



EN5ider Presents:

The Last Starry Sky

Part Three

A 5E-Compatible Adventure for 15th- to 16th-Level Characters



Appendix: The Rites of Rulership

THE MONARCH OF RISUR DERIVES POWERS FROM his or her position, but the monarch must rule with the approval of the populace. Herein are described the narrative and mechanical nature of the office.

Becoming Monarch

The current king or queen typically appoints a successor, which can be done as simply as saying out loud to a person that they are next in line to the throne. Anyone can be named a successor, regardless of race, nationality, or family. Aodhan held off naming a successor because he was unsure how marrying Lya Jierre might have affected Risuri politics.

Succession and Acceptance.

When the current monarch dies or abdicates, the successor must be approved by the House of Nobles. The House of Nobles includes the current holders of any Baron, Viscount, Count, Earl, Marquess, or Duke titles (or the equivalent) handed out by the current

or a previous monarch. Such titles can be revoked by royal decree, with consent of a majority of other nobles.

This can be done procedurally in advance if the nobles know the successor, which prevents a discontinuity of the monarchy. A consequence of this is that if a king who has named a successor dies and remains dead for more than a few minutes, the powers of the crown will be passed on, and cannot be reclaimed even if he were brought back from the dead (Roland Stanfield or other devas could potentially become monarch, but only for one lifetime.)

If the current monarch dies without naming a successor, the House of Nobles can name one, but they must have majority approval of all nobles living in the land the monarch will rule.

Formal acceptance by the nobles grants the new monarch the powers detailed below under **Lord of the Land**. Once the people of Risur accept their new king or queen, he or she also gains the powers of **Monarch of the Masses**.

Contesting Control.

At any time the monarch's authority can be challenged if a majority of the nobles issue their grievance to him or her. The monarch retains the powers of **Monarch of the Masses**, but loses those of **Lord of the Land**.



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Similarly, if the monarch is not supported by his or her citizens, the powers of **Monarch of the Masses** will be weaker.

The nature of the Rites has trouble with planar travel, and if the monarch travels to another world his or her power can be contested by a majority of nobles or citizens on *that plane*.

Powers of the Monarch

Of course the monarch has political power to direct the army and navy, and to make broad dictates which generally the nobility enact into law. Immense wealth is available for his or her use, though restraint must be shown to avoid weakening the country. But the most famous powers of Risur's kings and queens are tied to their defense of the homeland. The rites of rulership grant the monarch sufficient might to fend off a fey titan.

Lord of the Land.

While in Risur, the monarch can spend a bonus action once per round to move up to four 5-ft. cubes of earth, stone, or foliage up to 5 feet.

The monarch can name creatures to forbid them from entering Risur via teleportation or planar travel for one month, but must know the person's actual name. Likewise, the king can spend 10 minutes to open a pathway to the Dreaming, though the current state of the planes prevents such a transition.

When the monarch is engaged in battle with a person or group actively contending for control of Risur's territory, his power is elevated to match the strongest individual among his enemies. When facing a fey titan, this gives a mortal man incredible strength and stamina, but it is of little use against invading armies, since the monarch is likely already about as powerful as even the most dangerous of his or her enemies.

When the monarch is in an encounter with a hostile creature that is contesting control of Risuri lands (or if the monarch is trying to conquer lands controlled by his or her enemy), the monarch gains the following benefits.

- A bonus to attack rolls and saving throws equal to proficiency bonus.
- A bonus to AC and Strength-, Dexterity-, and Constitution-based checks equal to half proficiency bonus.
- Regeneration equal to double proficiency bonus. This is in addition to the regeneration from Monarch of the Masses (see below).

Royal Bookkeeping.

Throughout the final four adventures the PCs have access to the nation's coffers (filled through taxation and other tedious financial processes). With a nation full of spellcasters at their command, they can produce practically any magic item they need. Scholars later might argue over whether it was more effective to spend enormous amounts of gold on a single enchanted blade than on a new palace, or a fleet of ships, or thousands of soldiers. GMs should feel free to delve into such kingdom-building challenges if that interests the group, but it lies slightly beyond the focus of this adventure path.

The simple version is that each PC has access to the following amounts at the beginning of the adventures; the amount increases as Risur shifts into "save the world" mode and more people contribute to the cause.

- **Adventure #10:** 55,000 gp.
- **Adventure #11:** 70,000 gp.
- **Adventure #12:** 85,000 gp.
- **Adventure #13:** 100,000 gp.

These amounts assume the party "pays for" magic items they recover in the course of the adventure; unwanted ones can be disenchanting for energy to create other items. If they keep everything they find, the nation is only able to provide about 20,000 gp per PC each adventure.

- For the purpose of abilities that depend on size, the monarch can choose to be considered the same size as his or her opponent (Zidi the Halfling Queen once put Granny Allswell into a headlock.)

Monarch of the Masses.

The monarch has advantage on saving throws against being charmed, frightened, and poisoned, and the monarch has regeneration (the monarch regains 10 hit points at the start of its turn and dies only if they starts their turn with 0 hit points). When the monarch falls to 0 hit points or below for the first time in an encounter, each of the monarch's allies within 3 miles is stunned for one round.

The monarch also receives the *Crown of Risur*, which lets the wearer always know the names of those he or she can see. Once each round on the wearer's turn, they can say someone's name to grant them an immediate saving throw against an ongoing charm, fear, or poison effect; but a given creature can only be granted one bonus save in this way per day.

Appendix: Fey Lords

GAME MASTERS CAN USE THESE STATS IF THE party picks a fight, side with Copperhat and provoke a bloody battle for control of the Unseen Court, or get allies from Thistle Palace during Act Two.

Palace Guards

The telekinetic elk-like rangale serve as the primary guards of Thistle Palace.

Rangale

Large monstrosity, unaligned

Armor Class 19 (natural armor)

Hit Points 119 (14d10+42)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Saving Throws Dex +7, Wis +6

Skills Athletics +9, Intimidation +5, Nature +5, Perception +6, Persuasion +5, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Elvish, Primordial, Sylvan

Challenge 9 (5,000 XP)

Telekinetic. The rangale has no arms, using telekinesis to levitate and attack with its weapons. It can also use its telekinesis to make grapple checks against creatures within 15 feet. When grappling in this manner, the rangale does not gain the grappled condition.

ACTIONS

Multiattack. The rangale attacks three times with its longspear, twice with its hooves, or twice with its longbow.

Longspear. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage and the target makes a DC 17 Strength saving throw or is knocked prone. If knocked prone, the rangale can use a bonus action to attack once with its longspear or hooves.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 10 (2d6+3) piercing damage.



Unseen Court

The lords and ladies of this court are seated comfortably on their thrones, and feel no threat of attack that their numerous bodyguards would not handle first.

Thisraldion.

In battle, Thisraldion teleports with deadly speed, and if an enemy has no weapon to defend himself the fey monarch can easily behead them. His walls of thorns can cleverly divide a battleground, though against the fey lords—who almost all can teleport—it's not as useful.



Monarch Thisraldion

Medium fey, chaotic neutral

Armor Class 18 (ironwood chain shirt)

Hit Points 230 (20d8+140)

Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	25 (+7)	19 (+4)	20 (+5)	21 (+5)

Saving Throws Str +11, Dex +13, Con +13, Int +10, Wis +11, Cha +11

Skills Acrobatics +16, Animal Handling +11, Athletics +14, Deception +11, Insight +11, Intimidation +11, Medicine +11, Nature +10, Perception +17, Performance +11, Stealth +16, Survival +11

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from weapons not made from cold iron

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses passive Perception 27

Languages Elvish, Primordial, Sylvan

Challenge 18 (20,000 XP)

Blurred. Creatures have disadvantage on attack rolls against Thisraldion. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crown of Risur. Thisraldion always knows the names of those he can see. Once each round on his turn, he can say someone's name to grant an immediate saving throw against an ongoing charm, fear, or poison effect. A creature can only be granted one bonus saving throw in this way per day.

