



**EN5ider Presents:**

# **Godmind**

## **Part Three**

**A 5E-Compatible Adventure for 17th-Level Characters**



# Appendix: Reality Shift

**I**N ZEITGEIST #7: *SCHISM*, THE OBSCURATI VOTED ON how they wanted to design the new world. Though Nicodemus deemed the actual vote to be illegitimate because spies cast ballots, the ultimate decision closely resembled the MAP proposal – a pact between Miller’s Pyre, the Arboretum, and the Panarchists – with a token effort to appease the Sky League by including flight.

## New Solar System

Following the completion of the Obscurati ritual to rearrange the planes, there is no longer a sun in the sky. The planets orbit a nexus, but the sun is missing. Instead, dim light is granted by a cloud of stars that seem to be pulled into the Gyre. Skyseers sense that the world is slowly drawing closer to the Gyre, and they predict that within a year or two the world will be pulled in.

Planes that exist following the Great Eclipse are:

- **Av.** The Plane of Life now turned to the Plane of Death, still with a Dreams and Mirrors aspect, drifting far from the sun, nearly unseen.
- **Baden.** Small spectral moon around Fourmyle with a Flight aspect. It is a Ghost Moon, as if it was once dead. Skyseers sense energy on it that is sympathetic to the Gyre itself.
- **Fourmyle.** Plane of Space with an Empowerment aspect. Allows you to teleport wherever you can see, or where a place is your “domain.” This plane is filled with craters of warm air, habitability scattered across a desolate surface.
- **Illocus.** Plane of Time with an Expression aspect. Arguments build and cascade, since people do not revert to their normal status quickly. This plane burns with fire in a ring around Fourmyle.
- **Jiese.** Original Plane of Fire with a Cunning aspect. Unchanged from the previous plane with the same name.
- **Mojang.** Unlikely Plane of Life with Craft and Artifice aspects, which has a faintly purple surface. The terrain on this world is wildly varied, though only a handful of animals exist – such as yellow frogs – that live seemingly independent of an ecosystem.

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**OPEN GAME CONTENT**  
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- **Ostea.** A bloody Plane of Water with a Healing aspect. People heal faster; blood empowers magic in unusual ways.
- **Perlocus.** Plane of Air with a heavy Speech aspect. Words carry more weight to sway people's opinions. This plane is surreal; when you say something, it has a physical influence.
- **Ratios.** Plane of Earth with a Logic aspect, leading people to use reason in their arguments. The planet is bland and static rock, though strange whispers can be heard from nowhere.

## Mechanics of a Broken Age

The following is a breakdown of mechanics that have changed since the completion of the Obscurati's ritual.

- **Applied Astronomy:** Characters with the Applied Astronomist prestige class get new powers, detailed below.
- **Black Hole Sun:** Any spell that produces light is 1 level higher, and no spell can produce light for more than 5 minutes. (Magic can produce fire, which emits light; only magical light as such is affected). All existing magical light effects such as *continual flame* end.

In the new sunless world, *light* is no longer a cantrip, and even high-level heroes might need to rely on torches or lanterns for illumination.

- **Blood of Ostea:** All creatures immediately stabilize when brought to 0 hit points. Creatures do not die from massive damage. To slay a creature, one *must* force it to fail 3 death saves by dealing damage to it while it is at 0 hit points.

All creatures reduced to 0 or below immediate heal up to 1 hit point after 1 minute unless they are killed first. Creatures regain all hit points after eight hours of consecutive rest.

- **Death Is Death:** Slain deva no longer reincarnate.
- **Flight of the Fey:** Eladrin lose the Fey Step trait. Instead, all weapon attacks made by eladrin count as magical due to their connection to the new plane of Death.
- **Magic Mishaps:** At least initially after the Great Eclipse, whenever a character casts a spell more powerful than a cantrip (either personally or with a magic item), there's a 10% chance per spell level that the effect fails. If it doesn't fail, it causes a mishap of some sort. Supernatural and spell-like abilities function normally.

A character who can use magic of some sort can spend 8 hours researching and practicing, then make a DC 20 Intelligence (Arcana) check. On a success, they become able to safely use magic of up to 1st level, with no special chance of failure or mishap. Each further day they can make another check to regain mastery of the next higher level of magic, up to whatever is the highest level they know. A character can only attempt one of these checks per day.

Alternately, a character who has mastered a level of magic can spend 8 hours to aid another character with mastery attempts, granting a +5 bonus to that check.

Existing magic items that cast spells are dangerous, but can be rendered safe with a moment's concentration by a spellcaster capable of casting spells of sufficient level.

- **Reign of the Rational:** All creatures gain a +5 bonus on

Charisma (Persuasion) checks if they use rational appeals rather than emotional ones. All creatures take a -5 penalty to Charisma (Intimidation) and Wisdom (Insight) checks.

- **Impossibly Distant:** Planar travel works to any of the new worlds in orbit, but all other planes are out of range. The Dreaming and the Bleak Gate are inaccessible. The Gyre can be reached from various areas in the world, but travel is perilous, and one-way. Summoning spells work normally.
- **Fourmyle Jaunting.** Every creature is able to *jaunt* – to teleport within line of sight as an innate spell-like ability. As an action once between long rests, a character can teleport anywhere they have line of sight to. They cannot teleport to a spot they can't currently reach in another way (generally, a creature can teleport only to a place that creature could walk to or climb to in the present circumstance, so no teleporting through the bars of a locked cage unless there is some other, unblocked means of access to the other side). They also can't teleport if they are grappled, restrained, or incapacitated.

A character with the Mobility feat (or who otherwise focuses on fast movement) can instead use this ability once every 5 minutes.

(There will be a rash of robberies in the coming weeks until word spreads that all you have to do is *think* and you can bar teleporters from your property; see below.)

- **Teleportation and Communication.** Gold no longer blocks teleportation. However, it is not possible to teleport to a place unless you can either see it or you have been there before. Any travel undertaken before the Ob's ritual doesn't count, and scrying is insufficient, so it won't be possible to teleport around the world for a while, until the PCs travel the traditional way first.

Similarly, magical communication cannot contact any creature unless you can either see it or have interacted with it since the Ob's ritual.

You cannot teleport to a spot that is owned or otherwise controlled by someone who has chosen to bar teleporting intruders. Making this choice is a simple act of will. What constitutes ownership or control tends to follow social consensus. Streets and forests are public unless signs are prominently posted or fences (or even token lines of rope) are set up. The owner of an area can make exceptions for specific creatures or groups of creatures. This restriction only bars teleporting into an area, not out of an area or within an area. For example, a character can teleport out of a house into which teleportation is barred through an open window, arriving in the street that was visible outside that window, using *jaunt* (see above).

- **Three Miles Is So Last Age:** Spells that restore life to the dead are no longer limited by the body having to travel less than three miles from where it died. However, spirits of the dead are visible in mirrors, standing near their bodies. After a few days, these spirits wander off and might be glimpsed occasionally in reflections.
- **Wings of Liberty:** Magical flight is now possible. Spells such as *fly*, *levitation*, and *overland flight* now have their normal duration, and their spell level is reduced by 1.





