

LASERS & LICHES

Tales from the



Lasers & Liches 2018 Halloween Special

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Retroverse 2018 Halloween Special

Welcome to the Retroverse! This universe is intended to be bombastic, humorous, and more than a little silly. The Retroverse is a reality inspired greatly by music, games, books, movies, and fashion of the 80's, 90's and early 2000's. It resides in a place of half faded memories, barely remembered songs, lost childhood friends, outdated styles, and time corroded files. This world does not follow the traditional rules for fantasy settings but is mired in them all the same. The Rule of Cool is written into the spirit of this game and is the only one that should be adhered to strictly. As with all things, your Game Master (GM) has the final say in how their world operates.

The Retroverse was built around 5E. There should be little problem bringing existing 5E content into this world or taking Retroverse content into another 5E setting.

Every quest starts with a **(TL;DR)** **(Too Long; Didn't Read)** version of the contents. If you simply want to run straight into the action, then read these. For more detailed explanations of the story and areas, please read the full text. Any enemies, items, magic, or otherwise in **red bold** is not included within this text and is often Open Gaming License content. Please refer to other 5E rule sets for their use.

Thank you so much for helping us test Tales from the Retroverse. We hope you enjoy the game as much as we did making it. If you have any comments or concerns, you can contact Chris on Twitter @Snickelsox or Lluís on Twitter @LluísAbadias. Stay safe in the Vector Wilds, little Users!

Halloween Special Thanks

We wanted to thank you, our fans, for being so patient with us while we work on the second test wave. To that end, we have put together a little sampling of upcoming content, especially the spooky scary stuff, and created a small adventure around it too. We hope you enjoy this spooey special and ask for your continued patience in the development process. We want to bring you the best possible Lasers & Liches product we can! The Kickstarter will be coming soon! Head on over to LasersAndLiches.com to sign up for our newsletter which will let you know the minute we launch!

Please note: This is just a sampling of the content we are going to be putting into the second test wave, like a mini-preview. Most everything we've included will be expanded upon in some way! If something seems a little scant, don't worry, we've got tons more!

Thanks!

-Chris

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Restless

"And there he was, party of powerful heroes at his feet. He spread his eyes around the room, taking in the hundreds of undead creatures forming a ring around them. He had no idea how he got here, no idea why he was holding a warhammer, no idea why his body was nothing but bones.

"Do it!" screamed a black robed figure behind him. The figure sat atop a throne made of flesh and steel. He felt like he should obey this figure, but also felt like he shouldn't.

"No." he said to the robe.

"What!?" the robe screamed. "Obey! Kill them!"

He thought for a long moment, regarding the bloody and broken heroes. "No, I don't think so." He dropped the hammer, stepped past the heroes, and casually strolled towards the door. Behind him, the robe screamed and shouted, but there was no control left in the old magician."

The Restless are literal living skeletons and very true to their name. Unlike their monstrous brethren, they have somehow developed a sense of self. With this self, comes autonomy. With autonomy, comes the desire for purpose. So, they roam, seeking out some purpose. Few find it. Relics of the past, no chance for a normal future, they live as shadows displaced from time.

Walking Death

Restless are humanoid skeletons that have been reanimated by some dark magic or technological horrors. Smaller skeletons are less effective to madmen and so it is rare to see a Restless halfling or dwarf, though not unheard of. Typically, they stand around 6 feet tall and are augmented in some distinct way. Inlaid with magical jewels, non-humanoid skeletal splicing, high technology, steam powered, Restless come in a variety of forms based on how they were brought back.



Since they are undead creatures, they do not require sleep. This does not mean they are immune to degradation though. They must spend several hours daily maintaining their bodies. For some this is repairing machinery, for others this is recharging the magic that keeps them animate. If they choose not to do this, they will not die in the traditional sense. They will simply fall apart where they stand, remaining conscious in their immobile bodies. Eons may pass before their consciousness finally slips away into the unknown. For all Restless, this is a fate far worse than their reanimation.

Regardless of their origins, Restless are always a fearsome sight. They are almost always considered abominations and pushed away from civilization. Some try to cover up their terrifying bodies with clothing and masks. Others enjoy their horrific visage and use it to their every advantage.

Constructs with Conscience

For all intents, Restless are alive. They have the spark of consciousness that most reanimated undead do not possess. They make decisions on their own, fight to preserve things they care about, and can even experience emotions like love and hate. They can resist the effects of magic on their person just like any other being. They have longings, fears, and an emptiness

that must be filled. In this way, they are like every other sentient being. Some are brought back with bits of their former lives still trapped in their heads. These memories are almost never complete though. They may know how to speak, know the names of their family, and even retain magical ability, but these things are distant and disconnected from the beings they have become. Memories of their previous lives are like movies without sound. They are feelings endured without the understanding of why they must be endured. They lack mental anchors and come without context. In time, these memories fade into wistful daydreams as the Restless accept their new lives.