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

Constant: *protection from evil and good, speak with animals, speak with plants*

At will: *invisibility, sending*

3/day each: *black tentacles, conjure animals, conjure fey, cure wounds* (as 3rd-level spell), *haste, move earth, plant growth, tree stride, wall of thorns*

1/day: *conjure elemental, finger of death*



Long Step. Thisraldion can use a bonus action to teleport up to 25 feet to a space he can see.

Lord of the Land. Thisraldion gains a +6 bonus to AC, attack rolls, and saving throws, a +3 bonus to Strength, Dexterity, and Constitution checks (already included in his statistics), and can choose to be treated as the same size as an enemy creature for effects and mechanics that rely on size.

Monarch Mastery. Any weapon that Thisraldion wields is treated as a +3 cold iron weapon.

Regeneration. Thisraldion regains 22 hit points at the start of his turn and dies only if he starts his turn with 0 hit points.

Royal Speed. Thisraldion has advantage on Dexterity saving throws, and he gains an additional action on each of his turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

ACTIONS

Multiattack. Thisraldion attacks three times.

Vorpal Longsword. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d10+8) magical slashing damage. When the target is a creature with at least one head and Thisraldion rolls a 20 on the attack roll, he cuts off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 27 (6d8) slashing damage from the hit.

Longbow. *Ranged Weapon Attack:* +16 to hit, range 150/600 ft., one target. *Hit:* 14 (1d8+10) magical piercing damage.

Atsla.

Not particularly threatening by herself, Atsla focuses on debilitating foes while an ally delivers damage.



Atsla

Medium fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 210 (20d8+120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	23 (+6)	22 (+6)	16 (+3)	24 (+7)

Saving Throws Dex +9, Con +11, Wis +8

Skills Arcana +11, Deception +12, Insight +8, Medicine +8, Nature +11, Perception +13, Persuasion +12, Sleight of Hand +9, Stealth +9, Survival +9

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from weapons not made from cold iron

Damage Immunities cold

Condition Immunities charmed, frightened

Senses passive Perception 23

Languages Elvish, Primordial, Sylvan

Challenge 15 (13,000 XP)

Icwalking. Atsla can move across icy surfaces without penalty and does not need to make Dexterity (Acrobatics) checks to maintain balance on ice. She can also climb icy surfaces as if under the effects

of spider climb.

Innate Spellcasting. Atsla's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

Constant: *Speak with animals*, *Speak with plants*

At will: *Chill metal* (as *Heat Metal* but cold damage), *Invisibility*, *Protection from energy*, *Ray of Frost*

3/day each: *Cone of Cold*, *Ice Storm*, *Fire Shield* (cold only), *Wall of Ice*
1/day: *Freezing Sphere*

Long Step. Atsla can use a bonus action to teleport up to 25 feet to a space she can see.

Regeneration. Atsla regains 5 hit points at the start of her turn and dies only if she starts her turn with 0 hit points.

War Magic. Atsla has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

ACTIONS

Multiattack. Atsla attacks twice.

Chilling Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) magical piercing damage plus 9 (2d8) cold damage.

Karrest.

This fiery swordsman likely demolishes the battlefield, setting fire to things and hurling his foes through them.



Karrest the Fire

Medium fey, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 210 (20d8+120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	23 (+6)	14 (+2)	16 (+3)	22 (+6)

Saving Throws Dex +9, Con +11, Wis +8

Skills Acrobatics +9, Athletics +12, Deception +11, Intimidation +11, Performance +16, Perception +13, Survival +8

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from weapons not made from cold iron

Damage Immunities fire

Condition Immunities charmed, frightened

Senses passive Perception 23

Languages Elvish, Primordial, Sylvan

Challenge 15 (13,000 XP)

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

Constant: *Speak with animals*, *Speak with plants*

At will: *Burning Hands*, *Flaming Sphere*, *Heat Metal*, *Invisibility*, *Protection from energy*, *Tongues*

3/day each: *Fireball*, *Flame Strike*, *Wall of Fire*



1/day: *fire storm*

Long Step. Karrest can use a bonus action to teleport up to 25 feet to a space he can see.

Power Attack. When Karrest makes his first melee weapon attack in a turn, he can choose to take a –5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. Karrest can only use this feature on his turn.

Regeneration. Karrest regains 5 hit points at the start of his turn and dies only if he starts his turn with 0 hit points.

Superior Critical. Karrest's weapon attacks score a critical hit on a roll of 18–20.

ACTIONS

Multiattack. Karrest attacks twice.

Flame Tongue. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d10+7) magical slashing damage plus 7 (2d6) fire damage.

ACTIONS

Dramatic Reversal (1/Short Rest). When hit by an attack while prone or flanked, Karrest can use his reaction to stand up, move 15 feet, and make a melee weapon attack. This movement does not provoke opportunity attacks. On a successful hit, he deals 10 (3d6) extra damage.

Melodramatic Swordsman. When Karrest takes damage from an attack, he can use his reaction to fall prone and reduce the damage dealt by 5.

Furg

The toadstool sage tries to befuddle and charm foes, but his overconfidence in his political schemings have left him unprepared for sudden battle. He'll use *rain of frogs*, then turn invisible and try to rely on his poison frogs.



Furg the Toadstool Sage

Medium fey, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 230 (20d8+140)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	24 (+7)	16 (+3)	16 (+3)

Saving Throws Wis +8

Skills Arcana +12, Deception +8, Insight +8, Intimidation +8, Nature +12, Perception +8, Persuasion +8, Religion +12, Survival +8

Damage Resistances acid; bludgeoning, piercing, and slashing from weapons not made from cold iron

Condition Immunities charmed, frightened

Senses passive Perception 18

Languages Elvish, Primordial, Sylvan

Challenge 15 (13,000 XP)

Innate Spellcasting. Furg's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

Constant: *speak with animals, speak with plants*

At will: *blight, entangle, faerie fire, invisibility*

5/day each: *charm monster, cloudkill, move earth, plant growth, polymorph*

1/day: *conjure animals, heal*

Long Step. Furg can use a bonus action to teleport up to 25 feet to a space he can see.

Power Attack. When Furg makes his first melee weapon attack in a turn, he can choose to take a –5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. Furg can only use this feature on his turn.

Regeneration. Furg regains 5 hit points at the start of his turn and dies only if he starts his turn with 0 hit points.

War Magic. Furg has advantage when he is concentrating on a spell and has to make a Constitution saving throw from taking damage, he can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use his reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from him.

ACTIONS

Multiattack. Furg attacks twice with his moldering claws.

Moldering Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) magical slashing damage and the target makes a DC 16 Constitution saving throw or takes a –1 penalty to AC, attack rolls, damage rolls, and saving throws for 1 minute (maximum –5).

Sallin

As a healer, Sallin supports her allies while trying to hide invisibly. If she is found, her tree provides some element of offensive power.



Sallin the Dryad

Medium fey, chaotic good

Armor Class 22 (natural armor)

Hit Points 210 (20d8+120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	23 (+6)	23 (+6)	18 (+4)	19 (+4)	22 (+6)

Saving Throws Wis +9

Skills Animal Handling +9, Athletics +6, Deception +11, Intimidation +11, Insight +9, Medicine +9, Nature +9, Perception +9, Performance +11, Stealth +11, Survival +9

Damage Resistances acid, cold, lightning; bludgeoning, piercing, and slashing from weapons not made from cold iron

Condition Immunities charmed, frightened

Senses passive Perception 19

Languages Elvish, Primordial, Sylvan

Challenge 15 (13,000 XP)

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

Constant: *speak with animals, speak with plants*

At will: *entangle, hold animal* (as *hold person* but for beasts only), *invisibility, wood shape* (as *stone shape* but for wood only)

5/day each: *charm monster, charm person, confusion, sending* (dryads only), *sleep, suggestion, tree stride*



1/day each: *call lightning, conjure fey, heal*

Long Step. Sallin can use a bonus action to teleport up to 25 feet to a space she can see.