## Applied Astronomist Prestige Class.

The new stars grant new powers, since each world heralds a different fate.

**Touching the Wheel of Heaven.** You can connect to the new planes, but most of the old ones are no longer accessible.

### PLANAR CONNECTIONS

1d8	Planar Connection
1	Jiese, Plane of Fire
2	Perlocus, Plane of Air
3	Mojang, Plane of Life
4	Ostea, Plane of Water
5	Ratios, Plane of Earth
6	Fourmyle, Plane of Space
7	Illocus, Plane of Time and Baden, the Ghost Moon
8	Av, Plane of Death

**Cataclysmic Conjunction.** The manifested planes' abilities are shown in the table below.

### CATACLYSMIC CONJUNCTION EFFECTS

Plane	Area Effect
Jiese, Plane of Fire	You can use a bonus action to create an object composed of solid firegem, of any rough shape, up to 15 feet across in any unoccupied space in the area. The object is as durable as wood, but vanishes when the effect ends.
Perlocus, Plane of Air	Creatures in the area are affected by <i>charm monster</i> .
Mojang, Plane of Life	Objects take double damage and creatures lose resistance to bludgeoning, piercing, and slashing damage.
Ostea, Plane of Water	Area fills with blood to the depth of astronomist's choice, either calm (Strength [Athletics] DC 8) or choppy (Strength [Athletics] DC 17).
Ratios, Plane of Earth	Creatures in the area roll 1d10+5 in place of 1d20, and any emotion-based effects end.
Fourmyle, the Plane of Space	You become master of the area, and can prevent creatures from entering or exiting. As a bonus action you can teleport any creature in the area to an unoccupied space you can see on the edge of it.
Reida, Plane of Time and Baden, the Ghost Moon	Creatures in the area gain an extra action each round, but they can only use it to take an action they took the previous round.
Av, Plane of Death	Enemies in the area take a –2 penalty to AC, Dexterity saving throws, and Constitution saving throws. Allies gain a +2 bonus to AC, Dexterity saving throws, and Constitution saving throws.

**Heavenly Flare.** The effects of the new planes for this ability change.

### HEAVENLY FLARE EFFECTS

Plane	Additional Effect
Jiese, Plane of Fire	2d6 fire damage per round for 1d4 rounds.
Perlocus, Plane of Air	The target is affected by a <i>suggestion</i> you say for the next 1d4 rounds (Wisdom saving throw).
Mojang, Plane of Life	The target cannot heal for 1d4 rounds, and the damage from this attack does not respond to magical healing. Instead, any tool kit check functions as if it were a healer's kit.
Ostea, Plane of Water	If the target has blood, you can distribute an amount of healing equal to the amount of damage you did among other creatures who have blood (including yourself) within 50 feet of you.
Ratios, Plane of Earth	The target is stunned for 1 round, during which time it must briefly answer the first question posed to it.
Fourmyle, the Plane of Space	Teleport the target up to 30 feet to an unoccupied space you can see.
Reida, Plane of Time and Baden, the Ghost Moon	The target has a fly speed of 60 ft. for 1d4 rounds, but at the start of each of turn flying it takes damage equal to however much damage it took the previous round.
Av, Plane of Death	2d6 negative energy damage and the target is confused (as the <i>confusion</i> spell) until the end of its next turn.

**Space Travel.** The movement modes are relatively unchanged.

### SPACE TRAVEL OPTIONS

Plane	Movement Option
Jiese, Plane of Fire	She can use a bonus action to take the Dash action. At the end of each of her turns, she rolls 1d6 to recharge this feature, regaining it on a result of 5 or 6.
Perlocus, Plane of Air	She gains a fly speed equal to her Speed.
Mojang, Plane of Life	She gains a burrow speed equal to half her Speed.
Ostea, Plane of Water	She gains a swim speed equal to her Speed.
Ratios, Plane of Earth	No new movement mode, but she can treat any creature she can see that is flying as if it were adjacent.
Fourmyle, the Plane of Space	She can teleport 30 feet to an unoccupied space she can see as a bonus action.
Reida, Plane of Time and Baden, the Ghost Moon	Her speed increases by 10 feet. If she takes the Dash action, she can pass through 5 feet of solid material as if using Incorporeal Movement.
Av, Plane of Death	She hovers slightly above the ground and seems to pass through small obstacles, allowing her to ignore difficult terrain.

# Appendix: Fey Titans

**H**EREIN ARE THE STATS OF THE FEY TITANS, THEIR minions, and Asrabey Varal.

## Titan Traits

All fey titans have the following abilities, unless otherwise noted.

**Fey Link.** A fey titan exists simultaneously in the real world and the Dreaming and can see and affect both worlds. It is vaguely aware of any large-scale actions occurring within an area it deems its native terrain (generally, this is forests, mountains, swamps, plains, or seas). For example, a fey titan senses a massive mining operation, but not a handful of burrowing creatures.

When in its native terrain a fey titan can use an action to transport creatures it can see between the real world and the Dreaming, as the *plane shift* spell. This ability can affect only unwilling creatures that have contested its authority and been defeated.

When a fey titan is killed, its animating spirit dissipates into its native terrain, and in the following years new creatures are empowered by that energy. It might take centuries, but eventually one creature defeats all contenders and consumes enough energy to become the new fey titan of that area.

**Hurl Foe.** Once per turn when a fey titan damages a Huge or smaller creature with a melee weapon attack, it can try to hurl the creature as part of that attack by making an opposed Strength (Athletics) check. On a success, the foe is knocked back 10 feet in a direction of the titan's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the titan's check result exceeds the creature's check result. If an object stops the hurled creature before it travels the whole distance,

the creature and the object each take 1d6 bludgeoning damage for every 10 feet of distance remaining, and the creature is knocked prone in the space adjacent to the object.

**Recovery.** Whenever a fey titan fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or restraining effect (including binding magic or temporal stasis, but not including *imprisonment*), at the end of each of its turn it can make a saving throw to end one such effect on itself. Once per year, if a fey titan takes an amount of damage that would normally kill it by reducing its hit points to 0, the damage instead heals the fey titan of twice the amount of damage – but this healing leaves the fey titan disoriented and demoralized. At this point, the creature becomes sickened and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the sickened effect and allows the fey titan to end its retreat and attack.

**Truly Titanic.** Because fey titans are so massive, uneven ground and other features that constitute difficult terrain for smaller creatures like PCs generally pose no significant hindrance to their movement; instead, areas of forest or settlements are considered difficult terrain. A Huge or smaller creature can move through any square occupied by a fey titan, or vice-versa. A fey titan can make opportunity attacks only against creatures that are Huge or larger and can be flanked only by Huge or larger foes. It's possible for a Huge or smaller creature to climb a fey titan – this generally requires a successful DC 24 Strength (Athletics) or Dexterity (Acrobatics) check, and unlike the normal rules about fey titans and opportunity attacks, a Small or larger creature that climbs on a fey titan's body provokes an opportunity attack from the fey titan.