Because the past holds no permanent place in their mind, the Restless search for a purpose within this new life. Some follow the commands of their creator, knowing full well they do not have to obey, but seeing no reason not to. Others spread out, searching for a way to regain their past lives, or to stave off the memory loss. Some become blights upon the world, living without care or consequence.

Reaper's Orphans

The Restless have no true place in the world. They are shut out of villages and cities, driven away from any remote settlement. They make their homes in abandoned temples and caves. Even well disguised Restless are

eventually found out; driving them to preplanned hiding spaces. There is no society that openly accepts them, even those who have built their cities on evil. The Restless of royalty often resent this, subconsciously desiring a finer life than a dungeon can provide. The Restless know their only chance at companionship is through individuals. An individual creature can be shown there is nothing to fear. Eventually a small group may accept a Restless into their ranks, if they have proven themselves trustworthy. But regardless of that group's influence, nothing can change the masses' minds on reanimated skeletons.

Because of this, some Restless decide not to even try. They strike out on their own, searching for a purpose all alone. This keeps them out of the path of dangerous mobs but often puts them in the path of more dangerous adventurers.

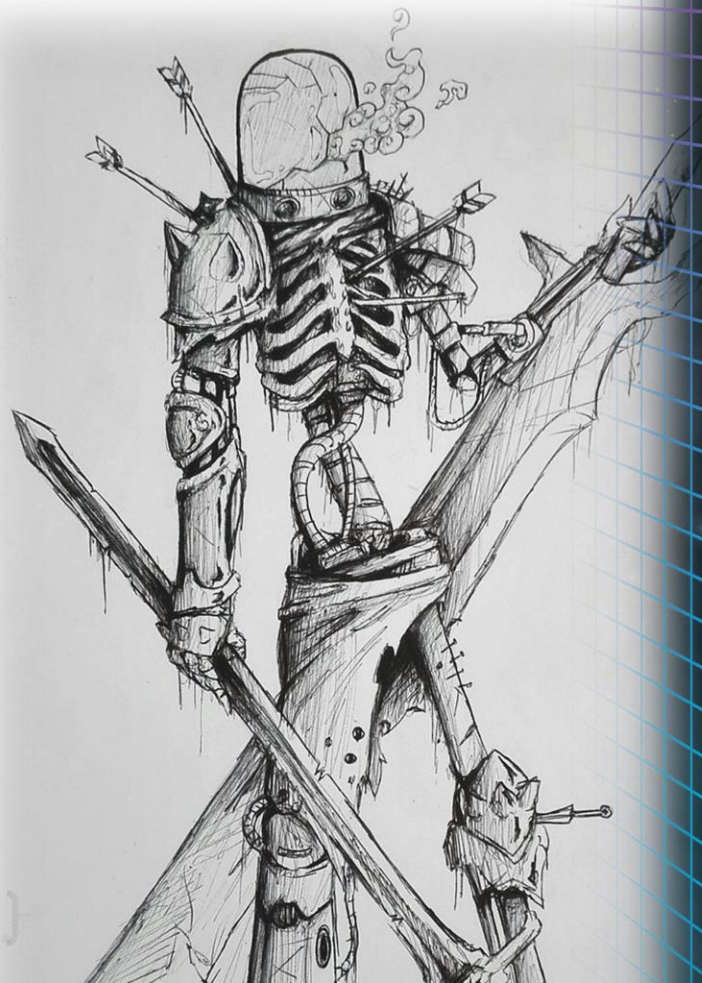
Life in Undeath

The Restless are not immortal, they just do not age like living beings. They have an expiration date, a day their machinery or magic will no longer sustain their consciousness and they will simply cease existing. Most Restless know exactly how long they have but few will share that information.

They do not require sustenance in the same way living things do. They must only repair or replenish their life support daily. They do not require air

as part of their cursed existence, though they must continue to eat. Eating for a Restless is not the same as it is for a living creature. Their arcane lifeline or cybernetics require energy to burn and food provides that energy. When they eat, the food passes through their maw, slopping down onto their ribs as a slimy ash, the essential energy of the food completely drained.