Regeneration. Sallin regains 5 hit points at the start of her turn and dies only if she starts her turn with 0 hit points.

Tree Meld. Sallin can meld with any tree (as though casting *meld into stone*) and can remain melded with a tree as long as she wishes.

War Magic. Sallin has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

Woodcraft. Sallin has advantage on checks made to craft wood and gains double her proficiency bonus (+5) on tool kit checks made using woodcarver's tools.

ACTIONS

Multiattack. Sallin attacks twice with her dagger or three times with her longbow.

Dagger. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 8 (1d4+6) piercing damage.

+2 Longbow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 12 (1d8+8) magical piercing damage.

Hedgehog Court

Unlike their Unseen rivals, this court expects battles, and so all of them—even lazy Darbony—have coordinated tactics in battle.

Olazdor

Though he prefers archery and a support role, if given a chance to face Thisraldion he'll let pride get the better of him and enter melee.



Olazdor, Archfey of Winds

Medium fey, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 210 (20d8+120)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	27 (+8)	23 (+6)	14 (+2)	22 (+6)	24 (+7)

Saving Throws Dex +13, Wis +11

Skills Acrobatics +13, Insight +11, Intimidation +13, Nature +7, Perception +11, Persuasion +13, Survival +11

Damage Resistances fire, lightning; bludgeoning, piercing, and slashing from weapons not made from cold iron

Senses truesight, passive Perception 21

Languages Elvish, Primordial, Sylvan

Challenge 15 (13,000 XP)

Harrier Shrike. Olazdor can use a bonus action to conjure a swarm of birds with silvery, jagged feathers that distract his foes. One creature Olazdor can see takes a –2 penalty to AC until the end of his next turn.

Immune to Beheading. Olazdor has no head and is immune to the effects of *vorpal* weapons.

Innate Spellcasting. Olazdor's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

Constant: *speak with animals*

At will: *druidcraft, fog cloud, gust of wind, shocking grasp, thunderwave*

3/day each: *call lightning, lightning bolt*

1/day each: *cloudkill, control weather*

ACTIONS

Multiattack. Olazdor attacks four times with his shortswords or twice with his longbow.

+1 Shortswords. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (1d6+9) magical piercing damage.

Lightning Bow. *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 17 (2d8+8) lightning damage.

Beshela

The archfey of the sea has the most tricks of any fey on either court, though when she becomes bloodied the wrath of her pact patron, She Who Writhes, will bring down acid rain indiscriminately. Unless she's alone she tries to avoid direct combat, not wanting to inadvertently hurt her allies.



Beshela, Archfey of the Sea

Medium fey, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 152 (16d8+80)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	20 (+5)	15 (+2)	14 (+2)	26 (+8)

Saving Throws Con +10, Wis +7

Skills Athletics +12, Deception +13, Insight +7, Intimidation +13, Nature +7, Perception +12, Persuasion +13

Damage Vulnerabilities fire

Damage Resistances acid, cold; bludgeoning, piercing, and slashing from weapons not made from cold iron

Damage Immunities poison

Condition Immunities poisoned

Senses ripplesense, passive Perception 22

Languages Elvish, Primordial, Sylvan

Challenge 14 (11,500 XP)

Corrosive Tempest. When Beshela is reduced to 76 hit points or less, dark clouds gather overhead in a quarter-mile-radius around her and unleash corrosive rain. Any creature that ends its turn without cover takes 1 acid damage. The clouds move with Beshela and remain for 5 minutes.

Fey Dive. As part of her movement or by using a bonus action, Beshela can teleport from one area covered in water to another area covered in water within 50 feet as long as there is a contiguous path of water between the two spaces.

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

At will: *control water*



3/day each: *conjure animals* (aquatic only), *conjure elemental* (water only)

Kraken Tentacle Strike. Beshela can use a bonus action to command one or more summoned tentacles to move up to 20 feet and make an attack (+12 to hit, reach 10 ft., one target; 3d6+8 bludgeoning damage and the target is grappled [escape DC 21]).

Ripplesense. Beshela knows the exact location of any creature within half a mile if there is a contiguous path of water between its space and hers.

ACTIONS

Multiattack. Beshela attacks twice.

Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage and the target makes a DC 20 Strength saving throw or is pushed back 15 feet and knocked prone.

Hydraulic Push. *Ranged Weapon Attack:* +12 to hit, range 50/100 ft., one target. *Hit:* 11 (1d8+7) bludgeoning damage and the target makes a DC 20 Strength saving throw or is pushed back 15 feet and knocked prone.

Summon the Kraken (1/Day). Beshela conjures a massive tidal wave in a quarter-mile-radius centered around her. All other creatures hit by the wave must make a DC 21 Strength saving throw or be knocked prone and pushed 20 feet away from Beshela. Water floods the area at a depth of 2 feet and makes it difficult terrain (depending on the landscape this may remain for as long as 10 minutes). In addition, Beshela summons two kraken tentacles made of seaweed, conjuring them at a point she can see within 50 feet. Each tentacle is a Large-sized creature with Beshela's saving throw bonuses (AC 23, 50 hit points). If a tentacle is ever completely out of water, it is destroyed.

Lerina

The Reseen Marauder knows all the tricks of the Unseen Court, since she used to be a member, and while she doesn't have many answers of her own, she made sure Darbony put his gold to use in purchasing countermeasures.



Lerina, the Reseen Marauder

Medium humanoid (elf), chaotic neutral

Armor Class 19 (natural armor)

Hit Points 170 (20d8+80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +10, Con +9

Skills Acrobatics +9, Intimidation +5, Nature +5, Perception +11, Stealth +9

Senses darkvision 60 ft., passive Perception 21

Languages Elvish, Primordial

Challenge 14 (11,500 XP)

Fey Ancestry. Lerina has advantage on saving throws against being charmed, and magic can't put her to sleep.

Power Attack. When Lerina makes her first melee weapon attack in a turn, she can choose to take a -5 penalty to her melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, Lerina can use a bonus action to make one melee weapon attack

after she uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. Lerina can only use this feature on her turn.

Rage (4/Long Rest). On her turn, Lerina can enter a rage as a bonus action. Her rage ends if she is knocked unconscious or when she uses a bonus action on her turn to end it. While raging, she gains the following benefits:

- She has advantage on Strength checks and Strength saving throws.
- She deals 4 extra damage with Strength-based melee weapon attacks.
- She has resistance to bludgeoning, piercing, and slashing damage.
- She can choose to frenzy, able to make a single melee weapon attack as a bonus action on each of her turns after this one, suffering one level of exhaustion when her rage ends.

Reckless Attack. When Lerina makes her first attack on her turn, she can decide to attack recklessly. Doing so gives her advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against her have advantage until her next turn.

Relentless Rage. If Lerina drops to 0 hit points while she's raging and doesn't die outright, she can make a DC 10 Constitution saving throw. If she succeeds, she drops to 1 hit point instead. Each time she uses this feature after the first, the DC increases by 5. When she finishes a short or long rest, the DC resets to 10.

ACTIONS

Multiattack. Lerina attacks three times (or if she is raging and using frenzy, she uses her bonus action to attack a fourth time).

+1 Throwing Maul. *Melee or Ranged Weapon Attack:* +11 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 13 (2d6+6) magical bludgeoning damage. Immediately after the attack, the weapon flies back to Lerina's hand.

