’s domain, and the sequestration demiplane.

6.9 Jungle Hut Demiplane

- This 300’x300’ demiplane is a sweltering jungle. It appears to be the middle of the night but the moon is out creating a lightly obscured scene. The party is immediately swarmed by insects and there are all kinds of noises around them.
- There is a clear path that leads to a hut that is 100’ away from the *interpolation fulcrum*. The hut is built in a ramshackle way with rotting thatched leaves for the roof and lashed stick walls. It has a dirt floor and stinks of rotten meat, old sweat, blood, and fungus.
 - The floor and walls of the hut are deeply scratched and carved. After looking for a while the party can discern that it is covered in writing, indeed, the same word written over and over. They also then notice that the walls of the hut are covered in the same word. It has been written probably thousands of times on the surfaces of the hut: Runnixarrar.

– Summer Eladrin Boneclaw (x1) encounter –

- The Eladrin Boneclaw is totally insane. It exists only to kill and to obsess over the word Runnixarrar which it repeats over and over. Whether being in the presence of Runnixarrar will send it into an onslaught of murder or will provide it with a touchstone allowing it to impose some control or at least order over its obsession is entirely unclear, probably 50/50.
- Tactics: The Eladrin Boneclaw wants mayhem and blood and doesn't much care how it gets it. It does like the feel of frightening creatures, though, so will stalk them until they get to the hut. It will then approach within 60' to activate its fearful presence and attempt to sneak closer. If the party is ever in a tight group it will Fey Step into their midst in an attempt to gain surprise and Piercing Claw the two opponents furthest away. On its next turn it will Shadow Jump away in hopes of doing maximum area of effect damage. Despite a few maneuvers like this it does not fight in a careful, planned, devious or efficient way. Maximum mayhem!

6.10 Sequestration Demiplane

- This demiplane consists of a 15'x15' room with three, three-level bunk beds. All of the bunkbeds appear to be empty.
- As soon as anyone enters the DM asks "are you willing to let a spell take effect?" If the answer is yes then the creature is subjected to the *sequester* spell with a trigger for awakening that only Zhashon knows. Unlike the standard *sequester* spell only the trigger will awaken the subject. Damage will not do it. A DC 17 Arcana check for someone with an arcana proficiency will allow them to identify that this is a version of the *sequester* spell.
- Toota Falanika, Allasanar Firison, and Ertis Strang are lying in the three beds to the left in suspended animation. Also unlike the standard *sequester* spell this variant does not render its subjects invisible. Nobody is in the other six beds. Zhashon used another suggestion potion to make them willing to submit to the *sequester* effect.
- The children cannot be awakened except by the master of the *interpolation fulcrum*. The current master is Starax Zhashon. It can only be attuned to a new master if Zhashon dies or if someone scribes the keyword into one of the *fulcrum*'s sand bowls.

6.11 Planar Gong

- The *planar gong* is set in a 100'x100' demiplane just 20' feet from the door frame of the interpolation fulcrum. It is on a rocky stretch of coastline with powerful ocean waves crashing some 30' away. There is a tang of salt and algae in the air.

- See Appendix B for a description of the *planar gong*. As soon as anyone approaches within ten feet of Pucksi, the goblin head's, eyes will pop open and it will start talking non-stop, mostly insulting people but also giving instructions if asked on how to operate the *planar gong*.
 - It is important for the narrative that somebody figures out how to release the gong, "only by the hand of its controller can the *planar gong* be released."
 - Make sure that Pucksi drops it into some comment if not asked directly.
- The pole that the head is set on is fused into the stone; trying to dig or excavate reveals that the pole just keeps going down.
- With a DC 15 Nature check someone can notice that there are some mushrooms and fungi very much out of place on this rocky sea shore.
- With a DC 15 Survival check looking for tracks someone can notice that there have been battles here. Scarred and chipped rocks, burn marks, bits of metal and leather, scorched stones, weird and out of place cooled lava, big scoops from the earth. Fey have been kidnapped here as have powerful earth elementals, and they have battled with Zhashon's constructs and Runnixarrar's spore minions and undead.
- The *planar gong* is a complex artifact and its operation in this adventure can be shaped in different ways to suit the campaign. The standard setting for it, though, should be that it is locked down in a manner that only allows its basic operations. It can be used to cast *teleportation circle* and nothing further. If its full functionality were enabled PCs could use it to get pretty much anywhere or to do things like cast the *gate* spell, potentially scooping Zhashon out of the Everfest and missing all of that. It is important to communicate how powerful it is when unlocked, though, particularly its capacity to find available teleportation circles without their sigil sequences and often also to find hidden teleportation circles.
 - The goblin head can mock the party for not being able to use more advanced features of the artifact.
 - Places they might use the *planar gong* to go:
 - Any of the *interpolation fulcrum* sigil sequences will open a portal to its front door. They will appear in the short, rough passageway between the *interpolation fulcrum* and the *trap door*. The *interpolation fulcrum* can then be used to go right back to the demiplane containing the *planar gong*.
 - Runnixarrar's domain
 - The plane of earth
 - Zhashon would often go here to resupply on spirits, elementals, and other entities from the elemental plane of earth.
 - For more on planes in 5e see Appendix D of the PHB. Zhashon uses the gong to open a portal to a location further out from the innermost edge of the plane of earth where its resemblance to the prime material plane begins to break down. It is a location of gargantuan lava flows, teeming earth elementals and spirits, boulders the size of the sky, roving herds of crystalline elementals pass, rust

monsters eat in the distance, mephits of various sorts skitter around, earthquakes continuously rumble and convulse the earth, and other bizarre stuff.

■ **The Everfest**

- The *planar gong* is the most likely way for the party to head to the Everfest.
 - The party should not have the sigil sequence for the Everfest until AFTER they visit Runnixarrar's domain.
- Recall that the bone ball ringer for the *gong* if it touches the ground teleports whoever has it and up to 10 others back to the location of the *gong*. This enables people to get back to it from these locations rapidly. While the *interpolation fulcrum* typically does not enable direct travel to any of its gates, in this case it is travel directly to the *planar gong* itself which sidesteps the operation of the *interpolation fulcrum*.

6.12-6.13 Other locations, unlikely to be accessed

- The *interpolation fulcrum* network that Zhashon has constructed has at least two more locations:
 - a sequestration demiplane where nearly a hundred fey of many different kinds have been sequestered
 - Included are two dozen or so sprites and pixies from the Glistening Grove as well as many, many other types of fey mostly kidnapped as they arrived or departed from the Everfest. For a sense of different types see the Everfest Gazetteer, Appendix C;
 - and a demiplane where earth elementals and spirits have been stored for future use. There are enough entities from the plane of earth to support decades of golem work.
 - These demiplanes are actually each a “froth” of tiny pocket dimensions, each containing one entity, swimming in a nutrient solution that keeps it alive. The prisoners in these solitary confinement demiplanes can occasionally just barely see the shapes of other prisoners through the walls of their pocket dimensions or see the sides of their pocket dimension bulging and contracting. Some think they hear faint yells but can't be sure. Sentient inmates are slowly or quickly going mad from sensory deprivation and isolation.
- Maddie Drispel will find out about these by the time of her potential arrival at the standoff at the Everfest but will keep them secret. She desperately wants to keep the elementals so that she can continue to do this work. She will use her knowledge of the kidnapped fey as a bargaining chip.

7. Runnixarrar's Domain

There are many different ways that this adventure can go, especially from this point on. The following sections are based on some likely expectations for what will happen, but if a party has deviated from them to the point that they no longer make sense they can still be used instead as background for deciding what would happen in the circumstances that you and your players have created.

- Runnixarrar's Domain is a jungle compound somewhere on the prime material plane occupied by Runnixarrar's large cult devoted to fungus, spores, hallucination, necrosis, and undeath. The cult is totally in the grip of Runnixarrar's vision.
 - The domain is swampy, rotted, and fungal. Everything and everybody seems to either be *of* fungus or covered in and infiltrated by fungus. Mold is everywhere, yeasts bubble and churn in stagnant pools, mushrooms in a wild array of shapes and colors sprout everywhere. Faint clouds of spores drift across the encampment, and the sweet smells of rot and fungal growth permeate the place.
 - The swamp has been turned into a compound populated largely by spore undead. It is a cross between a cult compound and one of the towns in *the Walking Dead*, though with a fungus theme.
 - There are bridges running here and there, huts, small clusters of creatures sleeping or eating or just sitting on tussocks and islands in the swamp and on platforms that have been built over it.
 - There is a stockade at the center of the encampment only accessible by a complicated sequence of bridges.
 - Themes to emphasize: hallucinations, cultishness, and paranoia
 - Looking at a mushroom guidebook or searching for mushroom images online is a good prod to the descriptive imagination for these and other fungal-related undead creatures encountered in this adventure.
- The creatures that occupy Runnixarrar's jungle redoubt have either been created using spore-based necromancy, are themselves fungal, or have been drawn to the swamp as true believers in Runnixarrar's cult of eternal life through eternal death and consumption or simply as creatures drawn to rot and decay.
 - As a mechanical matter many of Runnixarrar's minions are standard undead creatures, albeit ones that display their origins in Runnixarrar's spore magic. Their bodies are penetrated by yeasts, molds, mushrooms, and other fungi. Even as their mortal remains rot they are consumed and become fungal colonies.

- Creatures that a party might notice in Runnixarrar's domain drawn from published sources include:
 - Mummies (*MM*, p.228), centaur mummies (*Tales from the Yawning Portal*, p.231), ghouls, ghosts (*MM*, p.148), wights (*MM*, p.300), zombies (*MM*, p.316), ogre zombies (*MM*, p.316), greater zombies (*TFTYP*, p.237), minotaur skeletons (*MM*, p.273), ogre skeletons (*TFTYP*, p.54), skeleton swarms (*Ghosts of Saltmarsh*, p.254), undead shambling mounds (*Waterdeep: Dungeon of the Mad Mage*, p.142), myconid sovereigns (*MM*, p.232), violet fungi (*MM*, p.138), gas spores (*MM*, p.138), carnivorous flowers (*Rise of Tiamat*, p.67), chuul spore servants (*Out of the Abyss*, p.228), "normal" chuul (*MM*, p.40), kruthik (*MTF*, p.212), and umber hulks (*MM*, p.292).
 - There are also several rot warriors, rot commanders, spore mages, fungal clerics, and sporelocks in Runnixarrar's domain. Their stat blocks are in Appendix J.
- Runnixarrar's domain has a teleportation circle created by Zhashon to facilitate their collaboration. The *planar gong* is the most likely way for the party to access it, and they should keep the knuckle of the *planar gong* with them as it is the most likely way to be able to travel back to it.
- On arrival at the teleportation circle the party will be immediately attacked by a group of mindless spore-undead that happen to be in the vicinity of Zhashon's gate.
 - Runnixarrar's forces will immediately try to break up the fight, joining in on the side of the party.

– Spore Undead encounter (minotaur skeleton x2, centaur mummies x2, mummies x3) –

- The teleportation circle is on the outskirts of the cult's compound where there happen to be a feral group of skeletons and mummies in a semi-dormant state. As soon as the fight starts a mixed group of myconid sovereigns, fungal warriors and commanders, and a sporelock from deeper in Runnixarrar's compound begin yelling at the creatures to stop. They rush toward the fray to help the party. It takes them two rounds to get to the fight. Prior to their arrival the sporelock will cast *fear* at the minotaur skeletons (not worrying much about collateral hits). Beginning in round three they join the PCs to fight off their attackers. As soon as they arrive the attackers reluctantly scatter.
- Tactics: The group uses no advanced tactics. They have a moment's warning as the portal activates so neither they nor the party are surprised. They hunger for life and killing and engage in melee immediately and enthusiastically. The mummies will use their rotting fist/hoooves as part of their multiattack until someone is infected and will then just

multiattack. They do not coordinate to try to maximize the number of creatures infected with mummy rot and do not switch targets unless forced to do so.

- Following the battle the PCs will be escorted across the bridges to Runnixarrar's temple, a fungal, infested, open structure in the middle of the stockade.
 - When they are crossing the final bridge they pass through a weird, vertical sheet of mist, not very thick though it does obscure their vision a little bit. A DC 15 Arcana check will reveal this to be a magical effect of some kind, probably some kind of abjuration spell. (It is *Mordenkainen's Private Sanctum* cast by one of Runnixarrar's minions.)
 - There are a dozen or so creatures around Runnixarrar, myconids, other unidentified spore creatures, six gas spores floating near the thatched ceiling, a few more spore-mummies and centaur mummies, skeletons of various creatures, greater zombies, mushroom wights and ghouls, rot warriors, and a fungal mage covered in powdery white spores.
 - These spore based undead and spore creatures are differently motivated than most undead. Rather than rage, hunger for life, hatred, or blind appetite, they are part of a colony that works to reproduce and grow at the collective level. The order that the colony exhibits should not be misunderstood. It is not the rigid order of a crystal, but the organic order of a fungal growth. Not the slathering, intense hunger of some under but a slow and voracious desire to consume and to grow.
 - There are five dead foxes hanging by the neck from the rafters, at various stages of rot and decomposition. One of them appears to be a zombie, writhing around a bit and snapping its jaws.
 - If anyone asks, one of the minions says, "we keep findin' 'em skulkin' around 'ere. Some kinda plague or somethin'."
 - These are The Kitsune's spies. Their foxes have been keeping track of Runnixarrar's domain and informed The Kitsune as soon as the party arrived at the teleportation circle.
 - Mummy rot can be cured using *greater restoration*, *remove curse*, or some other effect to remove the curse. If the party does not have access to this, Runnixarrar will offer to cast it in return for the party agreeing to help her, providing information for example, and does so in a congenially threatening way.

- Runnixarrar is a true believer in her practice of undeath and a true believer in her work with Zhashon.
 - She will brag about their work freely and will happily discuss specific creatures the party has encountered. She is unconcerned that they are dead.
 - She wants to know:
 - Who the PCs are and what they are doing.
 - How much they have uncovered about her work with Zhashon – she is proud and boastful about this, not ashamed or interested in covering it up.
 - Where are the creatures that Zhashon made? Where is her lieutenant (the boneclaw)?
 - What happened to Zhason? Where is He?
 - Runnixarrar will offer to reward the PCs if they return Zhashon to her so that they can continue their work. She is, she says, a collector of strange and valuable items.
 - She calls forth her armorer, an ogre skeleton with a wardrobe affixed to its back with a thick tracery of mold.
 - Inside the wardrobe there is a collection of magic items. What is contained in the wardrobe is very campaign dependent and the glance can be fast enough not to give details.
 - Runnixarrar can also ask what types of things that people are interested in and agree to try to provide in broad categories (rapiers, wands, etc.)
 - She can be more generous with expendables but may also be convinced to agree to two or three more specific and powerful items.
 - If they try to teleport away using the knuckle bone from the *planar gong* or some other means the effect fizzles.
 - Runnixarrar laughs. “Not here” she says, “Zhashon and I have made enough mayhem for me to know better.”
 - She then points at one of his spore mages who says in a whispering voice, “My empress requires some control over who enters and who departs.”
 - She has cast *Mordenkainen’s private sanctum* on the stockade at the center of the spore domain preventing teleportation and planar travel within a 100’x100’ cube (*Player’s Handbook*, p. 262). Runnixarrar is also able to ritual cast *forbiddance* to block teleportation magic but prefers to let her coterie handle these kinds of arrangements.
 - As the party is escorted back to the teleportation circle area there is a commotion.
 - With a DC 16 Perception check they can notice that the commotion is being caused by two foxes that have breached the wider perimeter of Runnixarrar’s

domain and various undead and spore creatures are trying to catch them. They grab one and start to rip it apart but it suddenly seems to disappear.

- A second Perception check by whoever is closest to the teleportation circle, DC 17, reveals a third fox stealthily approaching the party with what appears to be a scroll in its mouth.
 - When it gets close enough it springs at whoever noticed the fox way back in the forest by Zhashon's house if it can and attempts to place the scroll in their hand. It is not attacking.
- The Kitsune's fox familiars have been looking for the party as a potential source of information and disruption since seeing them enter Zhashon's house in Vuckel and not leave. They notice them as soon as they enter the prime material plane at Runnixarrar's.
- The scroll is produced by The Kitsune's fox sending ability and works like the *sending* spell except that it is sent as a written rather than a spoken message and is delivered by a fox. A reply can also be written and given to the fox who can return it to The Kitsune, though the party is unlikely to guess this.
 - The scroll (limited by the spell to 25 words) says:
 - "Greetings. I have Zhashon at Everfest in Feywild but our vengeance is frustrated. Help us and gain Eternal Favor of the Fey.[signed] Bloody Flowers [Sigil Sequence.]
 - The message is not actually from Bloody Flowers and Bloody Flowers knows nothing about it.
- If Runnixarrar's undead and spore creatures see the exchange they will try to find out what is happening and what it says. The party should be able to easily keep it from them, however. They will not fight for it.

8. Everfest

- Following their visit to Runnixarrar's domain the most likely course of action is for the party to return to the *planar gong*. From there the most likely next step is the Everfest in the Feywild.
 - The main motivations to work with if your party needs encouragement in this direction are:

- Without extracting the keyword from Zhashon the kids from Vuckel will be stuck in suspended animation indefinitely. Even if he is killed, they remain suspended until a new master takes over the *interpolation fulcrum* and the keyword to free them.
 - Monetary reward from parents in Vuckel
 - Magic item or other rewards from Runnixarrar
 - Eternal Favor of the Fey from Bloody Flowers (falsely offered, but still)
 - Sense of mystery
 - Sense of adventure – the Feywild is a domain of tales and adventure stories from childhood! They can actually go there!
- Appendix C is a Gazetteer of the Everfest giving an overview of what activities are happening where and the relevant rules for parties who wish to engage in the fun and games.
- Remember that the Everfest community has been recently shaken by its own spate of kidnappings (committed by Zhashon and Runnixarrar, facilitated by The Kitsune).
- If there are a few opportunities to throw in references to this while the party wanders about the Everfest then it helps to inform or remind the PCs about this situation.
 - “You’re not leaving yet, are ye? Watch yourselves when you go out there.”
 - “Be good to each other. We’ve got to look out for one another in days like these”
 - “Papa, where did the korred jump ropers go? I want to jump rope!”, etc.
 - You can also drop hints suggesting that more fey folk have gone missing than what the party has encountered. There is a hidden room in the *interpolation fulcrum* with kidnapped fey that have not been turned into fey undead.
- Chirai and the Outskirts of the Everfest
- The party arrives at the *Everfest Gate*, an interplanar teleportation circle some two hundred yards away from the outskirts of the Everfest.
 - See Appendix B for details of how the *Everfest Gate* functions; most notably it can be activated and used for interplanar teleportation using a 3rd level spell slot by any caster who knows a teleportation circle sigil sequence.
 - Sitting on a massive stool is a huge fomorian shaman. He looks stereotypically horrific. His name is Bobba and he is drinking alone in the dark, fuming and muttering.
 - He seems overtly threatening but is really just there because he likes to be alone.

- He takes it upon himself to tell visitors the rules of the Everfest: “Don’t hurt anyone, have fun, be generous with joy and attention, all who can follow the rules for the space of their visit are welcome at the Everfest.”
- He can also offer to activate the teleportation circle for them. “If you’re heading out this way I might could activate the circle for ye for the right collection of beads”
- As the party wraps this up and starts to move they see a figure approaching them. It is a small forlarren (*Mordenkainen’s Fiendish Folio*, p.9) wearing a big green poncho over a poofy blue dress.
 - Chirai, who introduces herself as a guide for first-timers.
 - This is actually The Kitsune in a shapeshifted form beginning their investigation into what the party knows.
 - At appropriate moments they will subtle cast detect thoughts to read the surface level thoughts of the party. The encounters Chirai/The Kitsune has arranged are designed to get them thinking about their recent experiences in the *interpolation fulcrum* and with the *planar gong*.
 - Chirai inquires what they’ve come for.
 - If the party mentions Bloody Flowers Chirai will tell them that to talk with him they’ll need to make it to the center of the Everfest, the Epicenter.
 - To do that they need to get across the causeway and to do that they’ll need to get a blue Everfest bead.
 - She gestures to some guard-types, a redcap, and two elves with a pack of Valenar hounds talking with people as they attempt to cross the causeway and exchanging beads with them.
 - If they don’t mention it then she will just tell them that the real party is at the Epicenter, but to get there they need to get across the causeway and to do that they need a blue Everfest bead.
 - Gives them a handful of glass beads of wildly varying colors, shapes, reflectiveness, but none remotely blue.
 - Chirai says that you can only get a blue bead by trading and people will only trade with you as you participate in the party.
 - “Find your way to having a blast and you’ll have your blue bead soon enough. What is it that you like to do?”
 - As the party approaches the outskirts of the Everfest they see that there is lots of stuff going on.