## Titan Stat Blocks

### The Ash Wolf

Gargantuan fey (fey titan), chaotic neutral

**Armor Class** 23 (natural armor)

**Hit Points** 435 (30d20+120)

**Speed** 100 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	17 (+3)	19 (+4)	15 (+2)	24 (+7)	18 (+4)

**Saving Throws** Dex +11, Con +12

**Skills** Acrobatics +19, Nature +10, Perception +15, Performance +12, Stealth +11

**Damage Resistances** acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from magical weapons

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

**Condition Immunities** diseased, frightened

**Senses** darkvision 600 ft., truesight, passive Perception 30

**Languages** Primordial

**Challenge** 25 (75,000 XP)



**Hunting Surge (Recharge 4–6).** The Ash Wolf can use a bonus action to release a howl that focuses his predatory might. Until the end of his turn, his Speed increases by 200 feet, and he gains advantage on checks made to jump.

**Innate Spellcasting.** The Ash Wolf's innate spellcasting ability is Wisdom (spell save DC 23, +15 to hit with spell attacks). He can innately cast the following spells, requiring no material components.

**Constant:** *freedom of movement, pass without trace*

**At will:** *bestow curse, scorching ray*

**3/day:** *commune with nature*

**1/day:** *fire storm*

**Keen Hearing and Smell.** The Ash Wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Legendary Resistance (3/Day).** If the Ash Wolf fails a saving throw, he can choose to succeed instead.

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

**Magic Weapons.** The Ash Wolf's weapon attacks are magical.

**Pack Bond.** If the Ash Wolf is within a mile of his children, he can sense through them and share some of his prowess. At any given time, he can bestow this power upon up to 4 smoldering wolves. They gain a +5 bonus to AC and attack rolls, as well as their father's resistances and immunities, but when they take damage an equal amount of damage is dealt to the Ash Wolf.

Once on his turn each round, the Ash Wolf can switch which 4 wolves he empowers in this way; typically, when one of his empowered children is reduced below 50 hit points, he has that child withdraw from battle and grants his power to another.

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

**Quick.** The Ash Wolf has advantage when rolling initiative.

**Regeneration.** The Ash Wolf regains 20 hit points at the start of his turn if he has at least 1 hit point.

**Smoky Mate.** When first reduced below 200 hit points, the Ash Wolf's desperation calls forth the spirit of his long-dead mate, which emerges from the forest fire somewhere within 100 feet. Her body resembles a similarly titanic wolf composed of ash and smoke.

She starts with 200 hit points, and has the same statistics as the Ash Wolf, except she has a fly speed of 80 ft. (hover), no resistance to cold damage, and gains the Incorporeal Movement trait (she can move through other creatures and objects as if they were difficult terrain, and she takes 5 (1d10) force damage if she ends her turn inside an object). The smoky titan's attacks ignore natural armor, armor, and shields. She cannot grapple creatures or knock creatures prone.

#### ACTIONS

**Multiattack.** The Ash Wolf can use his Frightful Presence. He then attacks twice. He can use his Swallow instead of his bite.

**Bite.** *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 50 (6d12+11) piercing damage. If the target is a creature, it is grappled (escape DC 27) or it makes a DC 27 Strength saving, falling prone on a failure. Until this grapple ends, the target is restrained. On a critical hit, the target makes a DC 20 Constitution saving throw or loses a limb. The effects of this limb loss are at the GM's discretion.

**Frightful Presence.** Each creature of the Ash Wolf's choice within 120 feet of him and aware of him must succeed on a DC 23 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Ash Wolf is within line of sight, 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 Ash Wolf's Frightful Presence for the next 24 hours.

**Hurl Tree.** The Ash Wolf attacks a tree (or other massive object), uproots it, and hurl it up to 400 feet. The area affected varies slightly based on the projectile, but creatures in a roughly 40-foot radius take make a DC 27 Dexterity saving throw or take 70 (20d6) bludgeoning damage. The hurled object likely knocks down a swath of other trees in its path, and at the GM's discretion creatures in a 40-foot wide line out to the destination take 17 (5d6) bludgeoning damage if they fail a DC 27 Dexterity saving throw.

**Swallow.** The Ash Wolf makes one bite attack against a Huge or smaller creature he is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects that originate outside the Ash Wolf, and it takes 42 (12d6) bludgeoning damage at the start of each of the Ash Wolf's turns.

If the Ash Wolf takes 50 damage or more on a single turn from a creature inside it, he must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Ash Wolf. If the Ash Wolf dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 30 feet of movement, exiting prone.

#### LEGENDARY ACTIONS

The Ash Wolf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Ash Wolf regains spent legendary actions at the start of his turn.

- **Destructive Roll (Costs 2 Actions).** The Ash Wolf flings himself at the ground and rolls, crushing everything in an area 60 feet by 30 feet. Each creature in the area must make a DC 27 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one.
- **Move.** The Ash Wolf moves up to half his speed.
- **Chomp (Costs 2 Actions).** The Ash Wolf makes one bite attack or uses Swallow.

**Smoldering Wolf**

Large fey, neutral

**Armor Class** 18 (natural armor)**Hit Points** 157 (15d10+75)**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	24 (+7)	20 (+5)	9 (–1)	13 (+1)	11 (+0)

**Saving Throws** Wis +5**Skills** Insight +5, Perception +9, Stealth +15, Survival +5**Damage Vulnerabilities** cold**Damage Immunities** fire**Senses** darkvision 60 ft., passive Perception 24**Languages** Common, Primordial**Challenge** 10 (5,900 XP)

**Choking Aura.** At the start of each of the smoldering wolf's turns, each creature within 10 feet of it makes a DC 17 Constitution saving throw or become poisoned for 1 round. In addition, the area is lightly obscured.

**Keen Hearing and Smell.** The smoldering wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Magic Weapons.** The smoldering wolf's weapon attacks are magical.

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

**Raging Burster.** When the smoldering wolf is reduced to 78 hit points or less, it erupts in a blast of flame that flows out in a 15-foot radius. Creatures in the area make a DC 17 Dexterity saving throw or take 28 (8d6) fire damage, or half as much on a success. For the next hour the smoldering wolf's speed increases to 100 ft., it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. In addition, for the duration the burning damage from its bite increases to 3d8.

**ACTIONS**

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8+5) piercing damage plus 9 (2d8) fire damage and the target makes a DC 17 Strength saving throw or is knocked prone.

In addition, the target makes a DC 17 Dexterity saving throw or starts to burn. At the start of its turn, a burning creature takes 9 (2d8) fire damage. A burning creature can use a bonus action to put out the fire, making a new saving throw. This save is made with advantage if the burning creature drops prone. On a success, it ends the effect on itself. Any creature that attacks a burning creature makes a DC 17 Dexterity saving throw. On a failed save, the creature starts to burn.