Lavac

Lavac functions best by just scrambling across his foes and confusing them.



Lavac, the Gremlin Herald

Small fey, lawful evil

Armor Class 22 (natural armor)

Hit Points 210 (28d6+112)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	18 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +8, Cha +7

Skills Nature +6, Perception +6, Sleight of Hand +7, Stealth +11; thieves' tools +8

Damage Resistances bludgeoning, piercing, and slashing from weapons not made from cold iron

Senses darkvision 120 ft., passive Perception 16

Languages Goblin, Primordial, Sylvan

Challenge 12 (8,400 XP)

Agile Mage Hand. Lavac can control his *mage hand* using his Cunning Action and he can use it to perform the following tasks. When he succeeds on a Dexterity (Sleight of Hand) check opposed by a creature's Wisdom (Perception) check to either retrieve or stow one object inside a container in the possession of another creature (like a backpack or pocket) or use thieves' tools from as far as 30 feet away, Lavac can do so unnoticed.



Cunning Action (1/Turn). Lavac can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When Lavac 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.

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

Sneak Attack (1/Turn). Lavac 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 Lavac that isn't incapacitated and Lavac doesn't have disadvantage on the attack roll.

Spellcasting. Lavac is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *acid splash, mage hand, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, entangle, magic missile, sleep*

2nd level (3 slots): *darkness, hideous laughter, invisibility, suggestion*

3rd level (2 slots): *bestow curse, hypnotic pattern*

ACTIONS

Multiattack. Lavac attacks once with his bite and twice with his claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Satyr Springjack

See page 30 in ZEITGEIST #9: *The Last Starry Sky*: Part 1.



Darbony

As commander of satyrs, Darbony figured his best contribution was allies. He is fairly harmless himself, but has a *bracelet of friends* to call in members of the *Debauched Brotherhood*.



Darbony, the Gruff Goat

Medium fey, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 136 (16d8+64)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	13 (+1)	15 (+2)	25 (+7)

Saving Throws Dex +8, Con +8, Wis +6

Skills Deception +15, Intimidation +15, Nature +5, Perception +10, Performance +15, Persuasion +12, Stealth +12, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from weapons not made from cold iron

Senses passive Perception 20

Languages Primordial, Sylvan

Challenge 12 (8,400 XP)

Innate Spellcasting. Darbony's innate spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components.

At will: *charm person, dancing lights, minor illusion, sleep, suggestion*
1/day each: *conjure animals, fear*

Lethal. A weapon deals one extra die of its damage when Darbony hits with it (included in the attack).

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

Power Attack. When Darbony makes his first melee weapon attack in a turn, he can choose to take a -5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, Darbony can use a bonus action to make one melee weapon attack after he uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. Darbony can only use this trait on his turn.

ACTIONS

Multiattack. Darbony attacks three times with his greataxe and once with his horns.

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

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12+4) slashing damage.

EQUIPMENT

Possessions. Darbony wears a bracelet of friends and carries 3 scrolls of protection from energy, a scroll of faerie fire, and a scroll of heal (all of which he can use).

Appendix: Allied Stats

THESE ALLIES CAN FIGHT ALONGSIDE THE PARTY. Aodhan, Harkover, Asrabey, Jillian, and Amielle can all participate in defending the palace, while Lauryn, Dale, Gale, and Delft can aid in Flint.

King Aodhan Lesterman

Before becoming king, Aodhan led a crew of privateers. While a mighty warrior in his own right, he can draw upon his connection to the land to aid his allies.



King Aodhan Lesterman

Medium humanoid (human), lawful neutral

Armor Class 24 (+3 *mithral chain shirt*, +2 *shield*, *ring of protection*, defense fighting style)

Hit Points 110 (20d8+20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Str +7, Dex +9, Con +8, Int +8, Wis +9, Cha +11

Skills Acrobatics +11, Insight +8, Intimidation +10, Perception +8

Condition Immunities charmed, frightened

Senses passive Perception 18

Languages Common, Primordial

Challenge 15 (13,000 XP)

Action Surge (2/Short Rest). Once on his turn, Aodhan can take an additional action on top of his regular action and a possible bonus action.

Fleet Footed. Aodhan has advantage on Dexterity (Acrobatics) check.

Fortune Points (3/Long Rest). Aodhan can spend one fortune point to reroll an attack roll, ability check, or saving throw, or to force an attacker to reroll an attack made against him.

Indomitable (3/Long Rest). Aodhan can reroll a saving throw that he fails but must use the new roll.

Leader's Words. Aodhan can inspire up to six creatures friendly to him (or up to five creatures and himself) that are within 30 feet of him and can see him, or hear him and understand him. Any that listen to Aodhan speak inspirationally for 10 minutes gain 19 hit points. Temporary hit points can only be gained from this feature once per short rest.

Lord of the Land. Aodhan gains a +6 bonus to AC, attack rolls, and saving throws, a +3 bonus to Strength, Dexterity, and Constitution checks (already included in his statistics), and can choose to be treated as the same size as an enemy creature for effects and mechanics that rely on size.

Mobility. Aodhan can Dash through difficult terrain without requiring additional movement. Whenever he makes an attack against a creature, he doesn't provoke opportunity attacks from that creature until the end of his turn.

Monarch Saves. Aodhan has advantage on saving throws against being charmed, frightened, and poisoned.

Regeneration. Aodhan regains 22 hit points at the start of his turn and dies only if he starts his turn with 0 hit points.

Remarkable Athlete. Aodhan adds +3 to any Strength, Dexterity, or Constitution check he makes that doesn't already use his proficiency bonus. In addition, when he makes a running long jump, the distance he can cover increases by 1 foot.

Second Wind (1/Short Rest). On his turn, Aodhan can use a bonus action to regain 1d10+18 hit points.

Soldier Tactics. A creature hit by Aodhan's opportunity attack reduces its speed to 0 until the beginning of the next round and disengaging from Aodhan still provokes opportunity attacks. In addition, Aodhan can use his reaction to make a melee weapon attack against a creature within 5 feet when it makes an attack against a target other than Aodhan.

Superior Critical. Aodhan's weapon attacks score a critical hit on a roll of 18–20.

ACTIONS

Multiattack. Aodhan attacks four times.

Six-Loa Saber. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) magical slashing damage.

Bounty of the Land. Aodhan calls upon the land, restoring the vitality of his forces. Ally creatures adjacent to Aodhan regain 22 (4d8+4) hit points and are targeted by *greater restoration*. A creature can only benefit from Bounty of the Land once per day.

EQUIPMENT

Possessions. Aodhan wears *boots of speed*, the *Crown of Risur*, *gloves of arrow snaring*, and a *periapt of health*.

Principal Minister Harkover Lee

A one-time dragon tyrant known as Inacht the Hex-Eater, Harkover Lee might reveal his true form if the situation looks dire, though after so long in human form it hurts him to be a dragon again. Otherwise he relies on fairly direct fire magic.



Principal Minister Harkover Lee

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d12+102)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +5, Con +10, Wis +5, Cha +9

Skills Acrobatics +5, Arcana +12, Deception +9, Insight +10, Intimidation +9, Perception +10, Stealth +5

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire



Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20

Languages Common, Draconic, Dwarvish, Orc, Primordial

Challenge 16 (15,000 XP)

Change Shape. As an action, Harkover magically polymorphs into a humanoid that has a challenge rating no higher than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Harkover's choice). In a new form, Harkover retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Draconic Necrosis. As a side effect of keeping his human form for so long, while in his dragon form Harkover's old wounds deal 10 necrotic damage to him at the end of each of his turns, and deny him his fly speed.

Fire Aura. Harkover is surrounded by intense heat. At the start of his turn, creatures within 5 feet of Harkover take 3 (1d6) fire damage.