- To give a sense of a few activities that the characters might see, use the Gazetteer to find activities occurring in the different zones of the Everfest, Appendix C.
- Chirai invites them to stop at a fortune teller's tent.
 - A stocky night hag named Mother sits in a big cushioned chair in a tent trading gems and giving parting advice to a quickling that darts off as they approach.
 - If someone agrees to have their fortune read the hag will do so, insisting that the whole party is welcome.
 - First, she says, “Three cards about where you have been! Only then can I see where you are heading!”
 - The first card she turns is “The Traveler,” saying “you have been on a dangerous journey!”
 - The Cave Behind the Waterfall: “you have found your way to strange and dangerous places in your travels! You have seen strange things, maybe pretty things? Perhaps you want to tell Mother where you have been and what you have seen that is so strange and hidden?? Or too shy maybe”
 - The Sneaky Scribe: “Ahh, and you have discovered powerful secrets, perhaps secrets you should not know!”
 - “Now some cards to see where you are going.” The Journey Home: “Well that one’s pretty obvious.”
 - The Devil’s Labyrinth: “Ahhhh! You will be lost. But you can always find your way. Do you know the way already? I do! Always turn right!! The cards say it is so.”
 - The Hidden Door: “Hmmmm. There are the usual ways and the secret ways. By the secret ways you will find things of great value, but at what risk? AT WHAT RISK???? If you take the secret ways you risk all. So will you take them?”
 - “And finally, the present. Where are you now? Ha ha!”, The In Between Man: “Neither one place nor another, between present and past, half one thing half another, and you must eventually choose which one you are. Light and dark perhaps? Living and dead? To join the party or to continue your boring small life? The In Between Man says that you are poised to leap one way or the other. This is your time. This is your moment. You must leap and you will find yourself exactly where you need to be!! This is the Everfest and your time is NOW!! Enjoy the Everfest sweeeetlings!!! Hahahahaha”

- She will then trade beads with them, but resolutely refuses to trade them a blue bead.
 - Chirai is using subtle-cast *detect thoughts* this whole time.
- Chirai walks on with them. They are approached by a little eladrin boy, four or five human equivalent years. Hippyish eladrin parents sit at a campfire with some meenlocks and a dryad.
- Boy: “D’you wanna hear a joke?” “What game do the mice like to play? . . . Hide and squeak!!!”
 - He throws his hands into the air and the party is suddenly infested by mice crawling ALL over. In their clothes, their hair, their faces, etc.
 - The boy then collapses and appears to have some kind of seizure. His parents rush over. The mice eventually disperse, are killed, etc.
 - After twenty seconds or so the boy wakes up crying but then wants to trade beads. He has no blue bead. The parents are reassuring.
 - The boy has actually taken a full inventory of their possessions using the mice as a form of scrying. Anything the mice have touched he knows about including any writing on paper. Assume Kitsune will soon know anything of relevance to the situation that the party has written down.
 - Before they leave the boy says, “D’you wanna hear a joke about rot grubs before you go?”
- Chirai checks in, “Having fun? Isn’t the Everfest just *it*? You’re barely even starting! I’m so excited for you to experience all of this for the first time. Let me buy you something to eat to welcome you. Do you have any other questions? I know you’ll do just fine here.”
- They pass the fire elemental fire juggler
 - The climbing wall of thorns competition
 - The death ward death match fighting pit
 - Or whatever events you prefer.
- They get to “The Marzipanest” a sweet shop specializing in marzipan run by a spriggan (a hairy little beast with gangly limbs and an oversized head; no 5e stat block available) with a scarf named Furtelnook. He makes beautiful photorealistic marzipan cake pops.
- Beholder, various beasts, a miniature tarrasque, etc.
 - At the end of the counter there is a goblin head on a cake pop stick that the first person who notices it sees as a precise rendition of the

goblin head atop the planar gong (you can have the PCs make a DC 20 Perception check to see if any of the other party members saw it).

- It says “you should never have left me behind buddy,” “eat me now and I’m yours forever” or something similar.
 - The effect is caused by Chirai/The Kitsune subtle casting *Major Image* at sixth level so that it does not require concentration and then using *Detect Thoughts*.
 - It is actually the head of a mountain dwarf. The spriggan does not know what they are talking about and is offended if they call it a goblin head.
 - If they want something Furtelnook insists on trading beads, though again refuses to trade a blue bead.
 - If “The Marzipanest” doesn’t work out then the same trick will work with meatsicles at “All You Can Eat Meat Heap”
- Chirai then bids them goodbye.
- If they ever want to shake Chirai loose she will be offended and sad to try to convince them to keep her but will give in before arousing suspicion. With the exception of the fortune teller the other encounters can be sprung on the party while The Kitsune in some other form watches from a distance.
- There are lots of different things that they can do on the outskirts of the Everfest once Chirai leaves. See Appendix C for details and options.
- If you want to move things along then Chirai can give someone a blue bead and kiss them on the cheek as she says goodbye.
- The whole blue bead thing is a ruse. It isn’t necessary to have a blue bead to cross the causeway.
- Blue beads are just an Everfest tradition. They are only ever traded with a kiss, from chaste to passionate, but a kiss of some sort. If you don’t want to kiss you don’t offer to trade a blue bead.
- Eventually the party should figure out that they can just walk across the causeway, though you can make it more or less clear depending on what they do and what activities they want to get involved in.
- The bouncers at the beginning of the causeway that Chirai pointed out earlier are actually trading for a fresh crate of Dazeberries. Eventually they acquire them and start handing them out to anyone who wants them on the causeway (See Appendix C for details).

➤ The Epicenter

- Crossing the causeway leads them to the Epicenter, the island in the middle of the lake with the galleons moored on either side of it.
 - There are a lot of things to experience in the Epicenter depending on how focused the party is and on how focused you want them to be.
 - Details of side activities happening on the island are covered in Appendix C.
- The two galleons are called the *Isn't This a Pickle?* and the *Sudden Surfeit of Sorrow*.
 - Details of side activities happening on each ship are covered in Appendix C.
- Bloody Flowers and his most trusted bouncers are holding Zhashon on the *Sudden Surfeit of Sorrow*.
 - Nobody is secretive about this, but most just won't really know where Bloody Flowers is right now, though they've seen him around.
 - Nobody has any idea what the note they received is about.

➤ The *Sudden Surfeit of Sorrow*

- The party on the *Sudden Surfeit of Sorrow* is more subdued than elsewhere and people coming off the ship are a bit disgruntled.
 - “Usually the *Surfeit* has more going on than that.”
- Asking around for Bloody Flowers they will be directed to the rear gundeck.
- At the door of the rear gundeck they encounter Trithit, a human cleric of the unity domain (Unearthed Arcana) and Marilon, her partner, a human cleric of the life domain. They sit on either side of the door. Marilon is sleeping but awakens as the party approaches.
 - They are Everfest bouncers and have been tasked with guarding the door. They are very friendly but insist that the PCs need to wait for Bloody Flowers
 - “Don’t you mean The Lord of the Moonlit Bacchanal, Trithit? <both giggle>” “My apologies. Of course I meant Caaaalvin.” <dissolve in laughter>
- Bloody Flowers arrives before long, greets the party, checks in with Trithit and Marilon.
 - They josh him about whether he’s found his rings yet and whether he checked with whoever was giggling in his cabin last night. Maybe they took more than his virtue? Laughter ensues.
- He then inquires about the party members.

- He wants to know what they are doing there, how they know about Zhashon, and why they want to talk with him.
- He doesn't know anything about the note. The Eternal Favor of the Fey is a pretty hefty reward though! What could you possibly do to earn that I wonder?
- He will readily let them talk to Zhashon.
 - "Any chance you can get him to shed light on where my guests have gone and what has happened to them is worth it!"
 - It is possible that a party will get this or a similar story beat in a different way (stealth, combat, taken captive, disguises). Zhashon is fast to forgive/easy to dupe and will invite them in to get their help under nearly any set of circumstances.
 - At this point the real Bloody Flowers is tied up and hidden in his quarters. This is actually a shapeshifted Kitsune who wants the party in there to further probe their minds (subtle spell *detect thoughts*).
- Entering the gundeck the party sees a large (30'x40'x8") area with portholes on the sides but cleared of guns.
 - In the center of the room there is a pillar of stone about 5' tall. A wizened, kindly, elderly human man's head is sticking out of the top of the pillar and judging by the dimensions it appears as though the rest of his body is encased in the stone.
 - It is Starax Zhashon
 - Everything but his feet can actually move out of the block if he wants to but Bloody Flowers and company have threatened to chop off whatever comes out of the stone. Good to foreshadow this if an opportunity comes up.
 - Three creatures are seated near him.
 - Caoimhe MacFhlannchaidh (kee-va mac-flay-cha), a darkling rogue assassin playing with some kind of necklace (the *amulet of memory excision*)
 - Suarnica Courtalon, a summer eladrin hexblade polishing an already gleaming sword.
 - A bit further back ensconced in a slightly taller section of the gun deck is Miki, a very small (for his kind, large size category) and very intelligent (for any kind) giant ape.
 - Miki is too big for the gun deck and so subject to squeezing rules (*PHB* p. 192). In brief, disadvantage on attacks and dexterity saves, advantage on attacks against him.
 - He wears glasses and shorts

- He is currently talking in a philosophical mode with Zhashon about Zhashon's ideas on golems and animancy.
- Note: If the party members attempt a spell at any point the bouncers will tell them to stop. No casting! They are each armed with a *ring of counterspells* and a *ring of dispel magic*.
- Bloody Flowers will encourage the PCs to interrogate Zhashon.
 - Zhashon answers forthrightly and loves to lecture.
 - All of his memories related to his work with the fey, corpse golems, the *interpolation fulcrum*, the *planar gong*, Runnixarrar, are simply gone.
 - He is, however, fascinated by it and enthusiastic about the possibilities it opens up.
 - Caoimhe MacFhlannchaidh (kee-va mac-flay-cha) can offer them the *amulet of memory excision* to play with. The rules for it are in the magic item description in Appendix B.
 - Bloody Flowers hangs back stewing and angry.
 - He may reveal that other fey lords are sending their representatives to be part of the vengeance he plans to inflict on Zhashon.
- At some point Bloody Flowers/The Kitsune will initiate their endgame.
 - It begins with one of their fox familiars on the prime material plane (so entirely off screen for the players) breaking Runnixarrar's domain's ward on teleportation magic.
 - The fox has been armed with the two rings The Kitsune stole from Bloody Flowers the night before: a *ring of counterspells* and a *ring of dispel magic*.
 - It has infiltrated Runnixarrar's stockade and when her spore mage prepares to cast *Mordenkainen's Private Sanctum* the fox familiar activates the ring and *counterspells* it.
 - This gives The Kitsune the chance to cast *gate* as the spore mage can only cast the *Sanctum* once per long rest.
 - The same trick would work with *dispel magic* though in this case the ability check (+7 for The Kitsune's charisma modifier, DC 11 for a fourth level spell) should be assumed to succeed for narrative purposes.
 - Bloody Flowers opens his eyes, smiles and walks toward Zhashon.

- He reaches out his hand saying “Some friends are almost here to see you. You know you’ve earned everything you’ve got coming to you, even if you don’t remember it?”
 - Zhashon instinctively reaches out of the stone block and with a flash of their blade Bloody Flowers/The Kitsune lops off Zhashon's hand.
- They then subtle-cast *gate*, uttering the name “Runnixarrar” and then move among their bouncers to safety.
- Any *counterspells* will be *counterspelled* by the bouncers with their rings as will any *dispel magic* spells.
 - In any case, *counterspell* won’t work if The Kitsune subtle casts something.
 - The bouncers are confused but love Bloody Flowers and are loyal to whatever they think he wants.
- Runnixarrar is sucked through the interplanar *gate* and appears on the gundeck. The Kitsune keeps the portal open.
- Runnixarrar rushes to Zhashon trying to get him, free him, and protect him. Her forces pour through the gate in total confusion just trying to find Runnixarrar.
 - Runnixarrar’s forces continue pouring through the gate as long as they can. Appendix E describes who comes through when.
 - If she is still alive Maddie Drispel enters as well.
 - She has traveled to Runnixarrar’s domain and was present when the gate sucked him through.
 - In the chaos she will immediately attempt to seize the *amulet of memory excision* from whoever has it. If it is a party member who she has met she will ask for it first.
- Runnixarrar’s forces immediately begin fighting with the bouncers.
- Trithit and Marilon will rush into the room to assist the bouncers.
- Meanwhile, at a moment of maximum chaos, Bloody Flowers/The Kitsune makes their escape. They will either:
- Steal the Knuckle: The Kitsune quicken casts their invisible *mage hand* and then uses their action in an attempt to steal the knuckle of the *planar gong* using sleight of hand from whoever is holding it and then drop it and transport only themselves to the *planar gong*.

- This works because quickening *mage hand* keeps The Kitsune's action free to use and move the *mage hand* on their turn.
- The Kitsune's sleight of hand is +12 vs. whatever DC you set depending on where the knuckle is hidden.
- Advantage might be appropriate with an invisible mage hand and Kitsune potentially having thorough knowledge of exactly where the item is located through their *detect thoughts* surveillance. A player that has explicitly focused on protecting the knuckle would negate advantage in this case.
- Or cast *Seeming*: The Kitsune will subtle-cast seeming, making everyone on the gundeck (within 30' who fails a Charisma save) appear to be dressed in fox-fur coats with fox masks on and all sizes readjusted. The Kitsune will at some point turn invisible and get out.
 - This strategy can be combined with sleight of hand for the knuckle.
- Or cast *Mislead*: The Kitsune will use their fox focus metamagic to cast *mislead*. They do this so that they can retain their concentration on *gate*. The fox that is holding the concentration for *mislead* scampers off while The Kitsune invisibly escapes while using bonus actions to control the illusory duplicate made by the spell.
- If using *seeming* or *mislead* The Kitsune will attempt to leave the Everfest to the east, heading for its boundary with the prime material plane. Once there they will cast *teleportation circle* and head for the front door of the *interpolation fulcrum* in Zhashon's house in Vuckel (having no more *gate* spells available they must get to the prime material plane in some other way) and then for the demiplane containing the *planar gong*.
 - It will take them about 2 hours using this strategy to get to the *gong* and to use Zhashon's hand to release it.
- If The Kitsune gets the *planar gong* they will, depending on what makes better narrative sense to you, either:
 - attempt to make good their escape and get out of there;
 - or hide the *planar gong* in their own personal demiplane (see The Kitsune's stat block for details) and then return to see what else is worth stealing in Zhashon's *interpolation fulcrum*;
 - or return to the Everfest to see what is happening, perhaps as Chirai because The Kitsune is too clever for their own good, especially after they have won.

8. The Standoff

- There is a ton of variability that may come into how all this goes.
- One of the biggest sources is the knuckle (i.e. the piece of the *planar gong* artifact that travels with the user who steps through a gate it creates and allows them to travel back to the gong), whether the party still has it, whether they want to use it, and when they want to use it.
- If they somehow end up confronting The Kitsune at the *planar gong* The Kitsune would remind them that their rewards and/or the life of the kids from Vuckel don't depend on this item and what they are doing with it and offer to open them a portal to get them back to the Everfest.
 - They will also note that Bloody Flowers is a powerful fey lord and may reward them handsomely if they help ensure vengeance on Zhashon. The Eternal Favor of the Fey is real and valuable. The Kitsune left Bloody Flowers bound and gagged under his bed. They will also note that Bloody Flowers and the fey do not know about Runnixarrar's involvement.
- One likely situation looks something like this:
 - The Kitsune has absconded.
 - They may have an illusory double on the gundeck for some time after they flee if they have cast *mislead*.
 - Runnixarrar's forces have poured through the *gate* for a full 10 rounds. Appendix E provides a generic force list for the types and number of creatures that would pour through for Runnixarrar.
 - One possibility is to have The Kitsune orient the gate on Runnixarrar's side to be a floor and on the *Sudden Surfeit of Sorrow* side to be the ceiling so the undead and spore creatures attending on Runnixarrar fall through, but regardless as many of her cult as possible will follow once they realize that Runnixarrar has gone through.
 - The bouncers on the gundeck are vastly outmatched. Depending on whether the PCs join the combat you can either narratively work out what happens to them (with most dying but perhaps some succeeding) or engage in a normal combat where they will likely be quickly slaughtered. The PCs are not the focus of either side but could make themselves a target depending on their actions.
 - Perhaps the best option is to mix these modes, with the PCs direct engagements handled as normal combat while the background fighting is handled narratively.

- The balance of forces should be such, however, that the fey and Everfest contingent is overwhelmed and forced off the gundeck.
- This leads to a standoff of forces, separated by the causeway.
 - Runnixarrar's people at first occupy the Sudden Surfeit of Sorrow but will eventually take the Epicenter and the Isn't This a Pickle? as well. Again, it is likely that Runnixarrar's forces will have the upper hand.
- The key to setting up the standoff scene is the fact that both Bloody Flowers and Runnixarrar want Starax Zhashon, and they both want him alive.
 - This can be resolved but emphasize its initially irresolvable appearance.
 - In reality Runnixarrar doesn't care at all about Zhashon. She only cares about continuing the work she has started with Zhashon and getting the results of their experiments, especially the eladrin boneclaw.
 - a longer description of some of the elements of at least one possible iteration of this scene are in Appendix H.
- Other likely parameters of the standoff include:
 - On Runnixarrar's part:
 - Once she has the time and as appropriate Runnixarrar will begin casting *forbiddance* as a ritual, making it difficult or impossible for the fey to be on either of the two ships or the island at the epicenter of the Everfest, forcing them back to the causeway and the shore.
 - Runnixarrar or one of the spore mages casts *skywrite* as soon as *forbiddance* is cast, writing in blood-in-water-pink clouds above the ships:
 - "Attack my defenses but once and devastation takes you all."
 - If *forbiddance* is dispelled, have the spore forces set up a physical perimeter to defend themselves, with fungal zombies or mummies in fortified positions on the causeway backed up by a few spore mages and perhaps by the zombie giant croc.
 - Runnixarrar becomes vastly more likely to just annihilate everyone if this happens. She does what she says generally.
 - Runnixarrar's forces have no interplanar teleportation magic. They have two possible escape routes.
 - One is to go south through the *Everfest Gate* where the PCs entered.
 - At the *Everfest Gate* Runnixarrar or any of her casters can use a third level spell slot to open a portal to the *teleportation circle* at the cult's jungle compound that her forces can then pour through.

- The second possibility is that they could go east, through the border where the Feywild verges over into the prime material plane where Runnixarrar could cast *Transport via Plants* to travel back to the compound with most or all of her minions.
 - The spell lasts one round but can transport an unlimited number of creatures. Thus, it can transport as many creatures as can fit in a 60' radius of the affected tree if they take the dash action and have an average speed of 30'.
- Runnixarrar's forces have a clear but not overwhelming advantage.
 - They are technically outnumbered but the fey and partygoers are not hardened combatants. They are lower level, focused on a wider range of skills, spells, and abilities, totally unprepared for and unaccustomed to combat, and have no effective mechanisms of organization or command.
 - Runnixarrar's spore creatures and undead are fanatical cultists who live for destruction and decay and for their leader.
- Runnixarrar is the most powerful caster by a significant margin at the Everfest.
 - She is able to thoroughly obliterate the fey folk and partygoers between him and the teleportation circle, likely using *tidal wave* and then leading a charge.
 - While not possessing a typical sense of morality, this level of slaughter gives her pause.
 - On the other hand, charging for the teleportation circle without some such large effect could easily lead to her forces being overwhelmed by sheer numbers. At a minimum they would take losses that are unacceptable to Runnixarrar.
- Runnixarrar wants to escape, wants her boneclaw eladrin lieutenant, and wants to continue working on the intersection of golemry and necromancy.
 - She says that she wants Zhashon alive, but the PCs may have realized that there is another way to do this, namely Maddie Drispel.
- On Bloody Flowers' part:
 - Bloody Flowers needs to be rescued from his bedroom, either by the PCs or perhaps by some of the NPC bouncers or party-goers as they flee the ship.
 - He is furious but also very, very scared.