Much like food, the Restless can find no other pleasures of the living. A family is a distant desire, love an unfulfilled craving, and even dreams elude them. Even when a Restless somehow obtains any of these things, they are left unfulfilled. So, they often start out again, leaving their impossible prizes behind them in search of something to satisfy their unending desire.



Searching for Meaning

The Restless are flukes of existence. They should not be able to think or act beyond their designs, yet they do. Most Restless understand that simply by being conscious, they have negated the purpose for their own existence.

This is why they wander the world looking for, or creating, their own purpose. For some, this is to erase mistakes of their past lives. For others, it is to become as powerful as possible, potentially finding a way to reverse their undead status. Others seek a noble cause, to end that which created them in an effort to keep this from happening to anyone else.

Names

The Restless, due to their very nature, have no consistent means of naming. Typically, they take whatever name they had in their past life. When this is impossible or unwise, they use a common name to the region or their previous race.

Other Races

The Restless are openly feared and exiled, even by most evil species. There are legends of amazing Restless heroes but many regard those as simply tall tales. They have a lot of ground to make up, because of their terrifying bodies, before anyone will consider trusting them.

Restless Traits

Your Restless may look like the skeletal form of another race, but they do not share any of those racial traits. You may also have some of the bones of other creatures within your body; you gain no additional benefits from these either.

Ability Score Improvement: Restless do not grow and develop like other creatures. Instead of an ability score improvement, take two feats. Additionally, whenever you gain the Ability Score Improvement or Power Up features for your class, you must instead take a feat.

Age: Age has little meaning to a Restless. One day, based on their method of automation, they will simply stop. Restless who are brought back from adolescents tend to be more brash and withdrawn. Restless brought back from older bodies are often a little wiser and friendlier.

Alignment: Though they often have evil origins, Restless are not inherently evil. Even their past lives are not a definite indicator of their current alignment. Some Restless choose to use this new life to make up for evil, while some see it as an opportunity to exact vengeance. Choose the alignment that best suits your character.

Size: Typically, Restless are between 5 and 6 feet tall. Your size is medium. If you choose to play a smaller Restless, adjust your size accordingly.

Speed: Your base walking speed is 30 feet. If you choose to play a smaller restless, adjust the speed accordingly.

Darkvision: You have Darkvision up to 60 feet.

Poison Resistance: Unlike your undead brethren, who simply shrug off the damage poison causes their bones, you still feel it, albeit lessened. You are resistant to poison damage.

No Lungs: You do not require air and are immune to effects that would require you to breathe.

Languages: You can speak, read, and write common and one additional language of your choice.

Necromantic Sustenance: While you heal over time like other races, you cannot be healed by regular healing magic, including potions or blessed herbs. They do not damage you, they are simply useless. This is because your healing comes from whatever force keeps you alive. You can be healed by necrotic magic, recovering hit points equal to the necrotic damage you would have received. You are vulnerable to radiant damage.

Subraces: There are three basic types of Restless: The Defiled, Cybernetic, and Rebooted. The differences between them being their origin and mode of continued existence.

Defiled

Defiled Restless are traditionally summoned by powerful mages or liches. In a desire to create a more

powerful being, they inlay the skeleton with gems, precious metals, and terrible runes, all designed to trap the soul of someone within the celestial or infernal plane. Bringing such a soul into the world, often against their will, is no easy feat. Often it fails, rarely is it successful, and even more rarely, the soul refuses to cooperate. They leave their creators and strike out on their own.

Choose whether your soul was on the celestial plane or the infernal plane. Celestial souls often have golden or silver tinted bones and a faint halo of energy can be seen atop their head. Infernal souls have a dull red or black color and have shards of bones that jut out from their skull.

Magic in your Bones: You can channel some of the energy that created you into your attacks. When using a magical attack, you may add +1 to the attack roll or spell save DC and +1 to the damage. When using a magical weapon, you may add +1 to the attack and damage rolls made with that weapon. Additionally, you gain proficiency in Arcana.

Soul Energy: Once per day, you can change the nature of a magical attack to match your origins. If making a magical attack with an elemental damage type, you can change the damage type to Necrotic for infernal origins or Radiant for celestial origins.

Barbarian

Path of the Techno Viking

The path of the Techno Viking is one fraught with long hair, guitar riffs, and blood. Rather than keep their fury to themselves, they can spread it to others. One Techno Viking can turn an entire party into raving savages, crushing any who stand in their way. Like a Synthweaver, they are in touch with the Beat of the World, just to a lesser degree.

Rave

When you choose this path at 3rd level, your Rage changes in some key ways. Tapping into The Beat changes your rage ability in these ways.