**Beshela, Archfey of the Sea**

Medium fey, chaotic neutral

**Armor Class** 19 (natural armor)**Hit Points** 168 (6d8+96)**Speed** 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	22 (+6)	20 (+5)	15 (+2)	15 (+2)	23 (+6)

**Skills** Athletics +11, Deception +11, Insight +12, Intimidation +11, Nature +7, Perception +7, Persuasion +11**Damage Vulnerabilities** fire**Damage Resistances** acid, cold; bludgeoning, piercing, and slashing from weapons that aren't cold iron**Damage Immunities** poison**Condition Immunities** poisoned**Senses** ripplesense, passive Perception 17**Languages** Elven, Primordial, Sylvan**Challenge** 14 (11,500 XP)

**Corrosive Tempest.** When Beshela is first reduced below half of her hit points, dark clouds gather overhead and begin spewing forth black rain in a ¼-mile radius centered on her. Any creature that ends its turn without some sort of cover from the rain takes 1 point of acid damage. The clouds move with Beshela and last for 5 minutes.

**Fey Dive.** Beshela can use a bonus action to 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 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

**At will:** *control water*

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

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

**Quick.** Beshela has advantage on initiative checks.

**Ripplesense.** Beshela perfectly knows the 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:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) magical bludgeoning damage and the target is pushed 20 feet away.

**Summon the Kraken (1/Day)** Beshela conjures a massive tidal wave in a ¼-mile-radius centered on herself. All creatures hit by the wave must make a DC 19 Strength saving throw or be knocked prone and pushed away 20 feet. Water floods the area to a depth of 2 feet, making it difficult terrain, though it may flow away quickly based on the area.

In addition, Beshela summons two kraken tentacles made of seaweed within 50 feet of her. Each tentacle is a Large creature with Beshela's AC and save bonuses, and 40 hit points. If a tentacle is ever completely out of the water, it is destroyed. Once summoned, Beshela can use a bonus action to command one or both to move up to 20 feet through areas covered in water and make an attack.

**Kraken Tentacle.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (3d6+6) magical bludgeoning damage and the target is grappled (escape DC 19).



### The Father of Thunder

Gargantuan fey (fey titan), chaotic neutral

**Armor Class** 25 (natural armor)

**Hit Points** 555 (30d20+240)

**Speed** 150 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	8 (–1)	27 (+8)	10 (+0)	23 (+6)	27 (+8)

**Saving Throws** Con +16, Int +8, Wis +14

**Skills** Intimidation +24, Perception +22

**Damage Resistances** acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from magical weapons

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

**Condition Immunities** diseased, frightened

**Senses** darkvision 600 ft., truesight, passive Perception 32

**Languages** Primordial

**Challenge** 25 (75,000 XP)

**Herd Crush.** A herd encircles the Father of Thunder in a quarter-mile radius. When the herd is in motion, any hostile creature the fey titan is aware of within the herd makes a DC 16 Dexterity saving throw at the start of its turn or it takes 8 bludgeoning damage from the crush of animals. Herd animals such as horses are immune to this damage. A creature unable to keep up with the herd (such as if a dismounted rider or someone with a steed that's been knocked prone) has disadvantage on the saving throw, taking 24 bludgeoning damage from being trampled. It typically takes 4 rounds of trampling for the herd to move past a prone creature. *[In this encounter the Great Hunt's assistance grants the PCs advantage and a +5 bonus to these saving throws.]*

**Innate Spellcasting.** The Father of Thunder's innate spellcasting ability is Charisma (spell save DC 24). He can innately cast the following spells, requiring no material components.

**Constant:** *freedom of movement*

**At will:** *bestow curse*, *plant growth*, *shatter* (as a 7th-level spell)

**3/day:** *commune with nature*

**1/day:** *heroes' feast*

**Quick.** The Father of Thunder has advantage when rolling initiative.

**Relentless (1/Short Rest).** If the Father of Thunder takes 10 damage or less that would reduce him to 0 hit points, he is reduced to 1 hit point instead.

**Regeneration.** The Father of Thunder regains 20 hit points at the start of his turn if he has at least 1 hit point.

**Stormy Presence.** Lightning constantly strikes in a 1,200-foot radius around the Father of Thunder. Normally it lands harmlessly, but when a creature angers the fey titan the lightning expresses his displeasure. Once per round when a creature in the area targets him with a spell that affects his mind or grants a Wisdom saving throw, or when a creature tries to engage him in conversation, the Father of Thunder can cause a bolt of lightning to fall from the sky dealing 30 lightning damage (DC 24 Dexterity saving throw to negate) and targeting the creature with a *dispel magic* (as a 7th-level spell). The lightning does not injure herd animals or minotaurs. He cannot target any creatures that is directly underneath him, as such bolts redirect to his horn.

The Father of Thunder can also use a bonus action to direct a lightning strike, usually aiming it at people who dare to try to fly over his herd. And as an odd corner case, he can cause this lightning to



strike creatures even hundreds of miles away in response to them casting *sending* or similar communication to bother him, responding with lightning instead of words.

If the Father of Thunder is not standing on ground above an open sky, he cannot use this trait.

**Stubborn Tornado.** When the Father of Thunder is reduced below 185 hit points, he stops running and engages the party in close combat. A tornado manifests around him, creating 200 mile per hour winds. The tornado remains centered on the Father of Thunder as he moves, though he is big enough to be clearly visible through the dust of the funnel cloud. It lasts until the Father of Thunder is reduced to 30 hit points, at which point the fey titan sags and yields.

Ranged weapon attacks become impossible. Large or smaller creatures must succeed on a DC 16 Strength check at the start of the Father of Thunder's turn or else be knocked prone and pulled 1d4×10 feet toward the fey titan, taking 2 (1d4) bludgeoning damage per 10 feet traveled. Those who end up adjacent to him are picked up by the tornado and whirled around for 1d6 rounds, taking 21 (6d6) bludgeoning damage each round from debris and the occasional flying cow, before being violently expelled (taking falling damage as appropriate).

**Susceptible to Booze.** If allowed to consume truly epic amounts of alcohol, the Father of Thunder's intoxication reduces his hit points by 50 and he takes a –5 penalty on all checks, saving throws, attack rolls, and damage rolls. In addition, the DCs of saving throws made to resist the Father of Thunder are reduced by –5 (except for Stubborn Tornado).





**Toppled Quake.** When the Father of Thunder is reduced below 275 hit points, he stumbles and falls prone. On his next turn he attempts to get up and move 150 feet (instead of his normal movement of 300 feet). He's still able to take the Attack action, but this gives foes who've fallen behind a chance to catch up. It takes the Father of Thunder 1d4 rounds to stand up.

The first time per day that the Father of Thunder falls prone (whether due to the above damage or because of enemy attacks), his collision with the ground creates a massive earthquake. The landscape in a 600-foot radius buckles, and deep fissures and jagged hills appear in the area. For the following 4 rounds, unless the Father of Thunder is unable to move or a character's Wisdom (Animal Handling) check briefly takes control of the herd, each round the fey titan guides the herd through one of these hazards.

♦ **Small Chasm.** Each rider must succeed on a DC 12 Wisdom (Animal Handling) check to coax their steed to leap across a 20 foot gap. On a failure the steed balks and instead swerves around the gap, causing the rider to fall back 60 feet relative to the Father of Thunder. Because some members of the herd fall in, the DC for Herd Crush is reduced by -2.