- He realizes that Runnixarrar might be able to kill an awful lot of people who came to his party.
 - He has no confidence in his “forces.” Some of them are somewhat powerful but they are inebriated, not motivated to fight, and free to disappear into the Feywild.
 - The other fey lords are also coming and they want Zhashon to pay as well as to get their missing fey folk back.
 - If he is not there and alive they will take it out on Bloody Flowers and the Everfest will be done.
 - If he is there but dead that might, just might work but is really, really bad.
 - The idea that the Lords of the Fey are coming can be a good background element to the standoff, but their arrival is beyond the scope of this adventure so they shouldn’t actually arrive.
 - Bloody Flowers is not himself a caster. He’s a party promoter! He is a Lord of the Fey, however, and can call upon the inherent magic of the Feywild in situations like this.
 - He will offer the PCs a tremendous boon to help, the Eternal Favor of the Fey which can either convey a feat, convey some campaign-related benefit, or have whatever other mechanical, campaign, or narrative effect makes sense in your context.
- On Maddie Drispel’s part:
- Maddie Drispel (circumstances created by the adventure permitting) comes through the portal with Runnixarrar who she had found her way to in hopes of learning more about Zhashon and Runnixarrar’s work.
 - She will not propose any solutions.
 - She is fully capable of carrying on Zhashon’s research program and thrilled at the opportunity.
 - She is therefore one way to resolve the standoff. Bloody Flowers gets Zhashon, Runnixarrar gets to continue her work with Drispel.
 - Maddie Drispel has the keyword for the *interpolation fulcrum* sequestration demiplane. To release those trapped there simply say in their hearing:
 - “On your shoulders we progress!”

- She can also reveal the presence of a demiplane with over a hundred captured fey who can be returned as a sweetener.
- Maddie will insist on gaining full control of the *interpolation fulcrum* though.
 - To do so Zhashon must be killed.
 - She has with her a gemstone with an earth spirit in it. She volunteers to turn him into a corpse golem.
 - Bloody Flowers and the fey might make do with this as a punishment so long as he stays in the Feywild.
 - Runnixarrar might also volunteer to turn him into an undead.
 - Runnixarrar and Drispel might, circumstances permitting, realize that they can try to do both at once and use the procedure for creating undead fey on Zhashon. Who knows what will happen?
- Her idea is that Runnixarrar and Zhashon have focused too narrowly on the fey. The fey proved that the combination of golem and necromancy was doing something different than either. That discovery must now be taken further and used on other creatures to see what kinds of new forms of animation can be produced.

➤ If Things Fall Apart.

- The PCs deftly mediating the conflict and achieving a mutually agreeable outcome as well as rewards from multiple sides is possible. It is not necessary though!
- If things go badly at some point Runnixarrar may decide to run for it.
- In this scenario she casts *tsunami* at the coast where the fey and other party people are gathered.
 - It is a scene of devastation. Hundreds or perhaps thousands die. This becomes a defining calamity for the Feywild. Most groups of PCs should experience it as a horrifying failure.
 - It is still possible in this eventuality to rescue the three youths from Vuckel that yet live but new dangers arise:
 - Zhashon, if he survives, will be entirely uninterested in that outcome and relentlessly hostile to the party, advocating killing them if he regains his memories and has any influence.

- He also sidelines Drispel, seeing her as an experimental subject and no more.
- Runnixarrar really likes him and is likely to follow Zhashon's lead.
- Another possibility is that a pitched battle will ensue.
 - Depending on how the PCs are interacting with this situation running it as a skill challenge might make sense and be fun. Appendix G describes how this part of the adventure can be made a skill challenge.
 - For actually running this as a large scale combat the 2017 *Unearthed Arcana: Mass Combat* ruleset provides a viable way to manage the battle. There are plenty of NPCs on either side that the PCs could take on as meaningful ways to shape the outcome of the battle.
 - Runnixarrar's forces will likely eventually make their way to the *Everfest Gate* or through the eastern border of the Everfest and into the prime material plane circle unless some significant events have left them seriously weakened (e.g. if Runnixarrar is dead).

9. Endings

- It is hard to say exactly how this adventure will end or where it will end.
- There are lots of storylines that will get wrapped up one way or the other. It is unlikely that addressing all of them will be fun.
 - Picking the ones that you think your players will find most interesting as well as any that may be picked up later in a campaign is one good way to handle this.
 - Another is to read a short list of all of the things happening and see which ones they want to make themselves a part of.
 - A scene can be set for each of these to give it closure.
 - E.g. For the conclusion of the Maddie Drispel arc a final meeting with her in the estate in the *interpolation fulcrum* will give the party a chance to hear her talk about her plans and to get freaked out that they may have replaced one monster with another.
- Some loose ends you may wish to address include:
 - Freeing (hopefully) the three youths from Vuckel
 - The living youths are Ertis Strang, Toota Falanika, and Allasanar Firison.
 - What happens to the Vuckel children that have been turned into corpse golems?

- If your group is up for roleplaying sad scenes their families have to be informed.
- Potentially freeing the kidnapped fey who still live.
 - Returning some of the pixies and sprites to the Glistening Grove.
 - Releasing other captured fey folk back into the Feywild, perhaps to Bloody Flowers at the Everfest.
- The ownership of Zhashon's incredible collection of items and resources.
- The conclusion of Maddie Drispel's story arc
 - The conclusion of Sunny Drispel's story arc
- The conclusion of Runnixarrar's story arc
 - What happens to the eladrin boneclaw? Where does it go? Does it love Runnixarrar forever or try to kill her immediately?
- What happens now to the Everfest and Bloody Flowers
 - Any favorite NPCs to follow up on?
- The conclusion of The Kitsune's story arc
 - Depending on what the party does The Kitsune could make their getaway from the Everfest and not be heard from again. Alternatively, the party could stumble on evidence of their course of action or could find and confront The Kitsune before they escape.
 - Here is one version of what The Kitsune might do if they fail to steal the knuckle:
 - After leaving the *Sudden Surfeit of Sorrow* The Kitsune makes their way through the Everfest invisibly, ethereally, or shapeshifted and eventually walks through the border where the Everfest lake shore blends into the prime material plane. (1 hour from escaping)
 - At that point The Kitsune will cast a teleportation *circle* to get as close to the *planar gong* as they can. The closest they can get is the front door of the *interpolation fulcrum* in Zhashon's basement in Vuckel (because the *planar gong* is in an *interpolation fulcrum* demiplane that cannot be directly accessed through spells relying on teleportation circle sigil sequences.)
 - They arrive in the rough earthen passageway just past the *trap door*, activate the *interpolation fulcrum*, and go to the *planar gong*.

- They then use Zhashon's severed hand to release the *gong* and Zhashon's control over the artifact. At this point the knuckle would disappear if a PC still has it. (2 hours from escaping)
 - They then take it, use the *interpolation fulcrum* to go back to Vuckel, use their fox sending ability to get Sayathuni to help them open the *trap door*, kill her so that there are no witnesses, and then disappear into the town. (2 hours, 30 minutes from escaping)
 - If they have stolen the knuckle adjust accordingly as they are able to travel directly from the *Sudden Surfeit of Sorrow* to the *planar gong*:
- Some potential longer term issues:
- Do the Lords of the Fey blame the party in whole or in part for a horrific massacre at the Everfest?
 - Do the fey view the party as their friends and trusted allies?
 - Does Runnixarrar view the party as her enemy or ally? Does Zhashon?
 - With Maddie Drispel in control, how long until corpse golems and the other results of the research tradition she has picked up become a bigger problem?
- Potential rewards depending on who believes that the party have acted to help them
- Money from the families of Vuckel and potentially Sunny Drispel (though probably not much from Drispel because she's not coming back willingly)
 - Magic items from Runnixarrar
 - The Eternal Favor of the Fey from Bloody Flowers
 - Promises of favors or services that advance broader campaign goals
 - Stolen loot from wherever, potentially including parts of Zhashon's assembled equipment.
 - The most powerful of his items have been designed to not fit very well into the life of an adventuring party so as not to disrupt the magic level of a campaign in which this adventure is run.

Thanks for reading and playing!

Appendix A: People and Places

Major, named NPCs listed where they or their names are likely to be first encountered.

Vuckel

Copper Badger Inn

Riega Firison: Proprietor of the Copper Badger Inn; mother of Allasanar Firison

Mo Firison: Proprietor of the Copper Badger Inn; father of Allasanar Firison

Kellen Strang: Butler of Kalin'anar Salka; father of Ertis Strang

Kalin'anar Salka

Sunny Drispel: Merchant; father of Maddie Drispel

Maita Strang: Housekeeper of Kalin'anar Salka; mother of Ertis Strang

Maddie Drispel: Party is hired to find her

Elsewhere in Vuckel

Dari Tinwiddle: Kidnapped; fifteen year old human

Toota Falanika: Kidnapped; eighteen year old human

Rignildis Steppetonne: Kidnapped; sixteen year old dwarf

Allasanar Firison: Kidnapped; nineteen year old human

Ertis Strang: Kidnapped; fifteen year old halfling.

Grazia Falanika and Eze Naruch: Human spice merchants; parents of Toota Falanika

Vigiagrasta Tinwiddle: Mining magnate; mother of Dari Tinwiddle's

Brondel Stonemane and Rignildis Steppetonne, Sr.: Dwarven exiles; parents of Rignildis Steppetonne

Gudra Gudraina: Human, nearly drowned at the Glistening Grove

Betty Mordecai: Halfling shire-reeve (sheriff) of Vuckel.

Tyris the Boats: The only boatman in Vuckel still running at this time of year

Sayathuni: Porcelain Corpse Golem made by Starax Zhashon

Carl Kaloofa, a.k.a. Starax Zhashon: Starax Zhashon is a dark alchemist, artificer, and golemist engaging in various forbidden and horrible experiments at the border of life, death, undeath, and golemry; Carl Kaloofa is Zhashon's cover identity as a wealthy merchant in Vuckel.

Runnixarrar's Domain

Runnixarrar: Turtle spore druid cult leader fixated on the majesty of undeath and recently obsessed with creating fey undead

The Everfest

The Kitsune, a.k.a. Chirai: A powerful trickster fey aiming to steal the *planar gong* at minimum personal risk and wreak as much mayhem as possible to cover their tracks; Chirai is the name of one of The Kitsune's cover identities.

The Lord of the Moonlit Bacchanal 'ur Bloody Flowers 'ur Calica Dross: Half-elf eladrin lord of the Everfest.

Trithit: Human unity cleric bouncer

Marilon: Human life cleric bouncer

Miki: Pygmy giant ape bouncer

Suarnica Courtalon: Eladrin hexblade bouncer

Caoimhe MacFhlannchaidh: Darkling rogue assassin bouncer

Appendix B: Magic Items

Interpolation Fulcrum

The *interpolation fulcrum* was created by a forgotten artificer of a forgotten kingdom from a forgotten age. It is a tool for creating a linked constellation of demiplanes as well as for protecting them from direct access. The *interpolation fulcrum* itself is an interlinked complex of demiplanes tied together through portals created within an intricately carved wooden door frame in an ancient elven style. Each demiplane that is part of the *interpolation fulcrum* has a manifestation of the same door frame at its center that differs only in the sigil sequence on its lintel that always reflects the demiplane one is on. There is always only one manifestation of the *interpolation fulcrum* on the prime material plane, its “front door.”

The door frame of the *interpolation fulcrum* is filled with a flat black darkness. Sticking a hand or body into it results in the appendage or person emerging from the very spot where it entered (e.g., as someone reaches a hand in, the hand they are reaching in comes reaching out of the blackness towards them; if they step through they step back into the room where they started but facing the opposite direction; if someone makes an attack through the doorway they should make an attack role against their own armor class, with disadvantage if it is a melee attack; things directly reflect on the angle that they passed through the door so ranged attacks, including magical attacks, do not have disadvantage; the DM should use their judgment on this, some attacks through would not really have a likelihood of hitting). Embedded on the right side of the doorframe 3’ up is a 12” radius wooden bowl filled with extremely fine white sand. Beneath the surface of the white sand is an orange sand the shade of turmeric. The surface of the sand in the bowl is perfectly smooth. Sand spilled from the bowl turns into dust as it falls, abrading to nothing before it hits the ground. The level of sand in the bowl never goes down.

Each demiplane created by the *interpolation fulcrum* has a unique sigil sequence with two parts. The first part uses the standard system of teleportation circle sigils. This part of the sigil sequence is the same for all of the manifestations of the *interpolation fulcrum*. The second part is unique to each demiplane within the *interpolation fulcrum* and uses a totally different system of runes that only works when entered into one of the *interpolation fulcrum* door frames. Efforts to travel to any of the *interpolation fulcrum* demiplanes directly using their full two-part sigil sequences, for example by using a *teleportation circle* spell, instead leads to the “front door” of the *interpolation fulcrum*. For a modern analogy, the *interpolation fulcrum* creates a kind of secured intranet of demiplanes with only one manifestation of it generally available via teleportation magic that relies on sigil sequences.

A creature can use an action to trace a sigil sequence in the sand. If it is the correct sigil sequence for one of the demiplanes created by the *interpolation fulcrum* a portal begins to form. It is a brilliant glowing yellow transected by an organic tracery of black lines (like a close up picture of the sun). The portal takes one full round to open and remains open for two rounds. The simplest way to handle this is to use full rounds, so if activated any time in the first round of combat it can be used from the beginning of the third round and closes at the end of the fourth round. With a bit more bookkeeping the initiative count of the creature that opened it can be used to mark its opening and closing. The sigil then slowly disappears from the sand. The door recharges in 2d4 rounds.

The power at the heart of the *interpolation fulcrum* is its capacity to create demiplanes with a high degree of control over their physical, environmental, and even magical characteristics. Over the course of 1d4 weeks (plus a modifier depending on size and complexity of the demiplane created ranging from 0-2 weeks for those included in this adventure) someone who has mastered its runic alphabet and unique commands can use the *interpolation fulcrum* to create a demiplane with a new

instantiation of the *interpolation fulcrum* door frame at its center. The limits on size and complexity of the demiplanes so created are not known. The demiplanes created in this way can have whatever structures their maker wants, whatever environment, ecosystem, whatever physical features, and whatever size (though larger demiplanes take more time to make). The *interpolation fulcrum* has numerous, powerful advanced features, though some of these have been lost and forgotten and others not yet discovered. They are likewise activated using its runic alphabet and commands and take weeks, months, and years of study to learn to use properly.

One advanced feature that has not been forgotten and that Zhashon has used on multiple occasions is the creation of a demiplane that subjects any willing creature that enters it to the effect of the *sequester* spell. It is in this sequestration demiplane that Zhashon is storing the remaining three of his kidnap victims Ertis Strang, Allasanar Firison, and Toota Falanika (they submitted to the spell under threat of being Zhashon's next subject). At the time Zhashon created the demiplane he set hearing the phrase “on your shoulders we shall now progress!” as the condition to awaken those in suspended animation. Maddie Drispel is the only creature who knows this phrase, though a thorough investigation of the library lasting 4d6 days could also turn it up (DC20 Investigation check). Another advanced feature is being used to imprison the fae and earth elementals that Zhashon has abducted. It does not use sequestration but rather creates a “froth” of semi-demiplanes (i.e. smaller demiplanes) within which different entities can be trapped.

The *interpolation fulcrum* is currently configured not to allow constructs, fey, or undead travel through it without a passphrase set by Zhashon. The fact that Maddie Drispel can travel through the *interpolation fulcrum* is a subtle hint that she knows Zhashon's passphrases.

Planar Gong

The *planar gong* is a bizarre and powerful magical artifact that Zhashon has been using to access the plane of earth. It consists of an iron pole fixed to the ground in the manner of an *immovable rod*. The pole is made of apparently simple wrought iron, pitted with rust. It rises three feet and ends with the skull of the goblin demilich Pucksi. Pucksi's face and scalp has at some point been tanned and riveted to the demilich's skull as a kind of permanent hood. Pucksi is fully sentient but incapable of doing anything but talking and spitting. It is vilely insulting and offensive and never stops talking when it is able. He is also compelled to weave helpful instructions on the use of the *planar gong* into his diatribes which can be used to inform players about how to use the gong. Attached to the pole where Pucksi's neck would start is a length of chain with a knob of bone, a dwarf knuckle from an ancient dwarven king, attached to it that rests in a small metal loop affixed to the pole at the same point. A small, beat up looking brass gong is attached six inches lower on the pole. In order to activate the planar gong you place the bone ball in Pucksi's mouth and tell him what spell effect you want to create. He will immediately spit it out to continue insulting people and ranting but will also channel the power of the *gong* in the way that most faithfully fulfils the effect requested without tricks or literalism. The ball swings on the chain and hits the gong with a tone that is far deeper, more powerful, and resonant than the chintzy set up would suggest. The gong transports people in the manner of the *plane shift* spell or of the *teleport* spell but is not limited to eight creatures; the operator of the gong can take as many creatures as they like with them who are within 30 feet of the artifact. It can also be used to cast *gate*. Zhashon used the version of the *gate* spell that allows one to draw a creature through the portal by uttering its true name, provided by Kitsune, when casting the spell to kidnap fey creatures for his experiments. Importantly, Zhashon, the controller of the gong, has instructed Pucksi that only he can be permitted to use this function so while it can be used to travel it cannot be used to summon.

The *planar gong* recharges after any of these uses in an average of 12 minutes (1d12 rolled each round after its use, recharges on a 12)

When a creature is shifted by any of these effects they find the bone knuckle in their hand. If multiple creatures are shifted then the one who put the knuckle in Pucksi's mouth finds the knuckle in its hand. If any creature puts the knuckle into its mouth it will instantaneously plane shift all creatures within a 15' radius sphere back to the location of the *planar gong* unless they succeed on a DC 15 dexterity saving throw. Creatures can choose to fail the save if they are willing to travel to the *gong*.

Note, the knuckle allows creatures to travel to the *planar gong* even when it is hidden in a demiplane created by the *interpolation fulcrum*. This is because it does not use teleportation circles or sigil sequences, which the *interpolation fulcrum* prevents. Rather, it facilitates travel, including interplanar travel, directly to the *gong*.

The gong has another significant and powerful feature. It allows a skilled user to discover teleportation circle sigil sequences that they do not know. If Pucksi is instructed to activate this feature, as the gong is ringing whoever gave him the instruction and is within 10' is able to enter a state of heightened exploratory awareness where they can see an abstracted representation of an area that they focus on (it can be a place of any scale, a room, a castle, a continent, a plane) and then they are able to attempt to discover sigil sequences for working teleportation circles in that area, even if they have been magically concealed (with a standard DC 20 Arcana check, potentially adjusted to reflect the spell save DC of whoever concealed it; the check can be repeated for every additional ten minutes of searching.) It takes 3d8 months of study and practice to learn to use the gong in this way, and each use lasts up to 10 minutes and gives one level of exhaustion. It is this feature of the *planar gong* that The Kitsune is captivated by. In it they see a tool of unparalleled power for getting into places where they are not wanted, hidden places, forgotten places, forbidden places, across the multiverse. And in The Kitsune's experience, it is those places where the most interesting things and opportunities can be found.

Trap Door

The trap door in Zhashon's workshop leads down to what used to be the root cellar. Now the stairs end at a massive iron slab with a large circular wheel embedded within it. The wheel extends out if a creature reaches for it. Turning the wheel requires one action and causes 1 lightning damage as motes of electricity attach to the fingertips of whoever activated it. The motes are connected to the center of the wheel by slender filaments of crackling electricity. Interrupting them has no effect. The wheel begins to rhythmically glow with arcane lights in time with the heartbeat (blue light, begins in the center of the retracted wheel and spreads to the edges of the door for every heartbeat), breathing (green light, the whole door becomes brighter with inhalation and fainter with exhalation), and blinking (orange light, rapid flash when the eyes close) of whoever grabbed the wheel. After two rounds of this light show the lights abruptly cut out and the door slides into its iron frame.

Beyond it the iron plating of the door frame continues to form the seamless iron walls of a 8'x13' chamber (all party members plus Sayathuni should be able to squeeze into it). At the opposite side of the chamber is a second door that looks similar to the first but the wheel is recessed into it and cannot be coaxed or forced out while the first door is open (the whole system functions like a modern day airlock). The first door closes after 12 seconds with a forcible snap. A creature in the path of the door as it closes must make a DC 12 saving throw or take 5d8 non-magical bludgeoning damage. As soon as the first door fully shuts, the wheel embedded into the second door extends out. If a creature other than Starax Zhashon puts their hands on the second wheel the same light show

will occur. After two rounds the wheel becomes a conduit for a massive jolt of electrical power. It deals 65 (10d12) lightning damage (DC 14 DEX save for half damage) to the creature holding the wheel and then retracts back into the door. Unless it is Zhashon, the door does not open.

Zhashon's logic in setting it up this way, the first door letting people through, the second trying to kill them, is that it would be better to let any intruder who has gotten as far as the *trap door* into the device where they would be trapped rather than keeping them out altogether where they might get further help, report on what they have found, etc.

The door, designed by Zhashon, has a problem though. If a creature grabs the wheel again after it has discharged and before it retracts into the door it will again deal 10d12 lightning damage. Repeating this procedure 1d4+2 times causes the door to fail. All lights go dead and the door can be manually forced open. It resets in 1d12 rounds. Behind it is the front door of the *interpolation fulcrum*.

Going in the opposite direction the *trap door* delivers 10d12 lightning damage every time it is used by anyone other than Zhashon.