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

Smoke Vision. Harkover can see perfectly in smoky conditions.

Spellcasting. Harkover is an 11th-level spellcaster. His spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). He knows the following spells:

Cantrips (at will): *light, mage hand, mending, message, prestidigitation, true strike*

1st level (4 slots): *alarm, detect magic, grease, magic missile, shield*

2nd level (4 slots): *scorching ray, see invisibility, suggestion*

3rd level (4 slots): *dispel magic, fireball, haste, sending*

4th level (3 slots): *greater invisibility, stoneskin*

5th level (3 slots): *arcane hand, legend lore*

6th level (2 slots): *globe of invulnerability*

ACTIONS

Multiattack. Harkover can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws. Alternatively, while in human form he attacks four times with his golden orb.

Golden Orb. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) magical bludgeoning damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Fire Breath (Recharge 5–6). Harkover exhales fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of Harkover's choice that is within 120 feet of him and aware of him must succeed on a DC 18 Wisdom saving throw or become 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 Harkover's Frightful Presence for the next 24 hours.

Asrabey Varal.

Asrabey is supremely confident and wades into the midst of large groups of enemies, but will use hit-and-run tactics against large enemies.



Asrabey Varal

Medium humanoid (elf), chaotic neutral

Armor Class 26 (*glamered +3 platemail, lion shield*)

Hit Points 150 (20d8+60)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	12 (+1)	12 (+1)	8 (–1)

Saving Throws Str +10, Con +8

Skills Acrobatics +9, Athletics +10, Insight +6, Intimidation +4, Nature +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elven

Challenge 15 (13,000 XP)

Cloak of Smoke. At the beginning of his turn, Asrabey can dismiss or invoke a constant roil of smoke that fills his square, granting him half cover (+2 bonus to AC and Dexterity saving throws). He can see through the smoke without trouble.

Indomitable (2/long rest). Asrabey can reroll a saving throw that he fails. He must use the new roll.

Fey Ancestry. Asrabey has advantage on saving throws against being charmed, and magic can't put him to sleep.

Lion Shield. Asrabey can use a bonus action to toss this magic shield into the air and speak the command word. The shield begins to hover and attacks one creature of his choice within 5 feet of him. While the shield hovers, it shares Asrabey's space and travels wherever he moves, and it continues attacking the same target as long as it remains within 5 feet of him. Asrabey can use a bonus action to command the shield to attack a new target within 5 feet of him. The shield does not provoke opportunity attacks from movement. After the hovering shield attacks for the fourth time, it tries to return to Asrabey's hand. If you has no hands free, it falls to the ground at Asrabey's feet. The shield ceases to hover if he grasps it or is moved more than 10 feet away from it.

Power Attack. When Asrabey makes his first melee weapon attack in a turn, he can choose to take a –5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, Asrabey can use a bonus action to make one melee weapon attack after he uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. Asrabey can only use this feature on his turn.

Quick. Asrabey has advantage on initiative rolls.

Slippers of Spider Climbing. Asrabey can move up, down, and across vertical surfaces and upside down along ceilings, while leaving his hands free.

Vekeshi Blade. On his turn, Asrabey can transform his longsword into a whip-like form that has 15 foot reach or back. While in whip-form the weapon still deals damage as a longsword.

ACTIONS

Multiattack. Asrabey attacks four times.

Vekeshi Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft. or 15 ft., one target. *Hit:* 12 (1d8+8) magical slashing damage plus 3 (1d6) fire damage if wielded in one hand or 13 (1d10+8) magical slashing damage plus 3 (1d6) fire damage if wielded in two hands.

Lion Shield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) magical piercing damage plus the target is grappled (escape DC 16).

Dame Jillian the Green Knight.

The title of Green Knight is bestowed to the king’s chief bodyguard. Among the position’s perks is an inability to die when the sun isn’t up.

Dame Jillian the Green Knight

Medium humanoid (human), lawful neutral

Armor Class 22 (+2 plate armor, cloak of protection, ring of protection)

Hit Points 104 (16d8+32)

Speed 30 ft.

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

Saving Throws Str +6, Dex +7, Con +8, Int +2, Wis +6, Cha +4

Skills Animal Handling +4, Insight +8, Perception +4

Senses passive Perception 14

Languages Primordial

Challenge 12 (8,400 XP)

Declared Challenge (2/Long Rest). Dame Jillian can use a bonus action to choose one creature she can see. Until combat ends she deals 8 additional damage with weapon attacks against the challenged creature. After making a declared challenge, creatures other than the challenged creature gain a +4 bonus on attack rolls against Dame Jillian.

Green Smite. When Dame Jillian hits a creature with a melee weapon attack, she can use a bonus action to cause vines to sprout and entangle around her target. The target makes a DC 14 Dexterity saving throw or is restrained by vines (AC 14, 30 hit points) until the start of her next turn (escape DC 14).

Help Companion. Dame Jillian can use an action to help an adjacent ally fight better, granting a +2 bonus to AC, attack rolls, and weapon damage rolls until the beginning of her next turn.

Improved Critical. Dame Jillian’s weapon attacks score a critical hit on a roll of 19 or 20.

Lethal. A weapon deals one extra die of its damage when Dame Jillian hits with it (included in the attack).

Mantle of the Green Knight (1/Day). When she is brought to 0 hit points while the sun is out, Dame Jillian returns to life 1 minute later as if she was the target of a *revivify* spell.

Power Attack. When Dame Jillian makes her first melee weapon attack in a turn, she can choose to take a –5 penalty to her melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, Dame Jillian can use a bonus action to make one melee weapon attack after she uses a melee weapon to reduce a creature to 0 hit points or scores a critical hit with it. Dame Jillian can only use this feature on her turn.

ACTIONS

Multiattack. Dame Jillian attacks three times.

+2 Adamantine Halberd. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) magical slashing damage.

Preserve Life (2/Long Rest). As an action, Dame Jillian presents her holy symbol and evokes healing energy that restores 50 hit points. She chooses creatures within 30 feet and divides those hit points among them. This feature can restore a creature to no more than half of its hit point maximum and it cannot be used on undead or constructs.

Amielle Latimer.

Amielle is terrified of being defeated and returning in Nicodemus’s custody, so she desperately avoids getting close to enemies.



Amielle Latimer

Medium undead (tiefling), lawful neutral

Armor Class 16 (natural armor)

Hit Points 130 (20d8+40)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	17 (+3)

Saving Throws Dex +8, Con +6

Skills Arcana +6, Deception +7, Perception +11, Persuasion +7, Stealth +12

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 21

Languages Common, Primordial

Challenge 9 (5,000 XP)

Deft Shooter. A ranged weapon deals one extra die of its damage when Amielle hits with it (included in the attack).

Eternal Warrior. While Amielle wields them, her firearms are magical and never need to be reloaded.

Ethereal Sight. Amielle can see 60 feet into the Ethereal Plane when she is on the Material Plane, and vice versa.

Feat: Superb Aim. Amielle ignores half cover and three-quarters cover when making a ranged weapon attack, and she doesn’t have disadvantage when attacking at long range. When Amielle makes her first ranged weapon attack in a turn, she can choose to take a –5 penalty to her ranged weapon attack rolls in exchange for a +10 bonus to ranged weapon damage.

Incorporeal Movement. Amielle can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Innate Spellcasting. Amielle’s spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *telekinesis*

1/day: *darkness*

Targeting Shot. Amielle can use a bonus action to aim at a target within 80 feet, gaining advantage on her next attack roll against it before the end of her turn. On a hit, she deals an extra 18 (4d8) damage.



ACTIONS

Multiattack. Amielle attacks twice with her rifle or three times with her pistols.

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) necrotic damage.