♦ **Vast Chasm.** Each rider may choose to either make a DC 17 Wisdom (Animal Handling) check to get their steed to leap a 50 foot gap or falls back 120 feet relative to the Father of Thunder. On a failure the steed and rider each take 35 (10d6) bludgeoning damage and need to find a way out of a 100-foot deep chasm in order to rejoin the battle. This removes a huge amount of the herd, reducing the DC for Herd Crush by -5.

**Tromping Attack.** To represent the mobile herd and battle, place the Father of Thunder in the middle of a battle map. Each mounted combatant can direct his or her steed to adjust his position relative to the titan by up to 30 feet by spending their movement and bonus action to succeed on a DC 8 Wisdom (Animal Handling) check. For every 5 points a rider succeeds by, they can adjust their steed another 10 feet. A rider can roll with disadvantage and take a -5 penalty to make this check on their turn without using their bonus action.

On his turn the Father of Thunder can adjust 30 feet. In addition, 3 times per round at the end of another creature's turn, the fey titan can adjust himself 10 feet. If the Father of Thunder falls prone, all this movement and adjustment stops until he can stand back up again.

Assume that all creatures in the encounter keep the same general heading, and it doesn't particularly matter where the herd as a whole moves, except as detailed below.

Due to his immense size, the Father of Thunder doesn't turn very quickly. He can only make tusk attacks against creatures roughly within his forward reach, and stomp attacks only against creatures not in reach of his gore attack.

As an action, a rider within 30 feet of the Father of Thunder can make a Wisdom (Animal Handling) check. It's recommended that GMs be generous with bonuses if the rider comes up with a good excuse, like if there's an illusion of a giant dragon to cause the herd to turn away. The Father of Thunder then makes a Wisdom saving throw against a DC equal to that check's result, representing his control over the herd. On a failure, the rider can direct the herd to move in a particular direction for the next round. The fey titan likely turns his ire against that rider however, and of course the herd doesn't pivot on a silver piece.

## ACTIONS

**Multiattack.** The Father of Thunder attacks once with his tusk and twice with his stomp.

**Tusk. Melee Weapon Attack:** +20 to hit, reach 20 ft., one target. *Hit:* 38 (4d12+12) piercing damage. On a critical hit, the target makes a DC 24 Constitution saving throw or is stunned for 1d4 rounds.

**Stomp. Melee Weapon Attack:** +20 to hit, reach 20 ft., one target. *Hit:* 34 (4d10+12) bludgeoning damage and the target makes a DC 24 Strength saving throw or is knocked prone. On a critical hit, the target makes a DC 24 Constitution saving throw or is stunned for 1d4 rounds.

## LEGENDARY ACTIONS

The Father of Thunder can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Father of Thunder regains spent legendary actions at the start of his turn.

- ♦ **Direct Lightning.** The Father of Thunder directs a lightning strike using Stormy Presence.
- ♦ **Move.** The Father of Thunder moves up to half his speed.
- ♦ **Stomp (Costs 2 Actions).** The Father of Thunder makes one stomp attack.

## Granny Allswell

Gargantuan fey (fey titan), chaotic neutral

**Armor Class** 24 (natural armor)

**Hit Points** 518 (28d20+224)

**Speed** 80 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	18 (+4)	27 (+8)	28 (+9)	28 (+9)	25 (+7)

**Skills** Arcana +25, Deception +15, Insight +17, Intimidation +15, Medicine +17

**Damage Resistances** acid, cold, fire, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from magical weapons

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

**Condition Immunities** diseased, frightened

**Senses** darkvision 600 ft., true sight, passive Perception 19

**Languages** Common, Draconic, Primordial, Terran

**Challenge** 25 (75,000 XP)

**Evilest Eyes.** Granny's eyes can spin in different directions, allowing her to use both No More Tricky and Not So Impressive Now to target two creatures simultaneously using the same bonus action (usually aiming the former at a magic-user and the latter at a warrior). When she would gain the blinded condition, she loses sight in one eye but can still use the other trait.

At the end of a creature's turn it can attempt a new saving throw to break free of each evil eye effect on it. *Remove curse*, *break enchantment*, and similar effects can also end one of these hexes. Once the effect of a given hex ends, the creature cannot be affected by that same evil eye again.

♦ **No More Tricky:** Granny Allswell cocks her left evil eye at a creature she can see and admonishes it for not playing fair, forcing it to make a DC 25 Wisdom saving throw. On a failure, the creature is limited in many ways to only things a normal person could accomplish without magic. The full range of these penalties are at the GM's discretion, but these include its Speed being no higher than 30 feet,



it cannot have any alternate movement modes, and it cannot cast spells or supernatural features or traits.

- ♦ **Not So Impressive Now:** Granny aims her right evil eye at a creature not affected by her other evil eye, forcing it to make a DC 25 Wisdom saving throw. On a failure, whenever the target would roll a d20, it instead rolls a d6. If it fails to break free of the hex on its next turn, it can start rolling d8s. If it still fails the next round, it can roll d12s. The hex automatically ends after affecting the target for 3 rounds.

**Hordeling Outburst.** At any time Granny Allswell can control up to 9 gangs of gremlins, born out of the mountain and powered by her life force. Each gang fills the space of a Large creature and has 30 hit points, AC 23 (natural armor), Speed 50 ft. (burrow 20 ft.), a +5 bonus on ability checks and saving throws, and the same immunities and resistances of their granny. Damage dealt to gremlin gangs deals an equal amount of damage to Granny Allswell (though if a single effect damages multiple gangs, damage is only transferred once). Because they consist of multiple creatures, area attacks against gremlin gangs deal double damage.

At the start of each of Granny Allswell's turns, the 9 gremlin gangs act, and if any gangs have been dispersed by previous damage, another gang appears somewhere that is at least 30 feet away from any hostile creature, burrowing out of the ground if necessary. On its action, each gang can either attack or steal.

- ♦ **Slam.** *Melee Weapon Attack:* +13 to hit, reach 0 ft., one creature in the gang's space. *Hit:* 14 (2d8+5) slashing damage.
- ♦ **Steal.** The gremlin gang makes a Dexterity (Sleight of Hand) check opposed by a creature's Wisdom (Perception) check. On a success, it steals every unattended item the target is carrying or has in a pack (basically everything not held or worn, including spell components). If the check succeeds by 10 or more, the target must make a DC 21 Dexterity saving throw or else any armor it is wearing becomes broken (reducing any bonuses to armor class by half, minimum +0). The gremlin gang holds the stolen gear and uses it to attack, and when reduced to 0 hit points the survivors disperse, dropping the loot in their space.

**Innate Spellcasting.** Granny Allswell's innate spellcasting ability is Wisdom (spell save DC 25, +17 to hit with spell attacks). She can innately cast the following spells, requiring no material components.