Ring of Magic Detection

A modified ring of spell storing only capable of holding copies of *detect magic*. It holds a maximum of three charges. Anyone capable of casting *detect magic* who does so while holding the ring can add a charge to it instead of having the spell take immediate effect.

Ring of Counterspells

A modified ring of spell storing only capable of holding copies of *counterspell*. It holds a maximum of three charges. Anyone capable of casting *counterspell* who does so while holding the ring can add a charge to it instead of having the spell take immediate effect.

Amulet of Memory Excision

Makes it possible for the user to extract one or more memories or complexes of topically related memories and store it in what is effectively an encrypted state. Only the creature who stores a memory in it can retrieve that memory and only if they are willing. Anyone else who willingly attempts to retrieve memories from the Amulet suffers 1d10 psychic damage and is flooded by confused buzzing and flashing sensations for 1d4 rounds making them blinded and deafened (no saving throw).

Zhashon's Snatch and Grab

This potion is a specialty item made by Starax Zhashon that combines a modified potion of *Disguise Self* with a potion of *Suggestion*. A humanoid sprayed with it must make two DC 13 Wisdom saves; a humanoid who drinks it must make two DC 15 Wisdom saves. The first save is against the forced *Disguise Self* component of the potion (the potion that the party finds will be tuned to change their appearance to a humanoid form that Zhashon has chosen) The second is to avoid the *Suggestion* component of the potion tuned to make the quaffer want to head for Zhashon's house in Vuckel. If either of the parts of the potion fail then it does not take effect, though some clues, a momentary urge to go to Zhashon's house, a flickering of the appearance are appropriate. An *identify* spell will reveal what the potion does.

Periapt of Sporified Endurance

A small charm that needs to be worn on a necklace, a face/nose/lip/ear/horn/whatever-ring, a hairclip, or somewhere in the vicinity of the mouth and nose. The periapt has one charge. It recharges on a 6 on a six sided die rolled every day at sunset. Any creature who is reduced to 0 hit points while wearing the periapt but is not killed outright is reduced to one hit point instead.

Perpetual Torch

The torch seems ordinary but never runs out of fuel and never burns down or out. It can be lit and snuffed in the usual manner.

The Everfest Gate

On the outskirts of the Everfest this 30' radius area looks like an ancient stone circle that has tumbled and broken (perhaps like Stonehenge). It operates as a gate for interplanar teleportation. Any caster standing within the area of the stones can feel the power present within them and knows that they can organize and unleash that power by using a third or higher level spell slot. Doing so while holding a teleportation circle sigil sequence in mind (drawing one in the dirt also works) turns the area of the *Everfest Gate* into a portal leading to that teleportation circle that remains open for as long as the caster maintains concentration up to a maximum of 2d4 rounds. Any willing creature may pass through the portal as they walk into the 30' radius of the area of fallen stones. The target teleportation circle can be on any plane of existence.

Appendix C: An Everfest Gazetteer

Creatures of the Everfest

The Everfest hosts an array of fantastical creatures. Word of the Everfest has caught the ears of interested creatures far and wide across the multiverse. While many attendees are fey, just as many are not. Basically any creature capable of sufficient self-control to not murder a bunch of people and of a temperament to enjoy a bit of a break and party might be found there at any given time. This inevitably means that creatures with historical and ecological enmity towards each other may find themselves rubbing shoulders at the Everfest. Occasionally this leads to trouble but the Everfest bouncers are ubiquitous throughout the party and ready with reasonable words or displays of force when necessary. They can rely on support from other party-goers as well. While tense moments occur the Everfest ends up being more peaceful than one might expect. It also helps that the creatures at the Everfest are self-selected from their various communities. They are the ones willing to travel long, strange, expensive, and often dangerous roads to find an epic party. Many vary significantly from the cultural orientations of their communities. Finding dwarves and duergar lifting a flagon together is not common, even at the Everfest, but it has happened more often than one might think.

The following are just some suggestions of the creatures the PCs might see in the throngs of party-goers on land and in the water:

Boggles, Satyrs, Fauns, Eladrin, Hags Darklings, Meenlocks, Fomorian, Brownies, Nymphs, Banderhobbs, Spriggans, Thorns, Forlarren, Yeth Hounds, Blink Dogs, Korreds, Redcaps, Pixies, Sprites, Dryads, Half-Ogres, Orcs, Goblins, Hobgoblins, Firbolgs, Kenku, Tortles, Elves, Dwarves, Humans, Halflings, Dragonborn, Drow, Githyanki, Werewolf, Lizardfolk, Kobolds, Bugbears, Quaggoths, Duergar, Sahuagin, Naiads, Nereids, Sea Elves, Merfolk.

Commerce at the Everfest

The use of real money is uncommon and viewed as uncouth by many at the Everfest. Instead most transactions involve the use of beads. Everfest beads come in a myriad of colors, types of stone or other materials, and other characteristics. There is no set value to any of the beads, though some have customary meanings like the simple and pure blue beads which are typically accompanied by a kiss or pink tourmaline beads that when part of an exchange are subject to a single round of rock/parchment/dagger to see whether they actually change hands. Instead of a common system of valuation participants at the Everfest are expected to each develop their own idiosyncratic valuations and projects for their bead collections (e.g. emphasizing organic origin beads like wood and the lacquered balls from dung beetles, or focusing on sparkly beads, or collecting only beads that match one's outfit). Transactions can therefore be really difficult to make sense of as it is considered quite embarrassing to ask someone directly what beads they are looking for – the sure sign of newcomers and rubes.

Security

The Everfest is self-policing to a surprising degree. Trouble-makers are usually shamed or banished rapidly by other party goers or by the Everfest Bouncers. The Bouncers are a rotating cast of regular Everfest attendees who have been deputized and trained a bit by Bloody Flowers to keep the peace and resolve problems, but they are not “on duty” per se. Rather, they are just participating in the party like everyone else but with a mandate to keep an eye out and step in if the loose rules of the Everfest are bent too far and harm seems imminent. Though it is unofficial there is also an inner

circle of bouncers who work closely with Bloody Flowers and tend to take charge when especially significant problems emerge. The inner circle who are in attendance at the Everfest at the moment are occupied at the moment with the Zhashon situation on-board the *Sudden Surfeit of Sorrow*.

Areas and Activities of the Everfest

The Everfest has grown over the years, first beyond the galleons where it started to a roughly 300' radius island where the ships were moored, then beyond the ships and island to the causeway and the lake shore. The portion of the party by the lake shore has continued to expand along the lake but also away from the lake creating what are called the Outskirts of the Everfest. Over the decades an evolving flotilla of smaller pleasure craft has arrived and the lake is dotted with the lights and sounds of some thirty smaller vessels.

Each area of the Everfest, very loosely speaking, has a different feel and focus. There are no rules about this though, so you never know what types of activities and creatures you will see where.

Nearly everyone at the Everfest is there to partake of the party and music, food, and activities abound. The lists below are just some highlights, but there are all kinds of other activities noteworthy and mundane happening. Food, laughter, drink, and song are everywhere the party looks.

The Outskirts

The party is most likely to arrive at the Everfest from the teleportation circle to its southeast. The teleportation circle is not used too often and has been set about 600' away from what is now the outskirts of the party. Some activities and encounters in the Outskirts:

- Bramble Tower Climb
 - There is a 60 foot high, 15' diameter column of thorns with a small hand lettered sign at its base with "Mizuba's Tea House" written on it and in smaller letters, "no fly-ins" next to an arrow pointing up. The thick branches that make up the tower are covered in wicked thorns ranging from tiny to 1' long. For every 15' of climbing make a DC 16 Dexterity save or take 3d6 damage. Many magical effects can be used to prevent or diminish this damage at the DMs discretion. At the top there is a wooden platform set atop the column of thorns with a large fire to one side with a huge tea kettle set over it. Tending the fire and serving from a selection of some thirty teas is Mizuba, an elderly werebear lady. There are rocking chairs, blankets, some tables with regular chairs and various card and dice games. The tea is high quality and delicious. She will attempt to ignore anyone who flew or teleported up or anyone else who used a technique she considers unfair.
- Outlawed Tunes on Outlawed Pipes
 - Where the outskirts of the Everfest peter out a perpetual mist hangs over a low rise. Atop it a fire burns and obscured figures play banned songs from various places and times on uilleann pipes and other instruments that have been outlawed. Anyone who climbs to the top of the rise finds an instrument in their hands, the skill to play it without needing to roll, and knowledge of how to play the current song. Their face and figure becomes obscured as with the effects of an *alter self* spell that turns them

into a firelit silhouetted figure whose features cannot be discerned by even magical perception short of *true sight*. They experience grief in their own way for their own causes, failures, and regrets atop that hill and leave feeling emotionally centered and prepared for the struggles and sorrows to come.

- Deathward Deathmatch

- A contingent of 10 war domain clerics who just became acolytes are celebrating at the Everfest. They “borrowed” a set of *war stones* from their monastery. The war priests use these for training their pupils in the way of war. Setting the eight stones out in a maximum 50’ radius circle and then channeling a first level cleric spell slot into one of them creates an aura within the circle of stones that gives a limited version of the *death ward* spell to all creatures within the stones. If the cleric fueling the effect moves, or any of the stones move, or if the cleric loses concentration the effect ends. The aura created by the war stones glows a faint gold and the effect begins and ends with a loud blast as though from a war horn. The *death ward* only works against damage sources that originate from within the circle and the effect lasts a maximum of one minute. The war priests, mostly dwarves, are running a no-holds-barred combat competition.

- Meenlock Mosh Pit

- On the outskirts of the outskirts of the Everfest a group of meenlocks and assorted fellow horror aficionados have established a mosh pit. Participants mosh to a speed metal-like melody audible only to participants who are receiving the telepathic emanations from the meenlocks running the pit. The music is accompanied by an aura of intense fear and terrifying images for those who choose to accept the images (or who fail a DC 11 Wisdom saving throw). Though meenlocks have established the pit the moshers included a diverse array of creatures, from other fey to monstrosities, to aberrations, to humanoids, any creatures that want to bang heads and blow off some frustration or just to remind themselves of the joys and sorrow of embodied existence. There are also one or two ghosts sorrowfully haunting the edges of the pit.

- Craft Area

- The Llosalfar are small cerulean fey crafters that look like slender dwarves (for details on the Llosalfar see *Gimble’s Guide to the Feywild*, p.32, available from the DMs Guild). Gnomes can easily replace them if you prefer gnomes. They have set up a tent and in it are a half-dozen tables full of bits and pieces of pottery, gearworks, strips of metal, paints, clay, and other crafting supplies that the interested can use to do art and make things.

- The Mighty Eight

- Scattered around the Outskirts (though you can find it elsewhere at the Everfest as well) are people playing a recently popular variant of dice called The Mighty Eight. Players roll 5d8. The player with the highest die (going down until the tie is broken; if the dice are identical then betting only happens by consensus) makes a bet that can be seen or raised by their opponent whose bet can also be seen or raised by the first to bet up to a limit per round usually agreed beforehand (if nothing is agreed then there is no limit). The players are then able to re-roll as many of the dice as they want (minimum 1) before betting again (the player with the highest total again starts the betting). They then roll a third and final time (again as many dice as they want, minimum 1). Scoring is 1 point for each pair, 3, 4, or 5 points for three, four, or five of a kind, 1 point for a two die run and 3, 4, or 5 points for runs of three, four, or five. Ties are broken by looking at the highest die in each hand, moving down until the tie is broken. In the case of an unbreakable tie the full amount bet is given away to bystanders. Dice can be used multiple times so long as they are in different combinations, so a 2, 2, 3, 4, 8 is worth 4 points, 1 for the pair of 2's, 3 for the 2-3-4 run of three. This hand would beat a hand of 1, 2, 3, 4, 8, because the 8-highs cancel out as do the 4s, the 3s, and one of the 2s, with the next highest of each hand being a 2 and a 1 respectively. A hand of 22334 would be worth six points, 1 each for the pairs, 3 for the run of 2, 3, 4, and 1 for the run of 2, 3 not used in the previous run.
- Test Your Tolerance! Giant Wasp edition
 - There is an Awakened Tree, Drusilnor'alor'in'ancee with a pet Owlbear, Chump, who are regulars at the Everfest and hang out "over near the mosh pit." Whenever he comes he brings something new for his Test Your Tolerance game. This time they've got eight Giant Wasps in a two-chamber cage. They open a door in the cage to let one wasp into the smaller second chamber using a long staff to nudge the wasps if necessary ("What this staff? Yep, e' was mi uncle Drusilnor'alor'in'anon"). The participants pay five beads or so, stick their arms into the cage until the wasp stings them, recover for a bit, and then do it again, repeating until they pass out. Drusilnor'alor'in'ancee keeps track on a big slate. The winner at the end of the day gets the whole pot. Creatures that the wasps can't sting or that are obviously immune to poison or piercing damage are forbidden from playing.
 - The relevant part of the giant wasps' stats are: Sting. (1d6 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.
- There are lots of food and drink options all over the Everfest. Some of the notable choices in the Outskirts are:
 - The Suspect Brothers All You Can Eat Meat Heap

- Two grungy tabaxi pitmaster siblings run this establishment which consists of a bonfire, a huge (4' radius) cast iron wok like pan, and a bunch of logs set around it for people to sit on while they eat. They throw all kinds of meat into the thing and just let it cook, taking meat out whenever customers stop by. They also accept trades of raw meat for cooked meat. At present they advertise pork, troll, moose, dogs, some lion meat, ankheg, dwarf, shark, giant eagle, and loads of grasshopper larvae, along with some other things. If someone gets an order it is . . . delicious. The meatsicles are a popular snacking option.
- Three Hags Knitting, Brewing, and Distilling.
 - The place is run by three hags, one each responsible for the knitting area, the brewery, and the distillery. They sell or trade for knit goods like scarves and hats, brewed beverages like beer infused with the laughter of a baby in place of hops, rotten apple mead, or an IPA, and distilled spirits including a vodka-like distilled tears of regret and a cognac-like distillation of the blood of heroes.
- Marzipanest
 - A spriggen wearing a beautiful scarf runs Marzipanest, specializing in beautifully crafted marzipan petit fours mostly in the shape of beasts but also of other creatures one might encounter on the adventuring life. He also has a secret stash of iced cream that he treats as though it is an utterly precious item and will only sell for a truly exorbitant sum of beads.

The Lake and Shore

- Water breathing scrolls
 - On the shore of the lake there is a vigorous trade in scrolls of water breathing for those interested in visiting the depths.
- Buggie the Boggle's Sleep Shacks and Chill-out Chambers
 - Buggie is a boggle who runs what the name suggests. They are great spots for chilling out, recovering, sleeping, whatever. Buggie recommends the Oily Slipper in the Murkmidden part of the Feywild run by her cousin Burgle (See *Gimble's Guide to the Feywild* for more on the cousin's establishment)
- The Lady of the Lake Swimming competition
 - This activity is dominated by creatures with swim speeds, from merfolk to nereids to sahuagin. A Marid and a Triton monk with the mobile feat are the top contenders, though rumors are swirling that the Triton might be benefiting from a haste spell. They are getting ready to enter the maelstrom storm swimming round.

- Canoe Flotilla
 - There are canoes available on the shore and a flotilla of some 30 of them lashed together and floating around the lake. The flotilla is its own separate party within the party with a really heavy nature, folk music, and mild hallucinogenics theme.
- The Poison Dream Dance Band
 - The hottest band at the Everfest right now is the Poison Dream Dance Band. The band includes five grung women of different colors. They play primal, aggressive, acoustic, body-moving music. The lyrics are all in grung. When the party is there the band is playing on the lake bottom and so to see them requires some means of being underwater for an extended period of time.
- The Hot Pocket
 - A Magma Elemental has taken up residence on the lake bottom and various creatures have taken to lounging in the depths at varying distances from the creature depending on their tolerance for warm, hot, and boiling water.
- Boats
 - There are many boats of different sizes on the lake with their own activities. Some are more private parties, others welcome whoever arrives.
 - One is called the Love Boat. That is all.

Epicenter (the island)

- Puppet Theater
 - There is a large wooden circular building on the island that hosts a theater. A puppet show is going on with dozens of characters and a barely discernible plot line about a wight that keeps getting hit by things that rhyme with its name (divine smite, beam of light, sword of might, a mite, etc.) and a bodyguard driven to protect the wight even though it keeps trying to kill her, all set against the backdrop of a burgeoning revolution. Secondary, tertiary, and even quaternary characters have fully realized back stories and interactions at regular volume making it almost impossible to follow the main dialogue. People constantly cycle on and off the platforms above and below the puppet stage from where they can utilize the myriad hand puppets and marionettes that make up the show. The show has allegedly been running nonstop for over a decade and is fully improvised. The stage is the only area of the theater that is not under the effect of two powerful enchantments, *Otto's Irresistible Dance* and *Tasha's Hideous Laughter*. In order to enter creatures must willingly fail the saving throws for the spells. The audience is therefore constantly in absolute fits of dancing and laughter, sometimes prone, sometimes upright and dancing. For each hour spent in the audience of the Puppet Theater creatures gain one level of exhaustion.

- Floating Flowers
 - A 30' radius anti-gravity sphere has been tuned to invoke free fall and filled with thousands of flowering *tillandsia* plants (i.e. air plants) and orchids. The sphere hovers four feet off the ground and to enter a creature simply walks to that low point and jumps.
- Phantasmal Killer Force Psychodrome
 - This is a horror house attraction set under the puppet theater that relies on enchantments that make (spell save DC 16) *Phantasmal Force* and sometimes *Phantasmal Killer* spells go off as creatures move through the underground maze. It is easily possible to die doing this activity, so it is tended by the Psycho Crew, volunteers who try to spot people in the maze who are at risk and lead them out under a few tattered cloaks of spell shielding.
- Plant Familiar Sale
 - Players can buy and attune a plant familiar. The familiar operates in the same way as familiars from the find familiar spell but cannot move or take actions. A PC must make a DC 12 Intelligence check each time they try to use the plant's senses to see whether they can meaningfully interpret the fundamentally alien senses of the plant in a way that makes sense to them.
- Jugger Tournament
 - The biggest thing happening at the Everfest at the moment is an elite Jugger tournament. Jugger is a popular game in many parts of the multiverse and some of the best squads are visiting the Everfest to play. They are between games in the main leaving less skilled teams an opportunity to play. There is no narrative reason the party would want to play in this tournament, but just in case and just for fun a full ruleset is in Appendix F. Jugger is derived from the AMAZING 1989 film *Blood of Heroes*.
- Food options of note include:
 - Treewaters
 - Serving up large crocks of ent water that causes people to grow about 1 mm per gallon
 - EX-Andrea's
 - Run by a human woman who was known as Andrea on the prime material plane but who has semi-permanently relocated to the Everfest and decided to go nameless for a while. She named her restaurant to celebrate her de-naming. She serves up amazing vegetarian cuisine, specializing in spicy beer

basted tempeh brats with an assortment of relishes, and sides of grits with fermented cabbage and vegetable add-ins.

- Flowerings
 - By the floating flowers, Flowerings is a flower restaurant run by a mousefolk named Gritthyy.
- The Dazeberry Experience
 - For more on Dazeberries see *Gimble's Guide to the Feywild*.
 - Nerlyon, a dirtbag elf dealer lurks around the epicenter selling Dazeberries. He acts surreptitious even though selling and eating dazeberries is totally fine. The berries take 2 rounds to kick in, DC12 Con save per berry, paralyzed for 1d4x10 seconds per failed save. Neither damage nor any other effect allow for an additional save (except for a *lesser restoration* spell or other magical effect that remedies paralysis).

Onboard the Isn't This a Pickle?

- The *Isn't This a Pickle* is hosting a multi-day Assassin's Gala role playing party. On the gangway to the ship organizers are handing out role cards and temporary masks that also cloak the recipient in the appropriate illusion for their role. The DC to see through the illusion is 12. The goal of the event is to find out which of the couple of hundred people aboard the ship has the role of the assassin as well as to have fun by role playing your character well.

Onboard the Sudden Surfeit of Sorrow

- On the top deck of the *Sudden Surfeit of Sorrow* a powderpuff fight is happening. Participants get balls of powder that come in dozens of bright colors and try to hit each other with them. Everyone is *covered* in bright colors and powdery dust and climbing all throughout the rigging and across the forecastle, the poop deck, and the main deck. The deck below is a warren of hammocks and small compartments with Bloody Flowers' room at the stern of the ship beneath the poop deck and with a balcony. The gun deck where Zhashon is being held captive is one deck further. The two decks below that, the cargo deck and the bilge, have been overtaken by a game of pitch dark hide and seek.