- You have advantage on Dexterity checks and Dexterity saving throws.
- When you make a melee weapon attack using Strength or Dexterity, you gain the rage bonus to the attack or damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the barbarian table. Additionally, you can use your reaction to add the rage bonus to any

Strength or Dexterity saving throws.

- You gain +2 to your AC as long as you are not wearing heavy armor.
- Your unarmed strikes deal 1d4 + your Strength modifier.

Musical Skill

Starting when you choose this path at 3rd level, you gain proficiency with one instrument of your choice. You can use this instrument as a weapon as well. It deals 1d6 + your Strength modifier and you are proficient with the attack. You must make a saving throw for your instrument, DC 10, breaking the instrument on a failure. The DC increases by +1 for every attack you make with the instrument, until the start of your next turn.

Additionally, you become proficient with the Performance skill, or double your proficiency if you already are proficient.

Rip and Tear

Starting at 6th level, whenever you grapple an enemy, you can use a reaction to hurt the enemy you have grappled. This attack automatically hits but the enemy can make another check to escape your grapple after taking damage from this feature. If you have an ability that allows you to bludgeon, bite, or claw the opponent, you can use that attack. Otherwise, it is

considered an unarmed attack as you bludgeon, bite, or claw at the grappled foe.

Mosh

Beginning at 10th level, you can use a bonus action to bestow some of your rage upon an ally. Choose an ally within 5 feet and punch them. This is not intended to cause serious damage and, as long as the ally does not resist, they will only take 1 bludgeoning damage from the attack. If they do not wish to be hit you can still make an unarmed attack against them, dealing damage normally on a hit. Once they have taken the damage, they become empowered by your ferocious energy and gain the same rage bonus to their Strength based damage rolls that you receive. If they are concentrating on a spell, they lose that concentration. This bonus lasts until your current rage ends.

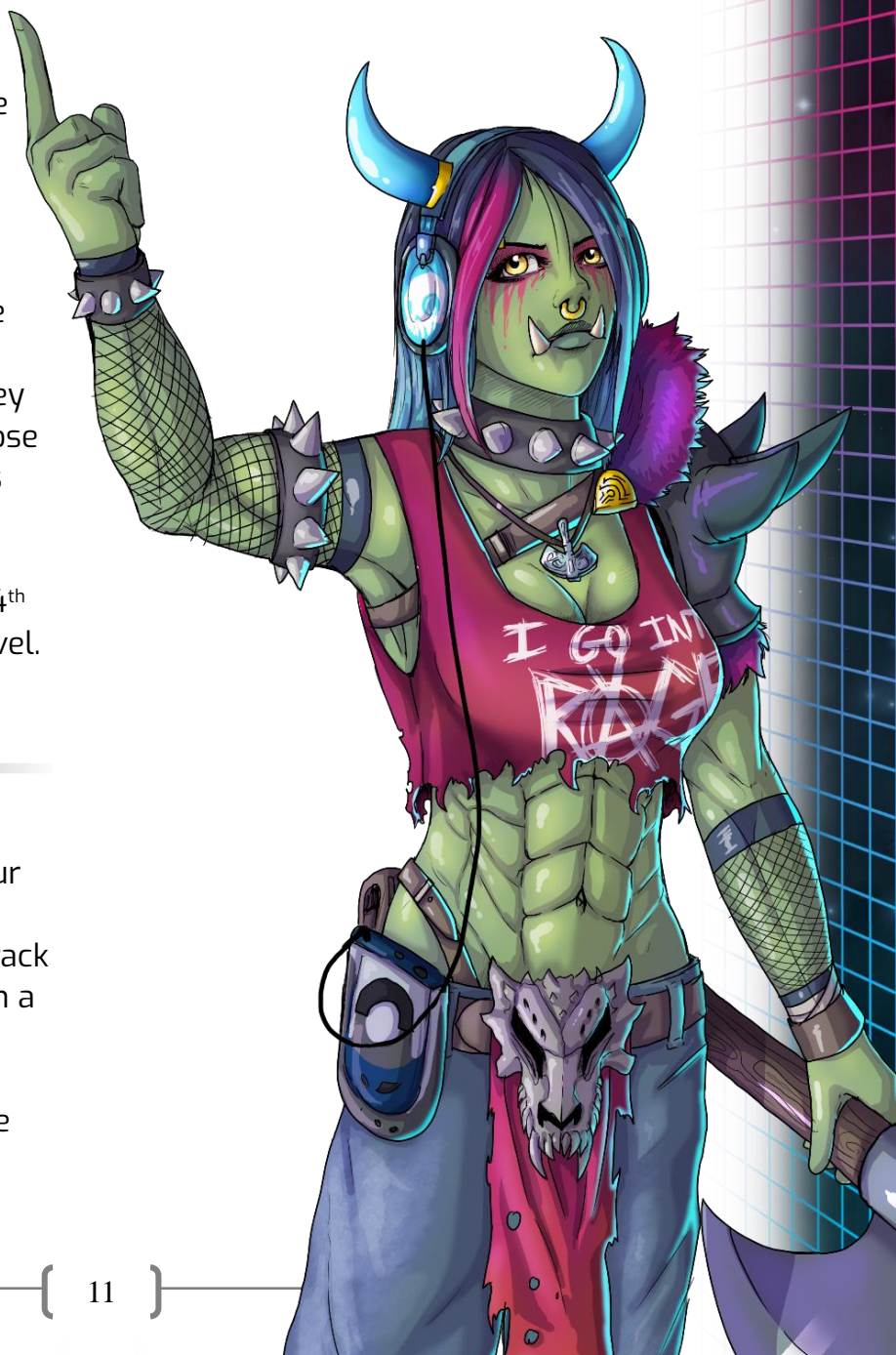
You may bestow this bonus to 2 allies. This increases to 4 allies at 14th level and again to 6 allies at 20th level.