**Constant:** *freedom of movement*

**At will:** *bestow curse*, *quicken charm monster*, *stone shape*, *wall of stone*

**3/day:** *commune with nature*, *polymorph*

**1/day:** *maze*

**Juxtaposed Misty Step.** Granny Allswell can use a bonus action to cast *misty step*, except she targets a space occupied by a creature within 150 feet and switches places with it. An unwilling creature can make a DC 19 Charisma saving throw to negate.

**Knowledgeable.** Granny Allswell has advantage on Intelligence checks.

**Quick.** Granny Allswell has advantage when rolling initiative.

**Regeneration.** Granny Allswell regains 30 hit points at the start of her turn if she has at least 1 hit point.

**Relentless (1/Short Rest).** If Granny Allswell takes 10 damage or less that would reduce her to 0 hit points, she is reduced to 1 hit point instead.



**Scattered Spellbooks.** Granny Allswell has hundreds of old scrolls and spellbooks in various states of disrepair scattered throughout the Anthras Mountains. Given a couple days to look, she can get access to any wizard spell written in the last 2,000 years.

**Steal Spell (1/Turn).** When Granny Allswell uses a melee weapon attack to damage a creature, she can choose a single spell active on that creature and end it, then cast the same spell herself (without expending any actions to do so). She cups her hands as if holding an adorable kitten, cuddles it close to her face, then shoves it in her mouth. She's particularly fond of *haste* and divine magic.

#### ACTIONS

**Multiattack.** Granny Allswell attacks twice with her slam.

**Slam.** *Melee Weapon Attack:* +18 to hit, reach 60 ft., one target. *Hit:* 28 (4d8+10) bludgeoning damage.

#### LEGENDARY ACTIONS

Granny Allswell can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Granny Allswell regains spent legendary actions at the start of her turn.

- ♦ **Juxtapose.** Granny Allswell uses Juxtaposed Misty Step.
- ♦ **Slam.** Granny Allswell makes a slam attack.
- ♦ **Evil Eyes (Costs 2 Action).** Granny Allswell uses Evil Eyes.

**Corrupted Earth Spirit**

Huge elemental, unaligned

**Armor Class** 19 (natural armor)**Hit Points** 225 (18d12+108)**Speed** 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (–1)	22 (+6)	10 (+0)	11 (+0)	11 (+0)

**Saving Throws** Wis +5**Skills** Arcana +10, Athletics +11, Perception +10, Stealth +9**Damage Vulnerabilities** thunder**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons**Damage Immunities** poison**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious**Senses** darkvision 60 ft., passive Perception 20**Languages** Terran**Challenge** 15 (13,000 XP)**Earth Glide.** The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.**Magic Resistance.** The elemental has advantage on saving throws made against spells and other magical effects.**Magic Weapons.** The elemental's weapon attacks are magical and treated as if they were adamantite.**Siege Monster.** The elemental deals double damage to objects and structures.**ACTIONS****Multiattack.** The elemental attacks twice with its slam.**Slam.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 20 (4d6+6) bludgeoning damage. On its next turn, the target can't move more than 10 feet or be targeted by an effect that teleports it (a DC 19 Constitution saving throw negates this effect).**She Who Writhes, Fey Titan**See ZEITGEIST #10: *Godmind* - Part 1.**Asrabey Varal, Archfey of Obedience**

Medium humanoid (elf), lawful neutral

**Armor Class** 26 (+3 *glamered 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 +11, Con +9, Int +7, Wis +7, Cha +5**Skills** Acrobatics +10, Athletics +11, Insight +7, Intimidation +5, Nature +7, Perception +7**Damage Resistances** bludgeoning, piercing, and slashing**Condition Immunities** charmed, frightened**Senses** darkvision 60 ft., passive Perception 17**Languages** Elvish, Primordial**Challenge** 17 (18,000 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.**Compelling Strike.** Whenever Asrabey hits a creature with an attack, that creature must make a DC 19 Wisdom saving throw or be affected by a command of Asrabey's choice (as the spell). On a critical hit, Asrabey may instead affect the target with *dominate monster*; at the end of each of its turns, the dominated creature makes a new saving throw to end the effect on itself. When he chooses not to dominate a target, he can instead stun it for 1d4 rounds (instead of making a Wisdom saving throw, a DC 19 Constitution saving throw negates).**Elixirs of Glibness (20).** Asrabey wears a *crown of aura masking* that conceals his *elixirs of glibness* (which function as the spell) from detection, instead showing the divination that they are *potions of enhance ability* (Charisma).**Fey Ancestry.** Magic can't put Asrabey to sleep.**Indomitable (2/Long Rest).** Asrabey can reroll a saving throw that he fails. He must use the new roll.**Innate Spellcasting.** Asrabey's innate spellcasting ability is Wisdom. He can innately cast the following spells, requiring no material components.**Constant:** *freedom of movement***At will:** *misty step***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 when rolling initiative.**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:* +14 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:* +14 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) magical piercing damage plus the target is grappled (escape DC 19).



# Appendix: Danoran & Obscurati Forces

## Porteur de Mort Revelation Sniper

Medium humanoid (human), lawful neutral

**Armor Class** 17 (studded leather)

**Hit Points** 150 (20d8+60)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	8 (-1)

**Saving Throws** Con +8, Wis +7

**Skills** Acrobatics +10, Insight +7, Perception +12, Stealth +15

**Senses** passive Perception 22

**Languages** Common, Danoran

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

**Adaptive Ammo.** When firing their rifle, the sniper can select a specialty type of ammunition used with each shot. This is a unique ability combining arcanoscientific munitions with special training.

- **Acid Chewer Shot:** The shot deals an extra 14 (4d6) acid damage, as well as an additional 7 (2d6) acid damage the following round.
- **Coldfire Shot:** The shot deals an extra 21 (6d6) damage, half of which is cold and the other half is fire.
- **Electromagnetic Shot:** The shot deals an extra 21 (6d6) lightning damage.
- **Lander Rounds:** Made of a laden material, this shot causes any creature flying above ground to descend 30 feet each time they are struck by a round (this movement does not provoke opportunity attacks.)

**Marksmanship.** The sniper doubles their proficiency bonus when making ranged attack rolls with a scoped rifle.

**Potion.** The sniper carries a *potion of greater healing*.

**Superb Aim.** The sniper ignores half cover and three-quarters cover when making a ranged weapon attack, and they don't have disadvantage when attacking at long range. When the sniper makes their first ranged weapon attack in a turn, they can choose to take a -5 penalty to their ranged weapon attack rolls in exchange for a +10 bonus to ranged weapon damage.

### ACTIONS

**Multiattack.** The sniper attacks twice.

**Rapier.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

**Revolver (12).** *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. *Hit:* 14 (2d8+5) piercing damage.

**Shotgun.** *Ranged Weapon Attack:* +10 to hit, range 30-foot line, multiple targets (roll separately for each). *Hit:* 18 (3d8+5) piercing damage.