Appendix D: Sigil Sequence Handouts

Figure 1: Sigils atop the door frame hidden beneath Zhashon's manor



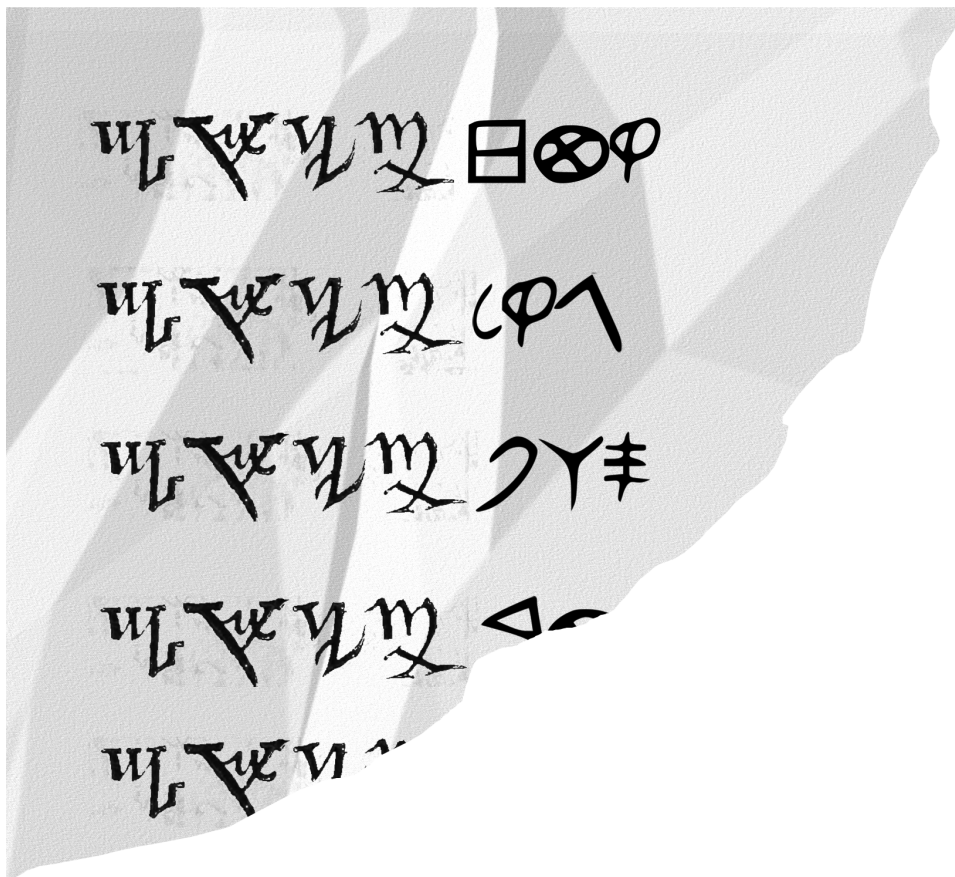
0

Figure 2: Sigil sequence provided by Sayathuni



1

Figure 3: Torn paper sigil sequences



2

3

4

Figure 4: Sigil sequences from the research notes in the debris of the new laboratory

 5

 6

 7

Figure 5: Sigil sequences discovered among Maddie Drispel's notes at the estate

 8

 9

Figure 6: Sigil sequences from the library

 10

 11

 Different type 1

Figure 7: From the fox

 Different type 2

Appendix E: Runnixarrar's Forces

As soon as Runnixarrar is pulled through the *gate* his minions and forces come pouring through after him. This can be handled narratively, but especially if the PCs decide to try to close the gate quickly and have a reasonable plan that allows them to do so this table of rounds and arrivals may be helpful. If not, the right column can still be used to give an overview of the Runnixarrar cult's arrival. Runnixarrar will not leave without Zhashon and without all of the members of his cult. Since he will not be able to get them all through the portal confident that it will not be dropped he decides to take the gundeck and make it defensible.

- Mummys (*MM*, p.228), centaur mummys (*Tales from the Yawning Portal*, p.231), ghouls, ghosts (*MM*, p.148), wights (*MM*, p.300), zombies (*MM*, p.316), ogre zombies (*MM*, p.316), greater zombies (*TFTYP*, p.237), minotaur skeletons (*MM*, p.273), ogre skeletons (*TFTYP*, p.54), skeleton swarms (*Ghosts of Saltmarsh*, p.254), undead shambling mounds (*Waterdeep: Dungeon of the Mad Mage*, p.142), myconid sovereigns (*MM*, p.232), violet fungi (*MM*, p.138), gas spores (*MM*, p.138), carnivorous flowers (*Rise of Tiamat*, p.67), chuul spore servants (*Out of the Abyss*, p.228), “normal” chuul (*MM*, p.40), kruthik (*MTF*, p.212), and umber hulks (*MM*, p.292).
- There are also several rot warriors, rot commanders, spore mages, fungal clerics, and sporelocks in Runnixarrar's domain. Their stat blocks are in Appendix J.

Round	Creatures who come through the <i>gate</i> this round:	Runnixarrar's total force at the end of this round:
1	Runnixarrar	Runnixarrar
2	Maddie Drispel, 1 Fungal Cleric, 1 Spore Mage, 1 Rot Commander, 4 Rot Warriors	1 Fungal Cleric, Maddie Drispel, 1 Spore Mage, Runnixarrar, 1 Rot Commander, 4 Rot Warriors
3	3 Myconid Sovereigns, 2 Archers with 3 Gas Spores each, 2 Spore Mages, 8 Rot Warriors, 1 Sporelock, Zombie Giant Crocodile, 2 Rot Commanders	2 Archers, 1 Fungal Cleric, 6 Gas Spores, Maddie Drispel, 3 Myconid Sovereigns, 3 Spore Mages, Runnixarrar, 3 Rot Commanders, 1 Sporelock, 12 Rot Warriors, Zombie Giant Crocodile
4	2 Minotaur Skeletons, 1 Fungal Cleric, 3 Greater Zombies, 2 Archers with 3 Gas Spores each, 3 Mummies, 1 Umber Hulk, 1 Skeleton Swarm	4 Archers, 2 Fungal Clerics, 12 Gas Spores, 3 Greater Zombies, Maddie Drispel, 2 Minotaur Skeletons, 3 Mummies, 3 Myconid Sovereigns, 2 Spore Mages, Runnixarrar, 1 Skeleton Swarm, 1 Rot Commander, 1 Sporelock, 8 Rot Warriors, Umber Hulk, Zombie Giant Crocodile
5	1 Skeleton Swarm, 2 Minotaur Skeletons,	4 Archers, 2 Fungal Clerics, 12 Gas Spores, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik,

	15 Rot Warriors, 1 Kruthik Hive Lord, 5 Adult Kruthik, 1 Sporelock, 1 Ogre Skeleton	Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 3 Myconid Sovereigns, 1 Ogre Skeleton, 2 Spore Mages, Runnixarrar, 2 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 23 Rot Warriors, Umber Hulk, Zombie Giant Crocodile
6	4 Umber Hulks, 2 Centaur Mummies, 4 Myconid Sovereigns, 1 Zombie Giant Crocodile, 10 Rot Warriors	4 Archers, 2 Centaur Mummies, 2 Fungal Clerics, 12 Gas Spores, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik, Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 7 Myconid Sovereigns, 1 Ogre Skeleton, 2 Spore Mages, Runnixarrar, 2 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 33 Rot Warriors, 5 Umber Hulks, 2 Zombie Giant Crocodiles
7	4 Chuul Spore Servants, 1 Zombie Swarm, 1 Ogre Skeleton, 1 Fungal Cleric	4 Archers, 2 Centaur Mummies, 4 Chuul Spore Servants, 3 Fungal Clerics, 12 Gas Spores, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik, Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 7 Myconid Sovereigns, 2 Ogre Skeletons, 2 Spore Mages, Runnixarrar, 2 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 33 Rot Warriors, 5 Umber Hulks, 2 Zombie Giant Crocodiles, 1 Zombie Swarm
8	1 Zombie Swarm, 5 Violet Fungus, 6 Ghouls, 1 Ghast, 5 Archers with 4 Gas Spores each	9 Archers, 2 Centaur Mummies, 4 Chuul Spore Servants, 3 Fungal Clerics, 32 Gas Spores, 1 Ghast, 6 Ghouls, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik, Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 7 Myconid Sovereigns, 2 Ogre Skeletons, 2 Spore Mages, Runnixarrar, 2 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 33 Rot Warriors, 5 Umber Hulks, 5 Violet Fungus, 2 Zombie Giant Crocodiles, 2 Zombie Swarms
9	10 Wights, 2 Myconid Sovereigns	9 Archers, 2 Centaur Mummies, 4 Chuul Spore Servants, 3 Fungal Clerics, 32 Gas Spores, 1 Ghast, 6 Ghouls, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik, Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 9 Myconid Sovereigns, 2 Ogre Skeletons, 2 Spore Mages, Runnixarrar, 2 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 33 Rot Warriors, 5 Umber Hulks, 5 Violet Fungus, 2 Zombie Giant Crocodiles, 2 Zombie Swarms
10	1 Spore Mage, 1 Skeleton Swarm, 1 Zombie Swarm	9 Archers, 2 Centaur Mummies, 4 Chuul Spore Servants, 3 Fungal Clerics, 32 Gas Spores, 1 Ghast, 6 Ghouls, 3 Greater Zombies, 1 Kruthik Hive Lord, 5 Adult Kruthik, Maddie Drispel, 4 Minotaur Skeletons, 3 Mummies, 9 Myconid Sovereigns, 2 Ogre Skeletons, 3 Spore Mages, Runnixarrar, 3 Skeleton Swarms, 1 Rot Commander, 2 Sporelocks, 33 Rot Warriors, 5 Umber Hulks, 5 Violet Fungus, 2 Zombie Giant Crocodiles, 3 Zombie Swarms

Appendix F: The Rules of “The Game”, a.k.a. Jugger

The Game, a.k.a. Jugger is a combat game where two teams of five compete to impale a dog skull on the opponent’s spike (and in a metagame sense it is a homage to the 1989 film *The Blood of Heroes* – utterly amazing). The aesthetic of Jugger is very important to its players and audience and is dramatically post-apocalyptic. The playing field has been remade into a dusty, pockmarked waste. Armor is assembled each match from a piecemeal collection of mismatched, damaged, corroded items in the jugger armory. The weapons used in Jugger have seen many, many matches and look it. Players also usually spend some time in the costume, hair, and makeup tent to make themselves look like they have spent a lifetime wandering a post-civilizational waste among the hardscrabble settlements where the remaining creatures eek out the barest degree of survival.

After each team is outfitted they present their purse to the overseer. Purses can range from 100 to 10,000 or even more gold pieces. Each team presents a purse worth the same amount. The overseer keeps track of the match time by throwing small stones against a piece of steel roughly every second of the competition. A match goes three times fifty stones or until one of the teams impales the dog skull on the opponent’s spike. In mechanical terms, 50 stones lasts 8 game rounds (which are a bit different than normal D&D rounds, described below). The faster the winning team wins the more of the purse they keep. Less than twenty-four seconds they get 90% of the combined purses (10% always goes to the organizers to pay for equipment and supplies). Twenty-four to thirty-six seconds they get 75% (their opponents pay the 10% for the organizers and keep 15% of their purse). Thirty-seven to forty-nine seconds they get 60%, and over forty-eight they get their purse back plus one gold. The overseer is a wizened old sage type, suitably made up to appear to have lived far too long in a world long past caring and tenderness, all toughened leather and the dust of a dying world.

There are three basic positions on every jugger squad. Three players are armed with jug-sticks and often armored. They are the Enforcers (more specifically they are the drive, the slash, and the back-charge but mechanically all are the same). Another, also usually armored, wields a chain that they spin above their heads. They are the Chain. The final player has no weapons or armor. They are the Quick. Only the Quick can touch the skull. The object of the game is to take a dog skull up the field to the opponents’ spike and impale it. As soon as the skull is impaled the game is over.

The playing field is roughly 100’x50’ with a center line drawn in the dirt. Each team starts on their own side with the rival quicks 5’ away from the skull which is placed at the center of the center line.

- While many D&D stats and rules are used in Jugger there are several significant differences with normal D&D rules for this game.
 - Every player has an Action Pool that refreshes every game-round. The Action Pool = $1d4 + \frac{1}{2}$ Acrobatics OR Athletics modifier (rounded up), +1 for every 5’ of speed over 30 (-1 for each 5’ under 30), -1 if wearing armor.
 - A game-round lasts until all players have exhausted their Action Pool and takes the usual six seconds.
 - Initiative is rolled at the beginning of every game-round.
 - The Action Pool re-computed every game-round by rolling the d4 again.

- Moves happen “simultaneously.” Mechanically this means that the player with the highest initiative for a game-round starts and can use one point from their Action Pool. Then the next in the initiative order uses one point, then the next, etc. Once the lowest initiative has gone, the highest goes again, spending a second point from their action pool, followed by the second highest initiative, etc., continuing to go around until all of the Action Pools are exhausted and the game-round ends.
 - Each player will therefore normally get to go multiple times per game-round, each time doing one of the actions available to them (covered below).
 - Some players exhaust their action pools sooner than others and will have to wait while the players with points left in their Action Pools continue to go.
 - Once the game-round is over, initiative and Action Pools are rolled again to start the next game-round.
- Movement is always one square at a time.
 - The special rules for diagonal movement in the DMG can be used, with the first diagonal move by a player in a round costing 1 action point, the second 2 action points, the third back to 1, and so on.
- Armor must be selected from the motley assortment of pieces available in the jugger armory. It provides the AC of studded leather (12+DEX modifier) and a serious post-apocalyptic vibe. No shields. Each team gets three hook sticks and one chain. Both are two handed weapons. No magic items or magic is allowed (though cheating is always possible! Unless someone has the subtle spell metamagic any casting will be noticed and punished)
- Opportunity attacks can be taken when someone attempts to leave a player’s reach but cost an action point.
 - If any effect grants a player the ability to take opportunity attacks when someone enters a player’s reach (e.g. polearm master) then they may choose to use an action point under those circumstances as well. Hooksticks count for this ability for polearm masters.
- Disengaging costs an additional action point when someone takes the move action.
 - Effects that prevent disengaging such as the Sentinel feat work as usual.
- Some additional rules:
 - If Enforcers and Chains swap weapons during the game they can take the special actions allowed by the weapon of the position they are using.
 - Flying is not allowed.
 - Magic is strictly forbidden.
 - Questions about natural magical abilities or characteristics and whether they are permissible are judged by the overseer. Their judgment cannot be appealed.
 - The chain is a martial weapon, hook sticks are simple weapons.
 - The Quick may not wear any armor.

- Points from the Action Pool are used to take general or special actions. General actions are available to all players while special actions are available based on the position and equipment that people are using.
 - General actions:
 - Any player may use an action point when it is their turn to:
 - Attempt to escape a grapple (athletics/acrobatics check vs. grappler's athletics check)
 - Stand up from prone
 - Move one square
 - Dodge/Surge (add 1d4 to all contested checks and to AC for the next three actions)
 - Help (give advantage on an attack against an adjacent target occurring before the player's next action)
 - Defend (give disadvantage on attacks against an adjacent player and advantage on their contested ability checks until the beginning of your next action)
 - Crawl (TWO action points)
 - Drag a grappled opponent (TWO action points)
 - Hold an action (you can only do this with your final action point of a round and need to specify a specific trigger to your action)
 - Shake it off
 - If a player takes 10 points of damage or more between one action and their next action they must make a Constitution saving throw with a DC of the damage taken at the beginning of their action or be shaken up. A player who is shaken up must take the shake it off action. Once they do they can act normally on subsequent actions.
 - Special actions:
 - Enforcers: If ever adjacent to an opponent the enforcer can:
 - Attack (1d8+STR)
 - Grapple (they have ADV on checks to RETAIN a grapple but not to achieve one)
 - Shove 1 square or shove prone (athletics vs. athletics/acrobatics, opponents or teammates)
 - Trip (athletics/acrobatics vs. athletics/acrobatics, target prone if they lose)
 - Hook the skull on the ground and fling it 1d4 squares (to throw it in a random direction AC 12; to throw it in a specific direction AC15)
 - Hook the skull from the grasp of the opposing quick and fling it 1d4 squares in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage.)

- Hook a weapon and fling it 1 square in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage).
- Chain: If ever within 15'/three squares of an opponent and not grappled or prone the chain can:
 - Attack (1d6+STR or DEX)
 - Entangle (athletics/acrobatics vs. athletics/acrobatics, target prone if they lose, also grappled and restrained if they lose by 5 or more)
 - Hook the skull on the ground and fling it 1d4 squares (to throw it in a random direction AC 12; to throw it in a specific direction AC15)
 - Hook the skull from the grasp of the opposing quick and fling it 1d4 squares in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage.)
 - Hook a weapon and fling it 1 square in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage).
- Quick: If ever adjacent to an opponent the quick can:
 - Attack (unarmed combat damage)
 - Snatch the skull away (athletics/acrobatics/sleight of hand vs athletics/acrobatics/sleight of hand)
 - Grapple (athletics vs. athletics or acrobatics)
 - Shove (athletics vs. athletics or acrobatics)
 - Trip (athletics/acrobatics vs. athletics/acrobatics, on a failure the target is prone)
- And if adjacent to the spike the quick can:
 - Plant the skull
- WITHOUT SPENDING ACTION POINTS The quick can:
 - Pick up the skull while crossing over its square
 - Catch the skull if it passes over the quick's square while being flung.

Jugger Battle Sheet (1/player)

Action Pool Modifier: Your Action Pool modifier = ($\frac{1}{2}$ Athletics or Acrobatics ability modifier rounded up) +/- (1 for every 5' of speed over or under 30') - (1 for wearing armor)

Action Pool Modifier = ($\frac{1}{2}$ Athletics or Acrobatics ability modifier rounded up) +/- (1 for every 5' of speed over or under 30') - (1 for wearing armor)	+ 1d4 =	your Action Pool for this round
		Use a die in this box to keep track of your Round Action Pool

Each round you act a number of times equal to your action pool, one action at a time in order of your initiative. Initiative and action pool are re-rolled each round. Available actions by positions:

General Actions	Enforcer Actions	Chain Actions (Reach 15')	Quick Actions
Move one square (Disengage costs two action points)	Attack (1d8+STR)	Attack (1d6+STR or DEX)	Attack (unarmed combat damage)
Stand up from prone	Grapple (ADV on checks to RETAIN a grapple but not to achieve one)	Entangle (athletics/acrobatics vs. athletics/acrobatics, target prone if they lose, also grappled and restrained if they lose by 5 or more)	Snatch the skull away (athletics/ acrobatics/ sleight of hand vs athletics /acrobatics /sleight of hand)
Escape a grapple (athletics/acrobatics check vs. grappler's athletics check)			Grapple (athletics vs. athletics or acrobatics)
Dodge/Surge (add 1d4 to all contested checks and to AC for the next three actions)	Shove 1 square or prone (athletics vs. athletics/acrobatics, opponents or teammates)	Hook the skull on the ground and fling it 1d4 squares (to throw it in a random direction AC 12; to throw it in a specific direction AC15)	Shove 1 square or prone (athletics vs. athletics or acrobatics, opponents or teammates)
Opportunity Attack			
Help (give advantage on an attack against an adjacent target occurring before the player's next action)	Trip (athletics/acrobatics vs. athletics/acrobatics, target prone if they lose)		Trip (athletics/acrobatics vs. athletics/acrobatics, on a failure the target is prone)
Defend (give disadvantage on attacks against an adjacent player and advantage on their contested ability checks until the beginning of your next action)	Hook the skull on the ground and fling it 1d4 squares (to throw it in a random direction AC 12; in a specific direction AC15)	Hook the skull from the grasp of the opposing quick and fling it 1d4 squares in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage.)	Plant the skull (only if adjacent to the opponents' spike)
Crawl (TWO action points)	Hook the skull from the grasp of the opposing quick and fling it 1d4 squares in a random direction (If your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage.)	Hook a weapon and fling it 1 square in a random direction (if your attack hits their AC the opponent must make an Athletics or Acrobatics check - their choice - with a DC equal to your attack roll; the attack does not do damage.)	WITHOUT SPENDING ACTION POINTS the quick can:
Drag a grappled opponent (TWO action points)			Pick up the skull while crossing over its square
Hold an action (only with your final action point of a round and need to specify specific triggers for your action)			Catch the skull if it passes over the quick's square while being flung.
Shake it off (If a player takes 10 points of damage or more between one action and their next action they must make a Constitution saving throw with a DC of the damage taken at the beginning of their action or be shaken up. A player who is shaken up must take the shake it off action. Once they do they can act normally on subsequent actions.)			