Pistols. *Ranged Weapon Attack:* +8 to hit, range 50/150 ft., one target. *Hit:* 14 (3d6+4) magical piercing damage.

Rifle. *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 17 (3d8+4) magical piercing damage.

Etherealness. Amielle enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Amielle that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Amielle's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that Amielle can see within 5 feet of her must succeed on a DC 15 Charisma saving throw or be possessed by Amielle; she then disappears, and the target is incapacitated and loses control of its body. Amielle now controls the body but doesn't deprive the target of awareness. She can't be targeted by any attack, spell, or other effect, except ones that turn undead, and she retains her alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. Amielle otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Amielle ends it as a bonus action, or she is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, she reappears in an unoccupied space within 5 feet of the body. The target is immune to Amielle's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Lauryn Cyneburg

The RHC's minister of infiltration might briefly aid the party in battle, before teleporting away to get reinforcements.



Lauryn Cyneburg

Medium humanoid (half-elf), chaotic neutral

Armor Class 20 (*mage armor, cloak of protection, ring of protection*)

Hit Points 150 (20d8+60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	20 (+5)	17 (+3)	13 (+1)	10 (+0)	22 (+6)

Saving Throws Str +1, Dex +7, Con +10, Int +8, Wis +2, Cha +13

Skills Arcana +6, Deception +11, Perception +5, Stealth +10

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Primordial

Challenge 14 (11,500 XP)

Magic Items. When Lauryn is knocked unconscious, her amulet automatically *teleports* her to Flint's teleportation beacon. She also carries a *potion of fly*.

Fey Ancestry. Lauryn has advantage on saving throws against being charmed, and magic can't put her to sleep.

Spellcasting. Lauryn is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following spells from the sorcerer's spell list:

Cantrips (at will): *chill touch, mage hand, mending, message, prestidigitation, ray of frost*

1st level (4 slots): *detect magic, disguise self, enlarge/reduce, identify, mage armor, shield*

2nd level (3 slots): *gust of wind, invisibility, scorching ray, spider climb*

3rd level (3 slots): *dispel magic, major image, nondetection, protection from energy*

4th level (3 slots): *dimension door, greater invisibility, wall of fire*

5th level (2 slots): *cloudkill, dominate person, hold monster*

6th level (1 slots): *seeming, true seeing*

7th level (1 slots): *delayed blast fireball, teleport*

Sorcery Points (14/Day). Lauryn can use sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points.

Creating Spell Slots & Sorcery Points. As a bonus action on her turn, Lauryn can expend one spell slot and either gain a number of sorcerer points equal to the slot's level or create a spell slot by expending sorcery points (1st-level—2 points, 2nd-level—3 points, 3rd-level—5 points, 4th-level—6 points, 5th-level—7 points).

Metamagic: Distant Spell. When Lauryn casts a spell that has a range of 5 feet or greater, she can spend 1 sorcery point to double the range of the spell. When Lauryn casts a spell that has a range of touch, she can spend 1 sorcery point to make the range of the spell 30 feet.

Metamagic: Quicken Spell. When Lauryn casts a spell that has a casting time of 1 action, she can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Metamagic: Subtle Spell. When Lauryn casts a spell, she can spend 1 sorcery point to cast it without any somatic or verbal components.

Metamagic: Twinned Spell. When Lauryn casts a spell that targets only one creature and doesn't have a range of self, she can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level.

War Magic. Lauryn has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage, she can wield weapons or a shield in both hands and still make somatic components for spellcasting, and she can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

ACTIONS

Unarmed. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Masterful Insult. *Ranged Weapon Attack:* +11 to hit, range 100/200 ft., one target. *Hit:* The target is mildly embarrassed.



Stover Delft

When rescued in Act Three, Delft's not in peak fighting form (he starts at 10 hit points when rescued), but he quickly heals and can contribute.



Stover Delft

Medium humanoid (human), lawful good

Armor Class 19 (studded leather)

Hit Points 90 (20d8)

Speed 30 ft.

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

Saving Throws Str +4, Dex +11, Con +4, Int +5, Wis +10, Cha +6

Skills Acrobatics +9, Deception +6, Insight +6, Investigation +5,

Perception +6, Stealth +9

Senses passive Perception 16

Languages Common, Primordial

Challenge 11 (7,200 XP)

Canny Pursuer. Stover has advantage on Wisdom (Perception) checks to overhear conversations and can use Perception instead of Survival when making a Wisdom check to follow tracks.

Cunning Action (1/Turn). Stover can take a bonus action to take the Dash, Disengage, or Hide action.

Evasion. When Stover 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.

Lord of the Land. Stover gains a +4 bonus to AC, attack rolls, and saving throws, a +2 bonus to Strength, Dexterity, and Constitution checks (already included in his statistics), and can choose to be treated as the same size as an enemy creature for effects and mechanics that rely on size.

Loremaster. Stover adds +8 when making an Intelligence check to recall information.

Monarch Saves. Stover has advantage on saving throws against being charmed, frightened, and poisoned.

Regeneration. Stover regains 18 hit points at the start of his turn and dies only if he starts his turn with 0 hit points.

Sneak Attack (1/turn, 5d6). Stover deals an extra 17 (5d6) 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 Stover that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Stover attacks twice with his magic sword cane.

Magic Sword Cane. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

Pistol. *Ranged Weapon Attack:* +11 to hit, range 50/150 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

REACTIONS

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

Gale

Included for completeness.

Hana "Gale" Soliogn

Medium humanoid (eladrin), chaotic neutral

Armor Class 15 (*mage armor*)

Hit Points 91 (14d8+28)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	15 (+2)	14 (+2)	12 (+1)	13 (+1)	25 (+7)

Saving Throws Con +6, Wis +5

Skills Arcana +5, Deception +11, Insight +5, Nature +5, Perception +5, Persuasion +11, Stealth +6

Damage Resistances lightning

Damage Immunities thunder

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Primordial, Sylvan

Challenge 12 (8,400 XP)

Air Affinity. Gale can innately control winds, she is immune to the effects of strong wind, and flying animals are usually friendly to her.

Control Winds. Gale can control winds in a 360-foot radius for up to 13 minutes per day, in increments of at least 1 minute. Activating or controlling it is an action, but no action is required by her to maintain the winds. She can increase winds by up to three steps (enough to turn a still day into a severe storm of 50 miles per hour, or a strong breeze into a small hurricane; as *control weather*). Any creatures in the area other than her must succeed on a DC 19 Strength saving throw at the start of each round to resist the winds.

Fey Ancestry. Gale has advantage on saving throws against being charmed, and magic can't put her to sleep.

Innate Spellcasting. Gale's innate spellcasting ability is Charisma (spell save DC 19). She can innately cast the following spells, requiring no material components.

Constant: *speak with animals* (flying animals only)

Spellcasting. Gale is a 13th-level spellcaster. He spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *mage hand, mending, message, minor illusion, prestidigitation, shocking grasp*

1st level (4 slots): *burning hands, feather fall, fog cloud, mage armor, magic missile, shield*

2nd level (4 slots): *gust of wind, levitate, scorching ray, shatter*

3rd level (4 slots): *clairvoyance, lightning bolt, nondetection, protection from energy, sleet storm*

4th level (3 slots): *dimension door, storm shield* (as *fire shield* but blocks and deals lightning damage)

5th level (3 slots): *cloudkill*

6th level (2 slots): *chain lightning*

ACTIONS

Multiattack. Gale attacks four times.

Elemental Ray. *Ranged Weapon Attack:* +11 to hit, range 100/300 ft., one target. *Hit:* 10 (1d6+7) lightning damage.

Elemental Blast (Recharge 6). Gale unleashes electricity in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (13d6) lightning damage on a failed save, or half as much damage on a successful one.