**Rifle (30).** *Ranged Weapon Attack:* +15 to hit, range 80/240 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

### REACTIONS

**Fast Reload.** The sniper reloads their rifle.

## Porteur De Mort Murderer

Medium humanoid (tiefling), lawful neutral

**Armor Class** 20 (+1 breastplate, +1 shield)

**Hit Points** 120 (16d8+42)

**Speed** 30 ft.

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

**Saving Throws** Str +8, Dex +8, Wis +6, Cha +3

**Skills** Acrobatics +13, Bluff +3, Intimidation +8, Perception +11, Stealth +13, Survival +11

**Damage Resistances** fire

**Senses** darkvision 60 ft., passive Perception 21

**Languages** Common, Danoran, Infernal

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

**Brute.** A melee weapon deals one extra die of its damage when the murderer hits with it (included in the attack).

**Evasion.** When the murderer is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

**Infernal Legacy.** The murderer knows the *thaumaturgy* cantrip. In addition, they can cast *hellish rebuke* (as a 2nd-level spell; DC 11) and *darkness* once each between long rests. They use Charisma as their spellcasting ability for these spells.

**Murderers-At-Arms.** The murderer has advantage on attack rolls against a creature if at least one other murderer is within 5 feet of the creature and the ally murderer isn't incapacitated. When a murderer gains advantage on an attack roll in this way, their Sneak Attack increases by 10 (3d6) extra damage.

**Sneak Attack (4d6, 1/Turn).** The murderer deals an extra 14 (4d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the murderer that isn't incapacitated and the murderer doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The murderer makes three melee attacks and fires their pistol (without disadvantage, even if they are within reach of an enemy).

**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage.

**Revolver.** *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

### ACTIONS

**Uncanny Dodge.** When an attacker the murderer can see hits them with an attack, the murderer can use their reaction to halve the attack's damage against them.

**Porteur du Mort Alchemist**

Medium humanoid (human), lawful neutral

**Armor Class** 19 (natural armor)**Hit Points** 105 (14d8+42)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	16 (+3)	17 (+3)	19 (+4)	12 (+1)	10 (+0)

**Saving Throws** Dex +8, Con +8**Skills** Acrobatics +8, Arcana +9, Medicine +6, Perception +11; alchemist's supplies +14, thieves' tools +9**Damage Immunities** poison**Condition Immunities** poisoned**Senses** passive Perception 21**Languages** Common, Danoran, Dwarvish, Primordial**Challenge** 13 (10,000 XP)**Alchemical Spellcasting.** The alchemist is a 14th level spellcaster.

Its spellcasting ability is Intelligence (spell save DC 17). All the alchemist's spells require a special material component—an extract that the target of the spell drinks. The alchemist has the following spells prepared:

**1st level (4 slots):** *cure wounds, enlarge person, expeditious retreat***2nd level (4 slots):** *aid, alter self, invisibility, see invisibility***3rd level (3 slots):** *darkvision, haste, displacement, heroism, protection from energy***4th level (2 slots):** *freedom of movement, resilient sphere, stoneskin***5th level (1 slot):** *death ward*

**A Round for All!** The alchemist can share extracts with multiple targets and not just a single individual. Whenever a creature drinks one of the alchemist's extracts, other creatures that are within 5 feet of both the drinker and the alchemist are also considered to drink the extract.

**Technologist Delivery.** The alchemist can use a bonus action to activate a Tiny-sized construct that delivers a single extract or potion to a willing target within 30 feet. The construct loses power and gracefully self-destructs after delivering the potion.

**ACTIONS****Multiattack.** The alchemist makes two melee attacks.**Shortsword.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.**Revolver.** *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 12 (2d8+3) piercing damage.**Bomb (20).** The alchemist throws a bomb at a space within 30 feet; it detonates in a 5-foot radius on impact. Up to 4 creatures the alchemist chooses are immune to the effects of the bomb.

- ♦ **Acid:** Creatures in the area make a DC 17 Dexterity saving throw or take 28 (7d6+4) acid damage, or half as much on a successful save.
- ♦ **Dispelling:** Creatures in the area make a DC 17 Charisma saving throw or are targeted by dispel magic.
- ♦ **Fire:** Creatures in the area make a DC 17 Dexterity saving throw or take 28 (7d6+4) fire damage, or half as much on a successful save.
- ♦ **Madness:** Creatures in the area make a DC 17 Wisdom saving throw or take 14 (3d6+4) psychic damage as they gain a short-term madness.
- ♦ **Smoke:** Smoke billows out to fill 20-foot-radius sphere of fog centered on the space. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Obscurati Master Builder**

Medium humanoid (half-elf), lawful neutral

**Armor Class** 19 (natural armor)**Hit Points** 136 (16d8+64)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	18 (+4)	23 (+6)	11 (+0)	8 (–1)

**Saving Throws** Dex +8, Con +9, Wis +5**Skills** Arcana +11, Perception +5, Persuasion +9; alchemist's supplies +11, artisan's tools +5**Senses** darkvision 60 ft., passive Perception 15**Languages** Common, Danoran, Elvish, Primordial**Challenge** 15 (13,000 XP)

**Fey Ancestry.** The Obscurati Master Builder has advantage on saving throws against being charmed, and magic can't put them to sleep.

**Spellcasting.** The Obscurati Master Builder is a 16th level spellcaster. Their spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). They have the following spells prepared:

**Cantrips (at will):** *acid splash, light, mage hand, mending, shocking grasp***1st level (4 slots):** *alarm, faerie fire, feather fall, magic missile, shield***2nd level (3 slots):** *misty step, shatter***3rd level (3 slots):** *conjure animals, dispel magic, fireball, stinking cloud, wind wall***4th level (3 slots):** *conjure minor elementals, conjure woodland beings, dimension door, wall of fire***5th level (2 slots):** *cloudkill, conjure elemental, wall of force***6th level (1 slot):** *conjure fey, freezing sphere, wall of ice***7th level (1 slot):** *conjure celestial, prismatic spray***8th level (1 slot):** *sunburst*

**War Magic.** The Obscurati Master Builder has advantage when they are concentrating on a spell and have to make a Constitution saving throw from taking damage, they can wield weapons or a shield in both hands and still make somatic components for spellcasting, and they can use their reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from them.

**ACTIONS****Multiattack.** The Obscurati Master Builder attacks twice.**Magic Quarterstaff.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) magical bludgeoning damage.**Magic Revolver.** *Ranged Weapon Attack:* +9 to hit, range 40/120 ft., one target. *Hit:* 13 (2d8+4) magical piercing damage.

**Bomb (20).** The Obscurati Master Builder throws a bomb at a space within 30 feet and it detonates in a 5-foot radius on impact. They can choose up to 6 creatures to be immune to the effects of a bomb whenever they throw it. Creatures in the area make a DC 19 Dexterity saving throw or take 28 (7d6+4) fire damage, or half as much on a successful save.