Appendix G: Skill Challenge at the Everfest Standoff

While group skill challenges are not an official part of D&D 5e they can provide an exciting way to engage with a scene that gives a creative narrative and mechanical challenge. The Dungeon Coach gives a good overview of how this idea can be imported into 5e that works really well for navigating a potential mass combat situation in a way that allows players to meaningfully impact what is happening in a creative way (<https://www.youtube.com/watch?v=JF28JESUye8>, https://drive.google.com/file/d/1REK-E16QNHp9Ccs7hIptHOuFc_b1Ot2G/view).

The basic format is that players need to achieve a set number of successes on skill tests for activities that can plausibly influence the outcome of the scene (from ability checks to attacks to successfully landing spells) before they fail three times. Once they succeed the set number of times or fail three times the group challenge is over.

Players then go around (not necessarily in initiative order or even the same order each round) and describe *narratively* what they want to try to do to help the situation. They should not describe what they do in mechanical terms. Rather, the DM listens to the description and then decides on the appropriate check. No player may repeat any of the same skill checks used by ANY of the players in the previous round. Players can also take actions that would help on another player's next skill check. The player trying to help still should describe what they are doing to help, the DM calls for a check, and the helping player rolls at -5 to the DC. The player that they help then has advantage on their next skill check. Helping does not count as a success toward the total for the group challenge.

In this case, for instance, if the PCs decide that their goal is to evacuate as many of the Everfest attendees as possible beyond the range of Runnixarrar's potential *tsunami* spell the DM may decide to set the number of successes for the group challenge at 6 with a DC of 13, a lot of work but not terribly hard.

The DM should have a clear idea going into the skill challenge of what a full success results in (50% of the attendees evacuate? 100%) and conversely what a failure looks like (0%). Also, with each failure some adverse consequence is possible, like for example an attack from a panicking group of quicklings, a riot breaking out, a stampede, etc.

Dungeon Coach also recommends a version of "lair actions" at the end of each round where some change to the system occurs. This would work well in this case. Perhaps a gas spore drifts over the crowd and someone tries to shoot it down raining poison and disease on those below it, or the meenlocks start working against the PCs trying to get everyone to stay and fight for the Everfest.

Note, the example of trying to clear the Everfest partygoers from the shore is not at all a requirement of the narrative. At this point the adventure can go in lots of different ways. Group skill challenges could be a useful way of handling many of those though. For example, if the party decides to help lead Runnixarrar's cultists out of the ship and toward the teleportation circle then it would be more of a combat group skill challenge. In this case remember that an action, such as the attack action, can only be used once in a round and then can't be repeated in the subsequent round (the round after that it could be used again). The DC for this might be 13 with four successes needed. Or perhaps the group decides to try to lead out the cultists with as few casualties as possible. That might have a higher DC (14) and need more successes (6).

Throughout the focus of the group skill challenge is on creativity on the part of each player in coming up with ways that their character can contribute to the success of the overall goal.

Appendix H: More on running the standoff

If the party ends up negotiating with The Kitsune, The Kitsune's only goal is to get the *planar gong*. They will agree to mostly anything else so long as they are able to escape with the *gong*. The Kitsune is extremely unlikely to physically fight. They are powerful but wary, especially when outnumbered. The DM should aim for them to make no direct physical melee attacks during the adventure. They will use more aggressive offensive magic though, and are perfectly willing to use their *fey charm* ability to encourage intra-party conflict if The Kitsune sees any advantage in that outcome.

Runnixarrar wants three main things. First, she wants to get back to her domain alive with as many of her followers as possible. Second, she wants to be able to continue her work. This includes her work on *fey* undead. Even more important is that she wants to continue to explore the research program into the combination of golemry and spore based necromancy that she and Zhashon started. She is terribly excited about the possibilities for new assemblages of life and death that she thinks that they have unlocked. Third, Runnixarrar wants the boneclaw eladrin that Zhashon made to be her lieutenant – Zhashon's "masterpiece." She has heard that there were some difficulties with it but she desperately wants this creature and any of the remaining undead *fey* that Zhashon has made in her domain. She is also happy to welcome any corpse golems or other constructs that Zhashon made but doesn't care much about them one way or the other. Finally, Runnixarrar also has a mild preference not to commit mass slaughter against the gathered *fey* of the Everfest. She is evil but not a monster and has never used her power to commit mass murder before. If her survival and escape are at stake, or if the survival and escape of her cultists are at stake, or to a lesser extent if her research program is at stake, then she may be willing to unleash a *tsunami* (or a *whirlwind*, or a *firestorm*, or some combination) which would devastate the gathered Everfest throngs and allow her and her people to escape through the teleportation circle with few casualties. If the party decides to assist Runnixarrar in achieving any of these goals she may be willing to reward them, depending on the circumstances. In her domain she has a number of magic items that she is willing to use for this purpose. She will see this more as a reward that she gives than as a payment and is unlikely to get into the specifics of bargaining.

Bloody Flowers will not let Zhashon go. It would severely damage his reputation with the other lords of the *fey* and they barely tolerate him and his Everfest as it is. Forces from the Seelie, the Unseelie Court, and perhaps the Hidden Court are heading to the Everfest, giving Bloody Flowers a tactical advantage in the longer term. However, he strongly prefers to resolve the situation before they arrive and without their help. Without the aid of the powerful *fey* en route to the Everfest, however, he and the partygoers are probably outmatched by Runnixarrar, even with numerical superiority, and Bloody Flowers suspects it. Nonetheless, he is willing to stake everything and everyone on getting Zhashon alive (*fey* like their revenge). Bloody Flowers is not very clear on Runnixarrar's involvement or who she is. So long as that remains true he is perfectly happy to let Runnixarrar go. Bloody Flowers is willing to reward the party handsomely for handing him a victory (basically any situation that gives him Zhashon alive and gets Runnixarrar out of the Feywild, even better if it involves returning kidnapped *fey* that have not been turned into undead). He will offer to give the party the status of "Favorite Friend of the Fey," which he will not explain but simply alludes to as a powerful blessing and status that few mortals enjoy. This status is conferred with a mystical tattooing ceremony. The tattoo either appears or disappears as the character wishes. It serves as a kind of calling card with other *fey* (though they are not bound by it can sway them). It also grants the recipient a fragment of the self-realizing magic of the Feywild that manifests as the character gaining a new feat (this may not be appropriate if the PCs already have a lot of feats or if you do not

like the PCs having too many feats you monster; I like them and like the additional options that they give players and like the fact that it lets me hurl tougher stuff at the party sooner).

The setup of this standoff is a simple, classic structure of a negotiation game where a peaceful resolution is possible if the party realizes that though the positions of the two sides appear to be mutually exclusive, there is actually a way to meet both of their deeper interests without fighting. The key to this is that Maddie Drispel has been studying her creator's work intensively. She is obsessed with it and deeply connected to it as a corpse golem. Runnixarrar's goal is not to get Zhashon but to continue the research program that they started together. She really does not care about Zhashon himself either way. Maddie knows Zhashon's secret script, she knows how to use the *interpolation fulcrum*, she knows where the earth elementals are located, and she is driven to make and understand golems and the undead. She does not offer this up readily but if enough clues have been dropped then the party may be able to convince Runnixarrar to leave with Maddie Drispel and to leave Zhashon to Bloody Flowers and the fey. Maddie Drispel will seize onto this idea with a fierce intensity but will not suggest it herself, nor will any of the other main NPCs.

However, joining one side or another to fight/assassinate/explode/sink or whatever other mayhem-centric solution occurs to the party is also totally possible! This would lead to a potentially quite complicated combat so a DM not interested in that may want to steer the encounter away from it. Even if the PCs are serving as mediators they will find themselves going back and forth between the sides in an active combat scene and even if they are not the main focus they will occasionally be targeted and subject to area of effect spells.

For a wide variety of different goals the party might adopt in this standoff situation a group skill challenge can be a fun way to approach it. More on running a skill challenge at the Everfest standoff is in Appendix G. Combat can be run as a skill challenge as well.

Another way to approach this as a mass combat is to use the 2017 Unearthed Arcana mass combat rules (link below). These allow mass combat through collective combat statistics of the opposing armies while also allowing the PCs to affect the course of the battle (within reason) by engaging in combat under the standard rules, potentially with significant opponents. My preference is to use the skill challenge approach so I have not done the calculations for setting this up as a mass combat.

https://media.wizards.com/2017/dnd/downloads/2017_UAMassCombat_MCUA_v1.pdf

Appendix J: Creature Stat Blocks

The stat blocks for the new creatures and NPCs appearing in this adventure are listed here more or less by group and order of appearance. The nayad from the Glistening Grove is first, then Sayathuni and the other corpse golems, then the undead fey and supporting cast, then Runnixarrar's lot, and then The Kitsune and the Everfest fey.

In case an alphabetical list is more helpful:

Blink Dog Zombie	p. 104
Bloody Flowers	p. 114
Dari Tinwiddle	p. 102
Dryad Specter	p. 106
Fox	p. 114
Fungus Cleric	p. 110
The Kitsune	p. 113
Korred Revenant	p. 107
Maddie Drispel	p. 103
Marilon	p. 115
Miki	p. 116
Nayad	p. 101
Pixie Shadow	p. 104
Redcap Wight	p. 105
Rignildis Steppetonne	p. 103
Rot Commander	p. 111
Rot Warrior	p. 111
Runnixarrar	p. 109
Sayathuni	p. 102
Sporelock	p. 111
Spore Mage	p. 110
Sprite Ghast	p. 106
Sprite Ghoul	p. 107
Summer Eladrin Boneclaw	p. 108
Suarnica Courtalon	p. 116
Caoimhe MacFhlannchaidh	p. 117
Trithit	p. 115
Zombie Ape	p. 105
Zombie Giant Crocodile	p. 112
Zombie Swarm	p. 112

NAYAD

Medium fey, neutral good

Armor Class 14 (natural armor)

Hit Points 110 (17d8 + 34)

Speed 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	19 (+4)

Skills Athletics +5, Nature +3, Perception +5, Stealth +10

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Sylvan

Challenge 7 (2,900 XP)

Innate Spellcasting. The nayad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*, *thorn whip*, *spare the drowning*, *shape water* (range 30 feet and can affect a cube of water no larger than 30 feet on a side)

3/day each: *dispel magic*, *entangle*, *plant growth*, *vampiric touch*, *cure wounds*

2/day each: *grasping vine*, *water breathing*, *freedom of movement*

1/day each: *maelstrom*

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

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

Amphibious. The nayad can breathe air and water.

Fish Out of Water. Out of the water the Nayad's dexterity is reduced to 8 (-2).

Aquatic Invisibility. When immersed in water, the nayad can make itself invisible as a bonus action. It remains invisible until it leaves the water, ends the invisibility as a bonus action, makes an attack, affects another creature with a spell, dies, or until its concentration ends (as if concentrating on a spell). Any equipment the nayad wears or carries is invisible with it.

ACTIONS

Multiattack. The nayad makes two attacks.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Charming Song. The nayad sings a magical melody. Every humanoid within 300 feet of the nayad that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. Once the nayad begins singing its tune is taken up by the natural environment if it is submerged by water. The nayad's song continues until it decides to stop, uses its Drowning Kiss, or is incapacitated. The nayad is able to cast spells while its song is in progress, weaving the verbal components into the melody.

While charmed by the nayad, a target is incapacitated. If the charmed target is more than 5 feet away from the nayad, the target must move on its turn toward the nayad as fast as possible by the most direct route. It doesn't avoid opportunity attacks nor does it avoid swimming underwater, but before moving into other damaging terrain, such as lava or a pit, and whenever it takes damage, the target can repeat the saving throw. If the saving throw is successful, the effect ends on it. A target that successfully saves is forever immune to this nayad's song.

Drowning Kiss. *Special Melee Attack:* Grapple check (Athletics +5). The nayad steals the air from one creature within 5 feet. If the creature is charmed the attack automatically succeeds. The nayad's song immediately comes to an end. The target loses its breath as part of the attack, is grappled, and immediately begins suffocating. A conscious target can attempt to break free of the drowning kiss by succeeding on a contested grapple check with the Nayad.

PORCELAIN CORPSE GOLEM (SAYATHUNI)

Small Undead Construct, lawful evil

Armor Class 15 (natural armor)

Hit Points 21 (6d8-6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	8 (-1)	10 (+0)	12 (+1)	15 (+2)

Skills Perception +3, Persuasion +4, Stealth +7

Damage Vulnerabilities bludgeoning from magical attacks

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, lightning, poison, psychic

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

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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

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

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

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

Antimagic Porcelain Skin. The golem has advantage on saving throws against spells and other magical effects, and any creature making a spell attack against the golem has disadvantage on the attack roll. If the golem 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 golem, it has no effect on the golem 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 golem's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the golem must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

ACTIONS

Haste (Recharge 5-6). Until the end of its next turn the golem gains a +2 bonus to its AC, has advantage on Dexterity saving throws, gains an additional action on its turn, and its speed is doubled.

Slam. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage. On a hit the golem also takes 1 bludgeoning damage.

Razor. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 6(1+5) slashing damage.

Acid. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. *Hit:* 7 (2d6) acid damage. The golem has 1d6 vials of acid.

Acid Douse. The golem can douse itself with one of its acid vials, healing for 2d6 hit points.

DARI TINWIDDLE (CORPSE GOLEM)

Medium undead construct, lawful good

Armor Class 10

Hit Points 49 (11d8)

Speed 30 ft.

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

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

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Berserk. Whenever the corpse golem starts its turn with 40 hit points or fewer it must roll a DC10 Wisdom saving throw or go berserk. On each of its turns while berserk, the corpse golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the corpse golem attacks an object, with preference for an object smaller than itself. The corpse golem repeats the saving throw at the start of each of its turns, resuming control of its actions on a success.

Aversion of Fire. If the corpse golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the corpse golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Constructed Nature. The corpse golem does not require air, food, drink, or sleep.

Blank Mind. Any attempt to read the corpse golem's thoughts or emotions using magic fails.

Undead Fortitude. If damage reduces the corpse golem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse golem drops to 1 hit point instead.

ACTIONS

Multiattack. The corpse golem makes two slam attacks.

Slam. Melee Weapon Attack: +0 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

RIGNILDIS STEPPETONNE (IRON CORPSE GOLEM)

Large construct, unaligned

Armor Class 19 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

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

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages it knew in life but only speaks in a crude, halting manner

Challenge 15 (13,000 XP)

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

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

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

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

Constructed Nature. The golem does not require air, food, drink or sleep.

Blank Mind. Any attempt to read the corpse golem's thoughts or emotions using magic fails.

Undead Fortitude. If damage reduces the golem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the golem drops to 1 hit point instead.

Forced Attacker. Rignildis Steppetonne was in life a friendly, hip dwarven party boy. He does not want to hurt anybody but has been forcibly ordered to kill intruders. Though being made into an iron corpse golem shattered his personality and mind his sweet nature still struggles against his dark orders. Each round he makes a DC 16 wisdom saving throw. If he succeeds he can stop his attacks for the round.

ACTIONS

Multiattack. The golem makes three melee attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 7) bludgeoning damage.

Poison Breath (Recharge 5-6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

MADDIE DRISPEL (CORPSE GOLEM)

Medium undead construct, lawful neutral

Armor Class 10

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	19 (+4)	14 (+2)	10 (+0)

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

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

Senses darkvision 60 ft., passive Perception 12

Languages Common, Dwarvish, Elvish, Halfling

Challenge 6 (2,300 XP)

Berserk. Whenever the corpse golem starts its turn with 40 hit points or fewer it must roll a DC10 Wisdom saving throw or go berserk. On each of its turns while berserk, the corpse golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the corpse golem attacks an object, with preference for an object smaller than itself. The corpse golem repeats the saving throw at the start of each of its turns, resuming control of its actions on a success.

Aversion to Fire. If the corpse golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

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

Lightning Absorption. Whenever the corpse golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

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

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

Constructed Nature. The corpse golem does not require air, food, drink, or sleep.

Blank Mind. Any attempt to read the corpse golem's thoughts or emotions using magic fails.

Undead Fortitude. If damage reduces the corpse golem to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the corpse golem drops to 1 hit point instead.

ACTIONS

Multiattack. The corpse golem makes two slam attacks.

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

BLINK DOG ZOMBIE

Medium undead fey, neutral evil

Armor Class 13

Hit Points 22 (3d8 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The blink dog zombie has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Undead Fortitude. If damage reduces the blink dog zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the blink dog zombie drops to 1 hit point instead.

ACTIONS

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

Teleport (Recharge 4-6). The blink dog zombie magically teleports, along with any equipment it is wearing or carrying, up to 40 ft. to an unoccupied space it can see. Before or after teleporting, the blink dog zombie can make one bite attack.

PIXIE SHADOW

Tiny undead fey, chaotic evil

Armor Class 14

Hit Points 10 (3d4 + 3)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	13 (+1)	8 (-1)	12 (+1)	11 (+0)

Skills Perception +3, Stealth +6

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1 (200 XP)

Amorphous. The pixie shadow can move through a space as narrow as 1 inch wide without squeezing.

Shadow Stealth. While in dim light or darkness, the pixie shadow can take the Hide action as a bonus action. Its stealth bonus is also improved to +7.

Sunlight Weakness. While in sunlight, the pixie shadow has disadvantage on attack rolls, ability checks, and saving throws.

Innate Spellcasting. The pixie shadow's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *dispel magic*, *entangle*, *phantasmal force*, *sleep*

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

ACTIONS

Strength Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

REDCAP WIGHT

Small undead fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft. (plus an additional 25 ft. with the Ironbound Pursuit attack)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Con +6

Skills Athletics +6, Intimidation +3, Perception +3

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan, Undercommon

Challenge 4 (1,100 XP)

Clomping Boots. The redcap has disadvantage on Dexterity (Stealth) checks.

Sunlight Sensitivity. While in sunlight, the redcap wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Outsize Strength. While grappling, the redcap wight is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Turn Resistance. The redcap wight has advantage on saving throws against any effect that turns undead.

Kick Trip. The redcap can kick a creature within 5 feet as a bonus action. The kicked creature must make a successful DC 15 Strength saving throw or fall prone.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle. It can use its life drain in place of up to two sickle attacks.

Wicked Sickle. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Ironbound Pursuit. *Melee Weapon Attack:* The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 16 (3d10) bludgeoning damage and be knocked prone.

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid or beast slain by this attack rises 24 hours later as a zombie under the redcap wight's control, unless the creature is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

ZOMBIE APE

Medium undead beast, neutral evil

Armor Class 12

Hit Points 26 (4d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	6 (-2)	7 (-2)

Skills Athletics +5, Perception +0

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the zombie ape to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie ape drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie ape makes two weapon attacks.

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Grapple. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled. Until this grapple ends, the target is restrained.

DRYAD SPECTER

Medium undead fey, chaotic evil

Armor Class 12 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft., fly 10ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	11 (+0)	14 (+2)	14 (+2)	18 (+4)

Skills Perception +4, Stealth +6

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages Understands Elvish, Common, and Sylvan but cannot speak except by using the message spell

Challenge 2 (450 XP)

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

At will: *druidcraft*, *message*

3/day each: *entangle*, *faerie fire*

2/day each: *barkskin*, *pass without trace*, *spike growth*

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

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

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

Incorporeal Movement. The dryad specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

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

Each time the dryad specter 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 specter 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 specter's Fey Charm for the next 24 hours.

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

Life Drain. *Melee Spell Attack:* +6 to hit (Advantage against charmed targets), reach 5 ft., one target. *Hit:* 10 (3d6) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Stench. Any creature that starts its turn within 5 feet of the sprite ghost must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the sprite ghost's Stench for 24 hours.

Turn Defiance. The sprite ghost and any ghouls within 30 feet of it have advantage on saving throws against any effect that turns undead.

ACTIONS

Claws. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 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 creature takes an action to shake it awake.

Invisibility. The sprite ghost 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 ghost wears or carries is invisible with it.

SPRITE GHOST

Tiny undead fey, lawful evil

Armor Class 15 (leather armor)

Hit Points 20 (8d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	13 (+1)	10 (+0)	8 (-1)

Skills Perception +2

Damage Resistances necrotic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the sprite ghost to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the sprite ghost drops to 1 hit point instead.

SPRITE GHOUL

Tiny undead fey, lawful evil

Armor Class 14 (leather armor)

Hit Points 12 (5d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	17 (+3)	10 (+0)	6 (-2)	8 (-1)	7 (-2)

Damage Resistances necrotic

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands Elvish, Common, and Sylvan but cannot speak

Challenge 1/2 (100 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 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 creature takes an action to shake it awake.

Invisibility. The sprite ghoull 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 ghoull wears or carries is invisible with it.