Appendix: Naval Forces

HEREIN ARE THE STATS OF THE LIKELY SHIPS (and sea monsters) of Act Three.

Allied

Impossible, extreme clipper

Gargantuan Vehicle (Level 17, 115,000 gp)

Defense 22; **Hull Integrity** 4

Speed 22; **Maneuverability** 4 (sails)

Crew Full 64; **Minimum** 16; **Total Complement** 120

DESIGN

Length 250 feet; **Beam** 45 feet

Masts 4 (each 150 feet high); **Decks** 3

ARMAMENTS

Light Cannons. Eleven light cannons on the maindeck to each broadside. Useless against a ship of the same size, but enough to deter small foes. **Crew:** 40. **Attack:** +11 to broadsides, or +8 fore or aft.

R.N.S. Coaltongue

Gargantuan Vehicle (Level 26, 800,000 gp)

Defense 25; **Hull Integrity** 4

Speed 18; **Maneuverability** 8 (steam engine)

Crew Full 32; **Minimum** 4; **Total Complement** 200

DESIGN

Length 205 feet; **Beam** 50 feet

Propellers 2 aft; **Decks** 5

Special two-level central bridge

ARMAMENTS

Cannons. Dozens of cannons fire to either broadside. **Crew:** 100. **Attack:** +15 to broadsides. Can use acidic, chain shot, flaming, freezing, and shocking attacks, but no more than one in any given round in a single firing arc.

Capacitor and Brand. The ship's greatest weapons are its capacitor, which magnifies the spells of mages who cast from the main deck, and its brand, which can launch a blast of arcane flame from the prow. If a spellcaster of 10th level or higher stands in the capacitor on the main deck, the ship can also make attacks with a +12 bonus forward or aft, and can use acidic, flaming, freezing, and shocking attacks in any firing arc. However, it can apply no more than one special trait in any given round in a single firing arc.

The captain can choose to fire the brand, making an attack with a +20 bonus in the forward firing arc. This depletes the ship's store of arcane power, requiring 1d4 minutes to replenish. During that time, the ship's speed is reduced by 4, and it cannot use the abilities of its capacitor and brand.

Eldritch Defenses. The ship has advantage on saving throws against the burning condition. Any spells that originate more than 50 feet from the ship deal 20 less damage to targets within that area. Teleportation cannot enter or leave the ship.

Enemy

All the Danoran ships are equipped with tar and brimstone sheathing on the bottom of their hulls, which inflict 10 (3d6) fire damage to any creature that attacks the hull from underwater. This sheathing also deters most aquatic creatures, but cannot harm She Who Writhes.

- Three battleships. The flagship *Praepollens Auctoritate*, with Lya Jierre herself in command. Also the *Inventum Nobilis* and *Ira Infernalis*.
- Six grand steam frigates. *Aula Alba* and *Cervus Vigilius* guard the *Coaltongue*. The others are *Semper Autumna*, *Puer Aestatis*, *Ritus Tempis Verni*, and *Feriae Beatae* (colloquially, the *Autumn*, the *Summer*, the *Spring*, and the *Winter*).
- A dozen steam frigates, two dozen steamships, and a few noncombatant vessels, none important enough to get names.

Battleship

Gargantuan Vehicle (Level 20, 200,000 gp)

Defense 24; **Hull Integrity** 4

Speed 16; **Maneuverability** 2 (steam engine)

Crew Full 32; **Minimum** 4; **Total Complement** 500

DESIGN

Length 250 feet. **Beam** 55 feet

Steam Stacks 3 (each 50 feet high); **Decks** 5

Special three-deck conning tower

TRAITS

Troops. Berth decks typically carry hundreds of marines.

Unstable on the Roll. The vessel looks almost over-sized, with too many weapons atop it. Rushed into service without sufficient field testing, the massive battleship is unstable. If struck by a ram attack against its broadside that deals at least 1 strike, it must make a saving throw. On a success, it lists in the opposite direction and is immobilized. On a failure, it capsizes and begins to sink slowly.

ARMAMENTS

Cannons and Turrets. Three turrets forward of the conning tower, three more aft of the steam stacks, each armed with four massive cannons. Additional mortar-style cannons along the broadside. **Crew:** 100. **Attack:** +15 to broadsides (when all the turrets can converge), or +12 forward or aft (when only two are available).



Grand Steam Frigates

Gargantuan Vehicle (Level 20, 150,000 gp)

Defense 23; **Hull Integrity** 4

Speed 16; **Maneuverability** 2 (steam engine)

Crew Full 32; *Minimum* 4; *Total Complement* 500

DESIGN

Length 250 feet; **Beam** 55 feet

Steam Stacks 3 (each 50 feet high); **Decks** 5

Special two-deck conning tower

TRAITS

Troops. Berth decks typically carry hundreds of marines.

ARMAMENTS

Cannons and Turrets. Two turrets forward of the conning tower, two more aft of the steam stacks, each armed with four massive cannons. *Crew:* 40. *Attack:* +15 to broadsides (when all the turrets can converge), or +12 forward or aft (when only two are available).

Steam Frigate

Huge Vehicle (Level 17, 110,000 gp)

Defense 20; **Hull Integrity** 4

Speed 12; **Maneuverability** 4 (steam engine)

Crew Full 16; *Minimum* 4; *Total Complement* 200

DESIGN

Length 170 feet; **Beam** 35 feet

Steam Stacks 2 (each 30 feet high); **Decks** 4

Special central one-deck conning tower

TRAITS

Troops. Berth deck carries a hundred marines.

ARMAMENTS

Cannons and Turret. One turret forward of the conning tower, one more aft of the steam stacks, each armed with four large cannons. *Crew:* 40. *Attack:* +12 to broadsides, or +10 fore or aft.

Steamship

Large Vehicle (Level 10, 10,000 gp)

Defense 14; **Hull Integrity** 3

Speed 6; **Maneuverability** 6 (steam engine)

Crew Full 8; *Minimum* 2; *Total Complement* 25

DESIGN

Length 85 feet; **Beam** 25 feet

Decks 3

ARMAMENTS

Cannons and Turret. A trio of heavy cannons in a turret. *Crew:* 15. *Attack:* +6, forward or broadside.

Force of Nature

She Who Writhes, Fey Titan

Gargantuan Leviathan (Level 28)

Defense 25; **Hull Integrity** 4

Speed 14; **Maneuverability** 8 (swim)

Perception +10, blindsense

DIMENSIONS

Length 100 feet; **Beam** 40 feet; **Tentacles** 110 feet; **Feeding**

Tentacles 270 feet.

TRAITS

Titanic Resilience. Cannonballs simply bounce off the massive creature. Reduce all damage She Who Writhes takes by 10. If her "hull integrity" is reduced to 0, she merges with the seas and withdraws. No power present in this adventure can actually slay her.

ARMAMENTS

Tentacle Grab and Crush. The kraken lashes out with two feeding tentacles, then pulls herself close and grasps with the other eight. Slowly, unstopably, she crushes, until even steel bends within her coils.

Tentacle Slam. When She Who Writhes rams, she stops 50 feet from her target and takes no damage from the collision. The target cannot move until the tentacles take damage or the titan releases her grip.

Crush and Bite. Crunching from beneath the water line is followed quickly by an alien ululation from belowdecks. Crew members issue horrified screams about a massive beak, inhuman eyes, grasping tendrils lined with barbs, and snapping jaws. She Who Writhes bites and crushes only at short range; treat this as a ship weapon with a +15 attack bonus. She has other powers but has only recently awakened, so her storms and whirlpools wait for another day.

Appendix: Magic and Training

THE PARTY MIGHT ACQUIRE THESE ITEMS, RITUALS, or special training.