### Obscurati Divinist

Medium humanoid (dwarf), lawful neutral

**Armor Class** 21 (mithral plate, shield)

**Hit Points** 127 (15d8+60)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	19 (+4)	18 (+4)	17 (+3)	19 (+4)

**Saving Throws** Con +9, Wis +8, Cha +9

**Skills** Arcana +14, History +14, Perception +8, Religion +14

Damage Resistance poison

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Abyssal, Aklo, Aquan, Auran, Celestial, Common, Danoran, Draconic, Dwarvish, Elvish, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Primordial, Sylvan, Terran, Undercommon; *tongues* (understand only)

**Challenge** 14 (11,500 XP)

**Dwarven Resilience.** The Obscurati Divinist has advantage on saving throws against poison.

**Potions.** The Obscurati Divinist carries a *potion of invisibility*, a *wand of inflict wounds* (25 charges), and 2 *scrolls of symbol*.

**Spellcasting.** The Obscurati Divinist is a 15th level spellcaster. Their spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). They have the following spells prepared:

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

**1st level (4 slots):** *bane, command, cure wounds, detect magic, detect poison and disease, guiding bolt, identify, inflict wounds*

**2nd level (3 slots):** *find traps, hold person, locate object, shatter, silence*

**3rd level (3 slots):** *bestow curse, revivify, speak with dead, tongues*

**4th level (2 slots):** *death ward, divination, freedom of movement*

**5th level (2 slots):** *contact other plane, flame strike, legend lore, scrying*

**6th level (1 slot):** *find the path, harm, true seeing*

**7th level (1 slot):** *divine word*

#### ACTIONS

**Multiattack.** The Obscurati Divinist makes three melee attacks.

**Chilling Flail.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 5 (1d8+1) magical bludgeoning damage plus 3 (1d6) cold damage.

### Obscurati Assault Golems

See the Obscurati Golems in ZEITGEIST #10: *Godmind* – Part 2.

### Danoran Frigate Crew

Gargantuan swarm of Medium humanoids, lawful neutral

**Armor Class** 20 (natural armor)

**Hit Points** 285 (30d8+150)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	21 (+5)	11 (+0)	12 (+1)	11 (+0)

**Saving Throws** Dex +9, Con +10, Wis +6

**Skills** Athletics +12, Perception +11, Stealth +9, Survival +6

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

**Senses** passive Perception 21

**Languages** Common

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

**Chaos of Combat.** Any creature that is adjacent to or in the swarm's space has a hard time focusing on magic. A creature casting a spell or concentrating on a spell makes a Constitution saving throw (DC 17 + spell level) or loses the spell.

**Embedded Spellcasters.** A handful of mages in each crew cast 2 spells from the following list each round (5th-level spellcasters, save DC 14): *dispel magic, fog cloud, gust of wind, hold person, magic missile, protection from energy, see invisibility, silent image*. When assaulted by flying enemies out of range, they produce clouds of fog. If they use both spells to dispel magic, they effectively aid each other and grant advantage to any rolls for the spell.

**Grenade Volley.** The swarm can use a bonus action to throw a grenade at a square within 80 feet where it explodes in a 40-foot radius. Each creature in the area must make a DC 17 Dexterity saving throw. A creature takes 52 (15d6) piercing and slashing damage, or half as much on a successful save.

**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 creature. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

**Bayonet Flurry.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 28 (6d6+7) piercing damage, or 17 (3d6+7) piercing damage if the swarm has half of its hit points or fewer.

**Fusillade.** The swarm fires a fusillade of bullets in four 200-foot lines that are 5-feet wide. Each creature in the line must make a DC 17 Dexterity saving throw. A creature takes 48 (8d10+4) piercing damage on a failed save, or half as much damage on a successful one.





### Danoran Boarding Squad

Gargantuan swarm of Medium humanoids, lawful neutral

**Armor Class** 19 (natural armor)

**Hit Points** 170 (20d8+80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	17 (+3)	18 (+4)	11 (+0)	12 (+1)	11 (+0)

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

**Skills** Athletics +10, Perception +9, Stealth +7, Survival +5

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

**Senses** passive Perception 19

**Languages** Common

**Challenge** 11 (7,200 XP)

**Chaos of Combat.** Any creature that is adjacent to or in the swarm's space has a hard time focusing on magic. A creature casting a spell or concentrating on a spell makes a Constitution saving throw (DC 15 + spell level) or loses the spell.

**Grenade Volley.** The swarm can use a bonus action to throw a grenade at a square within 60 feet where it explodes in a 30-foot radius. Each creature in the area must make a DC 15 Dexterity saving throw. A creature takes 42 (12d6) piercing and slashing damage, or half as much on a successful save.

**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 creature. The swarm can't regain hit points or gain temporary hit points.

#### ACTIONS

**Bayonet Flurry.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (4d6+6) piercing damage, or 13 (2d6+6) piercing damage if the swarm has half of its hit points or fewer.

**Fusillade.** The swarm fires a fusillade of bullets in four 200-foot lines that are 5-feet wide. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 36 (6d10+3) piercing damage on a failed save, or half as much damage on a successful one.

### Sovereign Han Jierre

Medium humanoid (tiefling), lawful neutral

**Armor Class** 20 (+3 mithral breastplate, cloak of protection, ring of protection)

**Hit Points** 315 (30d8+180)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	20 (+5)	22 (+6)	16 (+3)	23 (+6)

**Saving Throws** Str +8, Dex +9, Con +13, Int +14, Wis +11, Cha +14  
Damage Resistances fire

**Senses** darkvision 60 ft., passive Perception 24

**Languages** Common, Dwarfish, Elvish, Infernal, Primordial

**Challenge** 20 (25,000 XP)

**All-Around Vision.** Han has advantage on Wisdom (Perception) checks and cannot be surprised.

**Expert.** Han is proficient with all skills and tool kits (proficiency bonus +6).

**Infernal Legacy.** Han knows the *thaumaturgy* cantrip. In addition, he can cast *hellish rebuke* (as a 2nd-level spell; DC 20) and *darkness* once each between long rests. He uses Charisma as his spellcasting ability for these spells.

**Legendary Resistance (3/Day).** If Han fails a saving throw, he can choose to succeed instead.

**Ring of Freedom of Movement.** Han's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce his speed nor cause him to be paralyzed or restrained. He can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has him grappled. Finally, being underwater imposes no penalties on Han's movement or attacks.

**Slippery Mind.** When Han is charmed or frightened by a spell or effect, at the start of his next turn he can repeat the saving throw with advantage, ending the effect on himself on a success.

#### ACTIONS

**Gestalt Commander.** Han psionically calls upon the combined force of the navy to make 6 rifle attacks against targets of his choice, allowing his soldiers to use his proficiency bonus and Charisma modifier for ranged weapon attack rolls, and to calculate their ranges from his space. This is only the most obvious use of his psychic connection to the navy and any others are at the GM's discretion.

**Rifle.** *Ranged Weapon Attack:* +12 to hit, range 80/240 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

#### REACTIONS

**Infernal Wrath of the Scion of the Jierre Bloodline.** When Han is hit by a spell or weapon attack, he can choose to deal 17 (5d6) fire damage to the attacking creature. In addition, the creature makes a DC 20 Dexterity saving throw or catches on fire, taking an additional 17 (5d6) fire damage at the start of its turn each round until it spends an action to extinguish the flames. 