KORRED REVENANT

Small undead fey, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 114 (12d8+60)

Speed 30 ft., burrow 30 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	10 (+0)	15 (+2)	9 (-1)

Saving Throws Str +9, Con +8, Wis +5, Cha +2

Skills Athletics +9, Perception +5, Stealth +5

Damage Resistances necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

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

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 15

Languages understands all languages it knew in life but can't speak

Challenge 8 (3,900 XP)

Vengeful Tracker. The korred revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the korred revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Regeneration. The korred revenant regains 10 hit points at the start of its turn. If the korred revenant takes fire or radiant damage, this trait doesn't function at the start of the korred revenant's next turn. The korred revenant's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Stone Camouflage. The korred revenant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Stone's Strength. While on the ground, the korred revenant deals 2 extra dice of damage with any weapon attack (included in its attacks).

Turn Immunity. The korred revenant is immune to effects that turn undead.

ACTIONS

Multiattack. The korred revenant makes two attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage or 19 (3d8 + 6) bludgeoning damage if the korred revenant is in contact with the ground.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/120 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage or 24 (4d8 + 6) bludgeoning damage if the korred revenant is in contact with the ground.

Vengeful Glare. The korred revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until the korred revenant deals damage to it, or until the end of the korred revenant's next turn. When the paralysis ends, the target is frightened of the korred revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the korred revenant, ending the frightened condition on itself on a success.

Command Hair. The korred revenant has at least one 50-foot-long rope woven out of its hair. As a bonus action, the korred revenant commands one such rope within 30 feet of it to move up to 20 feet and entangle a Large or smaller creature that the korred revenant can see. The target must succeed on a DC 13 Dexterity saving throw or become grappled by the rope (escape DC 13). Until this grapple ends the target is restrained. The korred revenant can use a bonus action to move the hair 20' while grappling. It can also use a bonus action to release a target, which is also freed if the korred revenant dies or becomes incapacitated.

A rope of the korred revenant's hair has AC 20 and 20 hit points. It regains 1 hit point at the start of each of the korred revenant's turns while it has at least 1 hit point and the korred revenant is alive. If the rope drops to 0 hit points, it is destroyed.

SUMMER ELADRIN BONECLAW

Large undead fey, chaotic evil

Armor Class 19 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	12 (+1)	9 (-1)

Skills Intimidation +4, Stealth +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Tortle

Challenge 13 (10,000 XP)

Magic Resistance. The summer eladrin boneclaw has advantage on saving throws against spells and other magical effects.

Rejuvenation. While its master lives, a destroyed summer eladrin boneclaw gains a new body in 1d10 hours, with all its hit points. The new body appears within 1 mile of the summer eladrin boneclaw's master if it is on the same plane of existence. If not it appears within 1 mile of where it was destroyed.

Shadow Stealth. While in dim light or darkness, the summer eladrin boneclaw can take the Hide action as a bonus action.

Fearsome Presence. Any non-undead creature that starts its turn within 60 feet of the summer eladrin boneclaw must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. A 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 the summer eladrin boneclaw's Fearsome Presence for the next 24 hours.

Fey Step. (Recharge 4–6). As a bonus action, the summer eladrin boneclaw can teleport up to 30 feet to an unoccupied space it can see. The destination space of this teleportation must be in dim light or darkness.

ACTIONS

Multiattack. The summer eladrin boneclaw makes two claw attacks or one claw and one shadow jump attack.

Piercing Claw. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, the summer eladrin boneclaw can pull the target up to 10 feet toward itself, and the target is grappled (escape DC 14). The summer eladrin boneclaw has two claws. While a claw grapples a target, the claw can attack only that target.

Shadow Jump. Recharge 5–6. If the summer eladrin boneclaw is in dim light or darkness, each creature of the summer eladrin boneclaw's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 21 (3d12 + 2) necrotic damage.

The summer eladrin boneclaw then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it is grappling, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

REACTIONS

Deadly Reach. In response to a visible enemy moving into its reach, the summer eladrin boneclaw makes one claw attack against that enemy. If the attack hits, the summer eladrin boneclaw can make a second claw attack against the target.

Parry. The summer eladrin boneclaw adds 3 to its AC against one melee attack that would hit it. To do so, the summer eladrin boneclaw must see the attacker and be wielding a melee weapon.

RUNNIXARRAR

Medium humanoid (turtle spore druid), lawful evil

Armor Class 19 (natural armor and bracers of defense)

Hit Points 123 (19d8 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	10 (+0)	20 (+5)	20 (+5)

Saving Throws Int +6, Wis +11

Skills Arcana +6, Insight +11, Intimidation +11, Persuasion +11, Survival +11

Damage Resistances critical hits are reduced to normal hits

Condition Immunities blinded, deafened, frightened, poisoned

Senses passive Perception 15

Languages Aquan, Common, Druidic, Elvish, Infernal

Challenge 18 (20,000 XP)

Shapechange. (2/short rest) As an action Runnixarrar can assume the shape of a beast with a max CR of 1. She can stay in this form for 8 hours or can revert to her normal form as a bonus action earlier. She returns to her normal form if the beast form is reduced to 0 hit points with additional damage carrying over to the hit points of her normal form.

Symbiosis. Runnixarrar can use one of her shapechanges to empower herself with fungal spores. She gains 68 temporary hit points, rolls double damage for her Reach of Spores reaction, and deals 1d6 additional poison damage when she hits with a melee weapon attack. These effects last for ten minutes or until the temporary hit points are gone.

While this feature is active Runnixarrar can also hurl fungal spores up to 30 feet to create a 10 foot cube of spores. Creatures that begin their turn within this cube or moves into it for the first time on a turn are subjected to Runnixarrar's Reach of Spores ability (1d10 damage, DC19 save). The cube lasts for one minute or until Runnixarrar hurls spores again.

Spellcasting. Runnixarrar is a 17th-level druidic spellcaster. Her spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Runnixarrar has the following spells prepared:

Cantrips (at will): *thorn whip* (range 60', 4d6 damage), *chill touch* (range 240', 4d8 damage), *druidcraft*, *primal savagery* (4d10 damage), *shape water*
1st level (4 slots): *absorb elements*, *entangle*, *fog cloud*, *healing word*
2nd level (3 slots): *blindness/deafness*, *gentle repose*, *heat metal*
3rd level (3 slots): *animate dead*, *dispel magic*, *speak with plants*, *plant growth*, *feign death*
4th level (3 slots): *wall of fire*, *confusion*, *polymorph*, *freedom of movement*
5th level (2 slots): *cloudkill*, *contagion*, *mass cure wounds*, *reincarnate*
6th level (1 slot): *ransport via plants*, *heal*, *investiture of wind*, *sunbeam*, *wall of thorns*
7th level (1 slot): *fire storm*, *whirlwind*
8th level (1 slot): *tsunami*
9th level (1 slot): *true resurrection*

Ritual Caster. Runnixarrar can cast the following cleric spells as rituals.

Level 1: *Detect Magic*, *Detect Poison and Disease*, *Purify Food and Drink*

Level 2: *Silence*

Level 3: *Meld Into Stone*, *Water Walk*

Level 5: *Commune*

Level 6: *Forbiddance*

Warcaster. Runnixarrar has advantage on saving throws to retain concentration on spells after taking damage.

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) slashing damage.

REACTIONS

Reach of Spores. Runnixarrar can use her reaction to deal 1d10 damage to a creature that moves within 10 feet of her or starts its turn there and that fails a DC 19 constitution saving throw.

FUNGUS CLERIC

Medium humanoid (any race), lawful evil

Armor Class 15 (chain shirt, shield)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Con +5, Wis +6

Skills Intimidation +4, Medicine +9, Religion +6

Senses passive Perception 13

Languages any two languages

Challenge 7 (2,900 XP)

Spellcasting. The fungus cleric is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The fungus cleric has the following cleric spells prepared:

Cantrips (at will): *light, guidance, mending, toll the dead, spare the dying*

1st level (4 slots): *bane, false life, healing word, shield of faith*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (3 slots): *speak with dead, bestow curse, dispel magic, revivify, spirit guardians, life transference, vampiric touch*

4th level (1 slot): *death ward, guardian of faith, blight*

ACTIONS

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

Graveward. (2/day) As an action the fungus cleric curses a creature it can see within 30 feet. The next time an attack hits the target it is vulnerable to all of the attack's damage. This effect lasts until the end of the fungus cleric's next turn.

REACTIONS

Grave Ward. (3/day) As a reaction the fungus cleric can cancel a critical hit that occurs within 30'. The attack still hits and does its usual damage but any effects triggered by it being a critical hit do not occur.

SPORE MAGE

Medium humanoid (any race), Lawful Evil

Armor Class 12 (15 with *mage armor*)

Hit Points 31 (7d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 5 (1,800 XP)

Spellcasting. The spore mage is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *infestation, message, poison spray, mage hand*

1st level (4 slots): *detect magic, ray of sickness, shield*

2nd level (3 slots): *Maximilian's earthen grasp, ray of enfeeblement, invisibility*

3rd level (3 slots): *counterspell, animate dead, dispel magic*

4th level (1 slot): *greater invisibility, sickening radiance, Mordenkainen's private sanctum*

ACTIONS

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

SPORELOCK

Medium semi-undead (any race), Lawful Evil

Armor Class 12 (15 with *mage armor*)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, Religion +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages languages it knew in life

Challenge 4 (1,100 XP)

Innate Spellcasting. The sporelock's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *mage armor*

Spellcasting. The sporelock is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The sporelock knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast* (+3 to damage), *mage hand*

3rd level (2 slots): *arms of Hadar*, *dispel magic*, *hold person*, *hunger of Hadar*, *phantasmal force*, *dissonant whispers*

ACTIONS

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

ROT COMMANDER

Medium undead, lawful evil

Armor Class 18 (breastplate, shield)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

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

Skills Intimidation +8, Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned, stunned, unconscious

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 8 (3,900 XP)

Turn Defiance. The rot commander cannot be turned. Any rot warriors within 30 feet of it have advantage on saving throws against effects that turn undead.

ACTIONS

Multiaction. The rot commander makes two attacks.

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

Long Bow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Martial Fury. As a bonus action, the rot commander can make one weapon attack, which deals an extra 9 (2d8) necrotic damage on a hit. If it does so, attack rolls against it have advantage until the start of its next turn.

Spore Charge. (1/day). When the Rot Commander uses this ability as an action, all Rot Warriors and other Rot Commanders within 30 feet can immediately use their reaction to make a weapon attack.

ROT WARRIOR

Medium undead, lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	9 (-1)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, frightened, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages the languages it knew in life

Challenge 3 (700 XP)

Death Burst. The rot warrior emits a cloud of spores when it drops to 0 hit points. Each creature within 10 feet of it must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and see streaks and auras for the next 1d4 rounds. The streaks and auras do not impair any roles or abilities and look quite beautiful.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage or 9 (1d10 + 4) slashing damage if used with two hands.

Long Bow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Martial Fury. As a bonus action, the rot commander can make one weapon attack. If it does so, attack rolls against it have advantage until the start of its next turn.

ZOMBIE GIANT CROCODILE

Huge undead beast, unaligned

Armor Class 14 (natural armor)

Hit Points 85 (9d12 + 27)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

Skills Stealth +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Hold Breath. The zombie giant crocodile can hold its breath indefinitely.

Undead Fortitude. If damage reduces the zombie giant crocodile to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie giant crocodile drops to 1 hit point instead.

ACTIONS

Multiattack. The zombie giant crocodile makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the zombie giant crocodile can't bite another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the zombie giant crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

ZOMBIE SWARM

Large swarm of undead, lawful evil

Armor Class 11 (scraps of armor)

Hit Points 60 (8d10 + 16)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

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

Stench. Creatures that enter the the swarm's space for the first time in a turn or begin their turn in the swarm's space must make a DC 11 Constitution saving throw or be poisoned until the beginning of their next turn.

Swarm Fortitude. If the swarm falls below thirty hit points, every time it takes damage it makes a Constitution saving throw with a DC of the damage taken. If it succeeds it takes half damage instead. This ability is ineffective against radiant damage or critical hits.

ACTIONS

Swarm Slam. *Melee Weapon Attack:* +3 to hit, reach 0 ft., targets all creatures in the swarm's space. *Hit:* 11 (2d8 + 2) bludgeoning damage or if the swarm has fewer than half of its hit points 5 (1d8 + 1) bludgeoning damage.

THE KITSUNE

Medium fey (shapechanger), neutral evil

Armor Class 16

Hit Points 178 (21d8 + 84)

Speed 35 ft. (40 ft. in fox form)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	22 (+6)	19 (+4)	18 (+4)	22 (+6)	24 (+7)

Saving Throws Dex +12, Wis +12

Skills Deception +19, Insight +12, Perception +12, Persuasion +19, Sleight of Hand +18, Stealth +12

Damage Resistances acid, cold, fire, force, lightning, psychic

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, paralyzed, petrified

Senses darkvision 120 ft., truesight 60 ft., passive Perception 22

Languages Common, Elvish, Sylvan

Challenge 19 (22,000 XP)

Fox Familiars. The Kitsune has 5 fox familiars. The foxes can follow elaborate instructions and plans given by The Kitsune. As an action The Kitsune can make one or more of the foxes appear next to them, disappear into the Kitsune's demiplane, or cause two fox familiars to swap locations (even if they are not on the same plane of existence). The Kitsune can cast spells with a range of touch through one of their foxes. They can perceive using one of the foxes' senses so long as they are on the same plane of existence but are entirely unaware of their own surroundings while doing so. If one of the foxes dies, another fox familiar of The Kitsune's choice immediately bifurcates into two foxes beginning with a doubling of the tail. Unlike with a find familiar spell, the foxes are not spirits that disappear when they die. They are foxes. If all of the foxes die at once they reappear in the Kitsune's demiplane. The familiars go on the same initiative as The Kitsune.

Speak With Foxes. The Kitsune can communicate with foxes as if they shared a language. All foxes interacting with The Kitsune have a minimum intelligence of 12 for the course of the interaction.

Fox Sending. Three times per day the Kitsune can cast a version of the *sending* spell. One of the Kitsune's fox familiars appears by the receiver with a small scroll in its mouth. The contents of the message are written on the scroll. The recipient can write a return message on the scroll and the fox familiar will take it to The Kitsune.

Personal Realm. The Kitsune can teleport themselves and up to ten willing creatures to their personal domain in the Feywild. Their realm is a forest hollow infested by very happy foxes. Within ten minutes The Kitsune can teleport themselves and up to ten willing creatures back to the place from which they left. If a solid object now completely blocks that space the teleportation fails, causing 11 (2d10) force damage.

Shapechanger. The Kitsune can use their action to polymorph into a medium or small fox, a medium or small humanoid, or back into its true form which is a hybrid of a humanoid and a fox. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying is absorbed into or borne by the new form (The Kitsune's choice). They revert to their true form if they die.

Spellcasting. The Kitsune is a 20th-level spellcaster. Their spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The Kitsune knows the following spells and can change one spell they know for another from the Sorcerer spell list during a long rest:

Cantrips (at will): *mage hand*, *message*, *minor illusion*, *prestidigitation*, *vicious mockery*, *mending*
1st level (4 slots): *grease*, *shield*
2nd level (3 slots): *detect thoughts*, *suggestion*, *rope trick*
3rd level (3 slots): *tongues*, *fear*, *major image*
4th level (3 slots): *greater invisibility*, *polymorph*
5th level (3 slots): *dominate person*, *mislead*, *seeming*, *teleportation circle*
6th level (2 slots): *mass suggestion*, *globe of invulnerability*
7th level (2 slots): *etherealness*
8th level (1 slot): *power word stun*, *mind blank*
9th level (1 slot): *gate*, *time stop*

Sorcery. The Kitsune has 20 metamagic points. They can convert a spell slot to a number of sorcery points equal to the spell slot's level using a bonus action. The Kitsune has access to four metamagic abilities. They can only use one metamagic per spell cast.

Heighten (3 sorcery points): One target of a spell has disadvantage on its first save against the spell.

Quicken (2 sorcery points): Reduces the casting time of a spell that takes 1 action to cast to a bonus action.

Subtle (1 sorcery point): The spell can be cast without any somatic or verbal components.

Fox Cast (3 sorcery points): The spell is cast as though by one of The Kitsune's fox familiars so long as it is on the same plane of existence. The spell save DC (12), spell attack modifier (+4), and all of the other aspects of the spell are calculated using the fox's statistics (Charisma 7, -2) but with The Kitsune's experience and skill (proficiency bonus +6). The fox maintains concentration for spells that require it (+7 on concentration checks).

Innate Spellcasting. The Kitsune's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*, *mending*, *prestidigitation*, *purify food and drink*, *vicious mockery*, *misty step*
3/day each: *counterspell*, *dispel magic*, *detect thoughts*, *pass without trace*, *sleep*
1/day each: *nondetection*

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

ACTIONS

Dagger (humanoid form only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Bite (fox form only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Claws (true form only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Foxish Charm. (3/Day). The Kitsune targets one humanoid or beast that they can see within 30 feet. If the target can see The Kitsune, it must succeed on a DC 21 Wisdom saving throw or be magically charmed. The charmed creature regards The Kitsune as a trusted friend to be heeded, protected and followed. Although the target isn't under The Kitsune's control, it takes The Kitsune's requests or actions in the most favorable way it can and will do everything in its power to protect The Kitsune from harm.

Each time The Kitsune does 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 Kitsune 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 Kitsune's Foxish Charm for the next 24 hours, knows that The Kitsune used magic to magically influence it, and gains advantage on future saves against The Kitsune's Foxish Charm.

The Kitsune can charm a maximum of three creatures at one time.

Invisibility. The Kitsune magically turns invisible until they attack or until their concentration ends (as if concentrating on a spell). Any equipment The Kitsune wears or carries is invisible with it.

Legerdmain. The Kitsune's *mage hand* is invisible and can be used with great dexterity to stow or steal items and to manipulate thieves tools. The Kitsune can also use sleight of hand with their *mage hand*. They can control the *mage hand* and move it up to 30' using a bonus action.

REACTIONS

Foxes for Themselves. When a creature The Kitsune can see targets them with an attack or spell, The Kitsune chooses one of their fox familiars within 5 feet. The familiar becomes the target instead.

Fox

Tiny beast, unaligned

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Hearing and Sight. The fox has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

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

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

THE LORD OF THE MOONLIT BACCHANAL 'UR BLOODY FLOWERS 'UR CALICA DROSS

Medium humanoid (half elf party promoter), chaotic good

Armor Class 12 (shield)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	15 (+2)	10 (+0)	19 (+4)

Saving Throws Con +3

Skills Deception +6, Insight +4, Persuasion +8

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 10

Languages Common, Dwarvish, Elvish, Giant, Sylvan, plus fragments of many other languages

Challenge 1/8 (25 XP)

Active Cower. Bloody Flowers can dodge as a bonus action on his turn.

Prodigious Capacity. Bloody Flowers gets advantage on constitution saving throws related to inebriation and poison.

ACTIONS

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

MARILON (LIFE DOMAIN CLERIC)

Medium humanoid (human), chaotic good

Armor Class 18 (plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Con +6, Wis +5

Skills Medicine +5, Perception +5, Persuasion +4, Religion +3

Senses passive Perception 15

Languages Common, Elvish, Orc

Challenge 8 (3,900 XP)

Healing Presence. Marilon heals up to 40 hit points divided among any number of creatures within thirty feet of him. A creature cannot gain more than 20 hit points from this source. Marilon must complete a long rest before using this ability again.

Skilled Healer. When a creature would regain hit points from a spell cast by Marilon they gain an additional three hit points.

Divine Force. Once on each of his turns Marilon can deal an extra 1d8 damage when he hits with his war hammer.

Spellcasting. Marilon is an 8th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Marilon has the following cleric spells prepared:

Cantrips (at will): *light, mending, sacred flame, spare the dying*
1st level (4 slots): *cure wounds, guiding bolt, healing word, shield of faith*
2nd level (3 slots): *lesser restoration, prayer of healing, silence, aid*
3rd level (3 slots): *mass healing word, dispel magic, revivify, life transference*
4th level (3 slots): *death ward, freedom of movement, guardian of faith*

ACTIONS

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

TRITHIT (UNITY DOMAIN CLERIC)

Medium humanoid (human), chaotic good

Armor Class 15 (half plate)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Con +6, Wis +5

Skills Athletics +6, Medicine +5, Religion +3

Senses passive Perception 12

Languages Common, Elvish, Giant

Challenge 8 (3,900 XP)

Strong Ally. (2/day) Trithit can forge a bond with one willing creature she sees within 30 feet for one minute. When they are within 30 feet of one another, Trithit and the bonded creature can each add 1d4 once per turn to an attack roll or saving throw. The die can be added after the initial roll but before the result is determined.

Spellcasting. Trithit is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Trithit has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy, mending*
1st level (4 slots): *cure wounds, sanctuary, bless, bane*
2nd level (3 slots): *warding bond, calm emotions, gentle repose, spiritual weapon*
3rd level (3 slots): *remove curse, spirit guardians, sending, beacon of hope*
4th level (3 slots): *aura of purity, guardian of faith, divination*

ACTIONS

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

REACTIONS

Protective Presence. (1/long rest) When a creature takes damage within 30', Trithit can prevent up to 40 points of that damage from occurring. Creatures that benefit from this ability are resistant to all damage until the end of Trithit's next turn.