Book of Kelland

Wondrous item, artifact (requires attunement)

This ancient tome contains the versed tales of the fey titans, the story of Kelland and his wife and daughter. Their ship was attacked while crossing the Avery Sea, and Kelland was claimed as a lover by She Who Writhes. His wife and daughter reached shore but his wife was taken as a hostage by the Voice of Rot, who demanded the daughter retrieve a book from Granny Allswell to steal trickery from the gremlins.

The daughter trekked across the Weftlands and got the Father of Thunder drunk, then hid on his back as he crossed through a lightning storm. She then snuck into the gremlin caves and danced like them to reach the book. She stole the book and fled into the forest of the Ash Wolf, who sniffed her and thought she was a wolf. The Ash Wolf defended the daughter from the angry gremlins.

She returned to the sea, but instead of giving the book to the Voice of Rot, she used the book's magic to grow scales and swim down to rescue her father Kelland. She Who Writhes saw them leave and chased them to the shore, where her domain of the seas met the low bayou.

The daughter claimed the Voice of Rot sent her on her mission. Though fey titans know when a lie is told, this was only a half-truth, and so She Who Writhes fought the Voice of Rot and banished him to the High Bayou. But the serpent slew the wife as retaliation. Kelland and his daughter survived, and with the knowledge from his daughter's quest, he was able to eventually drive back the fey titans and claim the land of Risur for mortal races.

Powers You have advantage on Charisma checks made against fey titans, and they perceive you as innocuous unless you threaten them. In addition, fey titans cannot make opportunity attacks against you, and you have damage resistance against their attacks, spells, and traits.

Borenbog's Gourd

Wondrous item, artifact (requires attunement)

This ugly, battered gourd smells so strongly of alcohol it melts your nose hairs. You can only attune to this magic item after defeating the Borenbog. After you have attuned to it, if you try to sell or trade it to another creature who has not defeated the Borenbog, you take a –2 penalty to ability checks, attack rolls, saving throws, and damage rolls until you reacquire it.

Powers The *borenbog's gourd* can reproduce any beverage you have ever drunk, providing it whenever you drink from the container. Any attempt to store the beverages or just keep pouring it out fails—unless you drink what comes out right away, a round later it turns to wretched bog water.

The gourd can even reproduce magical beverages like potions, but each day it can only produce two magical drinks per day, each with a rarity of very rare.

In addition, you gain the Swampwalk trait (you ignore difficult terrain if that terrain is the result of bog, mud, or shallow water).

Crown of Risur

Wondrous item, artifact (requires attunement)

Any creature that wears this simple incomplete circlet of gold who is other than the rightful monarch of Risur suffers crippling migraines and has disadvantage on ability checks, attack rolls, and saving throws. The rightful monarch of Risur can mentally alter the design of the crown as desired.

Powers You always know the names of creatures you can see. Once each round on your turn, you can say someone's name to grant an immediate saving throw against an ongoing charm, fear, or poison effect. A creature can only be granted one bonus saving throw in this way per day.

Dramatic Reversal

Training

Fey respond to things differently than rational humans. Tapping into their unusual worldview, you eagerly accept martial misfortune, then exploit your enemies' attempts to capitalize on your vulnerability.

Characters with the Martial Scientist theme who spend time training with Lord Karrest can learn this power. Alternatively, they can acquire it by finding a rare thesis of a martial scientist who studied fey fighting, *Unexpected Tactics of Fey Swordsmen*.

Effect When you choose this as your active Martial Scientist technique, once per round when an attack damages you, you can use your reaction to go prone. If you do, reduce the damage dealt to you by 5 and move 5 feet directly away from your attacker. You can use this technique even if you normally cannot take reactions, such as if you are stunned or under the effects of dominate person. On your next turn you can use your action to stand up, move 15 feet without provoking opportunity attacks, and make a single weapon attack with advantage. On a successful hit, you deal 10 extra damage.

Fey Obligation

Boon

You accepted a favor or gift from a fey powerful enough to compel you to repay it.

Effect At any point the fey to whom you owe a favor can make a demand of you. When the demand is made, you must make reasonable efforts to fulfill the demand until it is complete. You aren't compelled to take any actions, but each day that you do not make effort toward fulfilling the demand (subject to GM adjudication), you do not regain Hit Dice from long rests, and you lose one healing surge. If you have no healing surges, you take damage equal to half your bloodied value.

Persistent refusal will kill you unless *greater restoration* or equivalent magic removes the affliction, or the fey who holds sway over you agrees to forgive your obligation.



Granny's Boon

Legendary Boon

Sometimes when you sleep you dream about a gremlin nursery rhyme, but the words always fracture when you wake. You try to remember a short verse, and suddenly an object nearby simply breaks.

Lavac, gremlin herald of the Hedgehog Court, can grant this boon if a PC lets him break a magic item of at least Rare rarity. Only one PC can get this boon, and if the party angers Granny Allswell, she can revoke this boon (though she's pretty easy-going).

Powers You can make Dexterity (Sleight of Hand) checks on objects within 25 feet without needing to touch them or even have line of effect. You need only know they're there.

In addition, you can use a bonus action and choose a weapon, zone, or mechanical device you are aware of that is no more than 25 feet across. It ceases to function—the zone is dispelled, and weapons or devices break. The wielder of a weapon disabled this way receives a Charisma saving throw each round, and on a success the weapon suddenly works again.

Mask of the Unseen Court

Wondrous item, artifact (requires attunement)

You have designed this mask to reflect your personality and powers. Once attuned to this item, your body becomes invisible, though your clothing remains visible. You cannot remove the mask, which is now your face. If the Unseen Court turns against you, they can revoke this boon.

Powers You gain a +2 bonus on Charisma checks, can use a bonus action or part of your movement to teleport 5 feet, when you would be dominated or possessed by a creature you are stunned instead, and as an action you can turn all of your equipment invisible until you attack.

Sword of the Black Needles

Magic weapon (longsword), artifact (requires attunement)

King Dukain fought a fey titan to a standstill with this sword. Five centuries in a bog has not tarnished its gleaming blade.

Powers Once attuned to this magic weapon, you gain proficiency with longswords. You gain a +3 bonus to attack and damage rolls made with this magic weapon, and on a critical hit you deal an extra 3d12 damage. Whenever you take a long rest, choose a wizard cantrip in a spellbook you have available (you do not need to know the cantrip yourself.) As long as you wield the sword, you can cast that cantrip.

The Ritual of Words Made Real

Using this ritual, you pull a fictional person or object from a book and make them real.

Component Cost: 1,800 gp or more

Market Price: 4,500 gp

Casting Time: 10 minutes

Skill: Charisma (Deception)

Duration: 72 hours

You pull a creature or object from the ritual focus (a book), typically no bigger than Large size. Until the ritual's duration ends, that creation acts in all ways as if it were exactly as described in the book, with a few exceptions.

The creation lacks any magical or supernatural traits, and its memories are sufficiently fuzzy that it does not realize it is fictional unless told so. It has no recollection of being pulled from a book, and depending on its narrative origin it might think the world around it is actually an illusion.

If you produce an object in this way, you must include additional components for the ritual—typically in the form of rare inks and exotic pages—equal to the creation's market value.

The creation does not have any magical aura, though close inspection might reveal that it lacks fine details. When you perform the ritual, make a Charisma (Deception) check with advantage. This is the DC for a Wisdom (Insight or Perception) check to determine that the creation is not real.

The book used as a ritual focus glows on the page from which you extracted the creation. If that page is damaged or altered, the creation might change to reflect minor edits, or be completely destroyed, falling apart into torn sheets of parchment. It likewise disappears at the end of the ritual's duration. If it returns to the book before the duration ends, it does not "survive"; barring a wish or miracle, the created object or creature can in no way last longer than the 72 hours. 