MIKI (PYGMY GIANT APE)

Large beast, lawful good

Armor Class 13

Hit Points 142 (15d10 + 60)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	18 (+4)	15 (+2)	10 (+0)

Skills Arcana +7, Athletics +9, History +7, Perception +5, Religion +7

Senses passive Perception 15

Languages Common, Dwarvish, Elvish, Goblin, Sylvan

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. Miki makes three fist or grab attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Grab. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Medium or smaller target. *Hit:* 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 19). Until this grapple ends, the creature is restrained. Miki cannot grab another target with same hand or make a fist attack with that hand without releasing the grapple.

Rock. *Ranged Weapon Attack:* +9 to hit, range 50/100 ft., one target. *Hit:* 30 (7d6 + 6) bludgeoning damage.

SUARNICA COURTALON

Medium fey (summer eladrin hexblade warlock), chaotic good

Armor Class 19 (studded leather, shield)

Hit Points 97 (13d8 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Skills Acrobatics +8, Athletics +3, Intimidation +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Fey Step. (Recharge 4–6). As a bonus action, Suarnica Courtalon can teleport up to 30 feet to an unoccupied space she can see.

Spellcasting. Suarnica Courtalon is an 8th-level spellcaster. Her spell casting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can cast the following warlock spells:

2 slots/short rest at 5th level: *Dimension door*, *shadow of moil*, *hypnotic pattern*, *hold monster*
1/long rest: *slow*, *scatter*

Curse. (1/short rest) As a bonus action Suarnica Courtalon curses a target within 30'. The curse lasts one minute. She gains +3 to damage rolls against the target and an attack roll of 19 or 20 against the target is a critical hit. If the target dies she regains 13 hit points.

Dark Sight. Suarnica Courtalon can see 120 ft. in magical and non-magical darkness.

Hextra. As a bonus action Suarnica Courtalon causes 5 psychic damage to a target she has cursed that she can see within 30' and to each creature of her choice within 5 feet of it.

ACTIONS

Multiattack. The eladrin makes two melee or two ranged weapon attacks.

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

Eldritch Blast. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 5 (1d10) force damage.

REACTIONS

Parry. Suarnica Courtalon adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

CAOIMHE MACFHLANNCHAI DH

Medium fey (darkling rogue assassin), chaotic neutral

Armor Class 17 (studded leather, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6, Int +3

Skills Acrobatics +6, Deception +3, Perception +5, Stealth +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Common, Elvish, Sylvan, Thieves' Cant

Challenge 8 (3,900 XP)

Death Burn. When Caoimhe MacFhlannchaidh dies, magical light flashes out from him in a 10-foot radius as his body and possessions, other than metal or magic objects, burn to ash. Any creature in that area must make a DC 11 Constitution saving throw. On a failure, the creature takes 7 (2d6) radiant damage and, if the creature can see the light, is blinded until the end of its next turn. If the saving throw is successful, the creature takes half the damage and isn't blinded.

Assassinate. During his first turn, Caoimhe MacFhlannchaidh has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Caoimhe MacFhlannchaidh scores against a surprised creature is a critical hit.

Evasion. If Caoimhe MacFhlannchaidh is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Caoimhe MacFhlannchaidh deals an extra 14 (4d6) 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 the assassin that isn't incapacitated and he doesn't have disadvantage on the attack roll. He can use this ability once per turn.

Darkness. Caoimhe MacFhlannchaidh can cast darkness without any components. Wisdom is his spellcasting ability. This ability recharges after a short or long rest.

ACTIONS

Multiattack. Caoimhe MacFhlannchaidh makes two shortsword attacks.

Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. After two hits with the short sword the extra poison damage is exhausted.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Appendix K: Encounter Sheets

The following pages include encounter sheets for several of the most likely combat encounters in *Trespases*. These include the encounter in the Glistening Grove, multiple encounters in the *interpolation fulcrum*, and the encounter on first arrival in Runnixarrar's domain.

I find them useful as a way to keep track of relatively complex creatures and encounters. In addition to summaries of creature stat blocks they include summaries of the spells most likely to be cast and an area at the bottom for tracking initiative. I started messing around with them for fun after reading the Angry GM's thoughts on condensed stat blocks (<https://theangrygm.com/abbreviate-stat-blocks/>) and have become a convert, using them all the time.

The blank template for these if you are interested is here:

https://docs.google.com/document/d/1tzdiGHthA1m-MYXw8qMkExMFr-Zh1j_bMDmVFk9Jjdc/edit

3.0 Glistening Grove (Nayad x1)

Nayad (medium fey) CR7, 2900XP	HP
AC14; SPD 25°, swim 60°; Darkvis 60°, Blindsight 60° (in water); S+2 D+4 C+2 I+0 W+2 Ch +4	110
Skill: Percep +5, Stith +7, Nature +5, Ath +5	
Amphibious: Can breathe air and water	
Invis: In water BA invisibility lasts until she attacks	
Landlubber: On land Dex is 8(-2)	
Magic resistance: ADV on Save against magic.	
Innate (Save DC15):	
At will: druidcraft, spare the drowning, control water (30° cube);	
3/day: dispel magic, <i>entangle</i> , plant growth, <i>vampiric touch</i> , cure wounds;	
2/day: <i>grasping vine</i> , water breathing, freedom of movement;	
1/day: <i>maelstrom</i>	
Multi: 2 claw attacks	
Claws: MW Attack, +5, 2d4+2 slash	
Charm song: Humnoids, 300°, DC15 W Save, charmed, must approach as fast as possible, new save w/ dmg and danger. Success = immune.	
Drown kiss: MW Attack, grapple Ath+5, automatic vs. charmed. Charm song ends. Target immediately begins suffocating, at the end of CON modifier turns (min 1) HP drops to zero, death saves at beginning next turn	

Spells of note:																		
Entangle	1 AXN, RNG 90°, EFFECT 20° square, DUR 1min, CONC; 1. Difficult terrain; 2. All creats in area when cast S Save or restrained, S Check as an action to get free																	
Grasping vine	1 BA, RNG 30°, DUR 1 min, CONC; 1. Vine grabs target w/in 30°, failed D Save pulled 20° toward vine; 2. BA to control, new targets OK																	
Vampiric touch	1 AXN, RNG self, DUR 1 min, CONC; Melee spell attack, 3d6 necro DMG, regain HP=½ damage dealt																	
Maelstrom	1 AXN, RNG 120°, EFFECT 30° radius, DUR 1 min, CONC; 1. Difficult terrain; 2. All creats in area at start of turn S Save or 6d6 bludge and pulled 10° to center																	

6.1 Old Laboratory (Dari Tinwiddle, Rignildis Stepetonne)

Rignildis Stepetonne (1rg undead construct; iron corpse golem) CR15, 13000XP	HP
AC 20; SPD 30'; darkvis 120'; S +7 D -1 C +5 I -1 W +0 Ch -1	210
Immune: fire, poison, non-magic bludge/pierce/slash; charm, exhaust, fright, paralyze, petrify, poison	
Magic resist: ADV on Save vs. magic	
Magic weapons: Attacks are magical	
Blank mind: Immune to mind/emotion reading	
Forced attacker: Begin turn DC16 W Save to try to stop attacking	
Undead fort: At 0 HP DC5+DMG taken C Save, success 1 HP instead	
Void if radiant or critical hit.	
Multi: 3 weapon attacks	
Slam: MW Attack +13, 3d8+7 bludge	
Poison breath (rechrg 5-6): 15' cone, 10d8 poison, DC19 C Save for half	

Dari Tinwiddle (medium undead construct; corpse golem) CR3, 700XP	HP
AC 10; SPD 30'; darkvis 60'; S +0 D +0 C +0 I +0 W +0 Ch +1	49
Immune: lighting, poison, non-magic bludge/pierce/slash; charm, exhaust, paralyze, petrify, poison	1*
Fire aversion: fire damage, DISADV attack and ability end of next turn	
Berserk: Start turn 40 HP or fewer DC10 W Save, fail attack nearest creature. Repeat save at the start of every turn.	
Lighting absorb: lighting dmg heals	
Undead fort: At 0 HP DC5+DMG taken C Save, success 1 HP instead	
Void if radiant or critical hit.	
Multi: 2 weapon attacks	
Slam: MW Attack +0, 1d8 bludge	
* Begins at 1 HP from undead fort due to previous attack	

6.2 Temperate Rain Forest Encounter: Pixie Shadows X5, Blink Dog Zombies x8 (HARDER ALT.: PS x7, BDZ x10)

Terrain note: Dim light/lightly obscured, DISADV on Perception checks that rely on vision, -5 to Passive Perception based on vision

Pixie Shadow (tiny undead fey) CR1, 200XP		#	1	2	3	4	5
	INIT GROUP						
AC14; SPD 10'; fly 40'; drkvis 60'; S-4 D+4 C+1 L-1 W+1 Ch+0	HP	16	16	16	16	16	16
Skill: Perception +4, Stealth +4							
Vuln: radiant							
Immune: necrotic, poison; exhaust, fright, grapple, paralyze, petrify, poisoned, prone, restrained							
Resist: acid, cold, fire, lighting, thunder, nonmagic bludge/pierce/slash							
Shadow stealth: In darkness BA hide, Stealth +7							
Sun weakness: In sun DISADV attack, ability, save							
Amorphous: Move through 1" or larger openings							
Magic resist: ADV on saves against magic							
Innate: Save DC11, At will: druidcraft; 1/day confusion, dancing lights, dispel magic, entangle, phantasmal force, sleep							
Strength Drain: MW Attack +4, 2d6+2 necrotic, S reduced 1d4 (dies if S 0; short/long rest recovers S)							

Blink Dog Zombie (Med undead fey) CR1/2, 100XP		#	1	2	3	4	5	6	7	8
	INIT GROUP									
AC13; SPD40'; drkvis 60'; S+0 D+3 C+3 L-2 W+0 Ch-2	HP	22	22	22	22	22	22	22	22	22
Skill: Perception +2, Stealth +5										
Keen hear/smell: ADV on hear/smell Perception checks.										
Pack tactics: ADV on attacks if ally w/in 5' of target.										
Undead fortitude: At 0 HP DC5+DMG taken C Save for 1 HP instead. Void if radiant or critl.										
Bite: MW Attack +3, 1d6+1 piercing										
Teleport: Recharge 4-6, up to 40', one bite attack before or after use.										

Spells of note:	
Confusion	1 AXN, RNG 90', EFFECT 10' radius, DUR 1 min, CONC; All creats in rng when cast W Save, repeat at end of each turn. Fail no RX and roll 1d10 for AXN on turn: 1- dash random direction, 2-6- no move or AXN, 7-8- Melee Attack random creat in reach or nothing, 9-10-normal AXN
Entangle	1 AXN, RNG 90', EFFECT 20' square, DUR 1min, CONC; 1. Difficult terrain; 2. Creat in area when cast S Save or restrained, S Check as an action to get free
Sleep	1 AXN, RNG 90', EFFECT 20', DUR 1min; Affects 5d8 HP of creats w/in range from lowest HP up, creats w/less than remaining total sleep, axn or dmg awaken

6.3 Oak Forest/New Laboratory Encounter: Redcap Wights x4, Zombie Apes x8

Note: For larger parties increase the number of apes to be around 2/party member.

	#	1		2		3		4	
Redcap Wight (small undead fey) CR4, 1100XP	INIT								
AC13; SPD 25 ⁺ ; drkvis 60 ⁺ ; S+4 D+1 C+4 I+0 W+1 Ch-1	HP	45		45		45		45	
Skill: Perception +4, Stealth +4									
Vuln: radiant									
Immune: poison; exhaust, poisoned									
Resist: necrotic, nonmagic bludge/pierce/slash									
Sunlight sens: DISADV attack, save, Percept reliant on sight in sun									
Iron boots: DISADV on stealth while moving									
Turn resist: ADV on Save vs turn undead									
Multi: 3 sickle OR 2 sickle, 1 life drain									
Wicked sickle: MW Attack +6, 2d4+4 slashing									
Life drain: MW Attack +6, 1d6+2 necrotic, DC14 C Save or HP max reduced by dmg taken until long rest.									
Iron pursuit: Moves SPD, boot kick, DC14 D Save or 3dl0+4 and prone.									

	#	1		2		3		4		5		6		7		8
Zombie Ape (med undead beast) CR1, 200XP	INIT GROUP															
AC12; SPD30 ⁺ , climb 30 ⁺ ; drkvis 60 ⁺ ; S+3 D+2 C+2 I-2 W-2 Ch-2	HP	25		25		25		25		25		25		25		25
Skill: Athletics +5, Perception +3																
Undead fortitude: At 0 HP DC5+DMG taken C Save, success 1 HP instead. Void if radiant or critical hit. .																
Multi: 2 Attacks, 1 Bite, 1 or 2 Fist, 1 or 2 Grapple																
Bite: MW Attack +5, 1d4+3 piercing																
Fist: MW Attack +5, 1d6+3 bludgeoning																
Grapple: MW Attack +5, 1d4+3 bludgeoning, grappled and restrained. Contested athletics to escape. Grappling hand is occupied.																

6.4 Winter Forest: Dryad Specter x1, Sprite Ghast x1, Sprite Ghouls x6
(HARDER: DS x2, SGha x1 and stays under ¾ cover, SGho x 10)

Terrain note: Difficult terrain except on pathways

Sprite Ghast (tiny undead fey) CR1, 200XP	
INIT	
AC15; SPD10 ³ , fly 40 ³ ; dtkvis 60 ³ ; S-4 D+4 C+0 I+1 W+0 Ch-1	HP 20
Skill: Percept +3; Immune: charm, exhaust, poisoned; Resist: necrotic	
Stench: Creat w/in 5' at start of their turn DC10 C Save or poisoned until start of next turn. Save=immune for 24 hours	
Turn defiance: Ghast and ghouls in 30' ADV on Save vs. turn undead	
Claws: MW Attack +1, 1d6 slash DC10 C save or paralyze 1 min, rpt Save end of each turn	
Shortbow: RW Attack +6, 40/160, 1 pierce DC10 C Save or poisoned 1 min, if Save 5 or lower also unconscious until it takes dmg or other creat takes axn to shake awake	
Invisible: Turn invis until attacks or casts spell or cone breaks	

Sprite Ghoul (tiny undead fey) CR1/2, 100XP		#	1	2	3	4	5	6
		INIT GROUP						
AC14; SPD10 ³ , fly 40 ³ ; dtkvis 60 ³ ; S-4 D+3 C+0 I-2 W-1 Ch-2	HP	13	13	13	13	13	13	13
Skill: Percept +3; Immune: charm, exhaust, poisoned; Resist: necrotic								
Claws: MW Attack +1, 1d6 slash DC10 C save or paralyze 1 min, rpt Save end of each turn								
Shortbow: RW Attack +6, 40/160, 1 pierce DC10 C Save or poisoned 1 min, if Save 5 or lower also unconscious until it takes dmg or other creat takes axn to shake awake								
Invisible: Turn invis until attacks or casts spell or cone breaks								

Dryad Specter (med undead fey) CR2, 450XP	INIT	
AC 12 (AC 16 with Barkskin); SPD 30', fly/hover 10'; Drk vis 60'; S -5 D +2 C +0 I +1 W +1 Ch +4	HP	22
Skill: Percept +3, Stith +6 Immune: necrotic, poison; charm, exhaust, grapple, paralyze, petrify, pois, prone, restrain, unconscious Resist: acid, cold, fire, lighting, thund, nonmagic bludge, pierce, & slash Incorporeal: can move through creat and objects as difficult terrain, 1d10 force if ends turn in object other than plant Tree stride: 1/turn can use 10' SPD, step from one tree to anothr w/in 60' Magic resist: ADV on Save vs. magic effects and spells Innate (Save DC 14): at will: <i>druidcraft</i> , <i>message</i> ; 3/day: <i>entangle</i> , <i>faerie fire</i> ; 1/day: <i>barkskin</i> , spike growth Fey charm: Visible humanoid or beast w/in 30', DC14 W Save or charm. Trusted friend, heeded & protected, takes requests favorably. Rpt Save if dryad or allies harm target. Successful save = immune for 24 hours. 1 charmed at a time. Life drain: MSpell Attack +6, 3d6 necro. DC12 C Save or HP max reduced by dmg until long rest. ADV on attack vs fey charmed creats		

Spells of note:	
Barkskin	1 AXN, RNG touch, DUR 1 hr, CONC; Target's AC can't be below 16
Entangle	1 AXN, RNG 90', EFFECT 20' square, DUR 1min, CONC; 1. Difficult terrain; 2. Creat in area when cast S Save or restrained, S Check as an action to get free
Faerie Fire	1 AXN, RNG 60', EFFECT 20' cube, DUR 1 min, CONC; Creaturess D Save or Adv on all attacks against them for duration and can't benefit from invis
Spike Growth	1 AXN, RNG 150', EFFECT 20'radius, DUR 10min, CONC; 1. Difficult terrain; 2. Camo-Percept vs. SSDC to notice; 3. 2d4 damage/5' move in area

6.7 Scree Slope and Rock Spire (Korred Revenant x4)

Terrain note: Slope is difficult terrain; full speed requires DC14 Ath or Acro check, slide 2d8+8 down on failure and take 1 DMG for every 5' of sliding. Dash requires an additional check.

	slope	#	ACI7; SPD30°, burrow 30°; darkvis 120°, tremorsense 120°; S+6 D+2 C+5 I+0 W+2 Ch-1	Korred Revenant (small undead fey) CR8, 3900XP
	HP	INIT	Saves: S+7, C+7, W+6, Ch+7 Skills: Ath +9, Percep +5, Stlh +5 Immune: poison; charm, exhaust, fright, paralyze, poisoned, stun Resist: necro, psych, nonmagical bludge, pierce, slash	
			Turn immunity: immune to turn undead Stone camo: ADV on Stlh in rocky terrain Stone str: If on ground, 2 extra weapon damage dice (noted below) Regenerate: Regains 10 HP at start of turn unless it took fire or radiant dmg since start of last turn. Destroyed only if starts turn w/0 HP and doesn't regen.	
			Multi: 2 weapon attacks	
			Greatclub: MW Attack +9, 1d8+6 bludge (+2d8 on ground)	
			Rock: RW Attack +9, 60/120 bludge (+2d8 on ground)	
			Command hair (BA): Rope w/in 30°, move 20°, entangle, DC13 D Save or grappled and restrained (escape DC13). W/BA can move hair with restrained target 20°. Freed if Korred dies or incapac.	
	slope	2	114	
	cliff bottom	3	114	
	rock spire	4	114	

Korrod Revenant Hair, AC20, SPD 20', entangle: DC13 D Save or grappled and restrained (escape DC13), takes Korrod's BA to use a hair strand, REGEN 1HP/Turn,	slope			
	1.A	1.B	1.C	1.D
	HP	20	20	20

slope			
2.A	2.B	2.C	2.D
20	20	20	20

cliff bottom			
3.A	3.B	3.C	3.D
20	20	20	20

rock spire			
4.A	4.B	4.C	4.D
20	20	20	20

6.9 Jungle Hut (Summer Eladrin Boneclaw)

Terrain note: It is night on this demiplane, sweltering hot, and the moon is out dimly lighting the whole area. Perception checks based on vision are made at DISADV and passive perception is -5.

Summer Eladrin Boneclaw (Large fey undead) CR 14, 11,500 XP	HP
AC19; SPD50'; drkvis 60'; S+4 D+5 C+3 I+2 W+1 Ch-1	150
Skill: Stith +9, Intimid +4	
Resist: necro, nonmagic bludge, pierce, and slash	
Fearsome presence: creates that start turn w/in 60' DC14 W Save or fright 1 min, rpt end each turn. Success=immune 24 hrs	
Magic resist: ADV on Save vs. spells & magic effects	
Multi: 2 claw attacks or 1 claw attack and shadow jump	
Piercing claw: MULLETx2 MW Attack +8, RCH15', 3d10+4 piercing, pull 10' toward boneclaw and grappled (escape DC 14), while grappling that claw can only attack the grappled target	
Shadow jump: Recharge 5-6, in dim light or dark, creates w/in 5' DC14 C Save or 3d12+2 necrotic, teleports 60' to dim or dark bringing one grappled creature.	
Fey step (BA): Recharge 4-6, teleport 30' to dim or dark	
Shadow stith (BA): in dim light or dark, BA hide	
Deadly reach (RX): claw attack when enemy moves into reach, second claw attack if it hits	
Parry (RX): Add 4 to AC vs. one melee attack that would hit	