Skull Cracker

At 14th level, you can choose to savagely headbutt an enemy as your attack action. Making an unarmed attack, you channel The Beat and crack your skull upon an enemy's face. On a hit this attack deals 6d6 + your Strength modifier bludgeoning damage to the enemy, you also take

damage equal to half the damage dealt to your target. You and the target must then make a Constitution saving throw, DC 15, falling unconscious until the start of each creature's next turn upon failure. The first time you use this feature, after a short or long rest, you have advantage on the Constitution saving throw.

This attack is considered magical for the purposes of overcoming resistances.



Glitch Hunter

Suave and cool, the elf places his blaster back in its holster. His bounty had been eluding him for days and now had almost put a hole into his head. The smoking remains smoldered on the bar table across from him. Reaching at his mark, he secures their purse, checking for ID and leaving the gold. He stands up and reaches into his own pockets, producing a few gold coins and leaving them on the table he announces, "His drinks are on me." to the ghost quiet tavern. Everyone stares at him for an eternal silent moment. He shrugs, "He shot first, you all saw it." he says, walking for the door.

The warehouse looms overhead, musty water and mold wafts from the sea behind her, and the place is painfully quiet. "Utterly predictable." The Tiefling mumbles to herself as she opens the door. Her quarry, a small human girl of eight, sits in the center, bound and gagged. She can hear the heartbeats from all around her, they are scared that she will not take the bait, they should be scared that she will. Something catches her ear as she is walking towards the girl, a heartbeat she has heard before. Is that... the girl's father? She places one hand on her gun, this changes things.

The Halfling breaths in deeply, her lungs filling with fluid. "Stupid, stupid, stupid!" she cracks at herself. "Couldn't

keep your nose out of it, could you!?" Several lasers blast over the upturned metal table, her makeshift cover. Shooting at her she understood, but why was the guard working with Queenpin? She's sure it will come to her, it always does, just needed more information. Right now, it's about survival; she retrieves her flask and takes a long pull. Not a healing potion, but it would have to do for now.

Resourceful and Relentless

Glitch Hunters are well rounded, dabbling in a little of everything to make sure they can handle any situation. Most are excellent investigators and can puzzle together a string of random events that would have lesser individuals stumped. Whether in a dungeon or a back alley, Glitch Hunters are always at home. While not risk averse, they err on the side of caution. A healthy dose of skepticism has kept them alive thus far, and very few find a reason to change that.

In combat they are masters of guerrilla tactics. Rather than take an enemy head on they will try to trick and confuse their foes. Often preferring to line up the perfect shot in hopes that they don't have to get their hands dirty. They prefer long ranged weapons, like bows and blasters, and will only usually get in direct confrontation if they have no choice.

Outside the Law

Glitch Hunters usually have a tenuous relationship with authority. They value the freedom their lifestyle grants them and are not likely to trade that in for more stability. They often act outside the law and as such avoid these avenues unless absolutely necessary. They come in all sizes, bounty hunters, private eyes, information racketeers, and even small gang leaders.

Glitch Hunters may have a base of operations, but it is unlikely they have a place called home. They spend their lives moving from one adventure to the next. Some have stumbled into great deeds and are revered as heroes. Others spend their life just trying to scrape by, living off the last bits of their previous bounty.

Creating a Glitch Hunter

This kind of life is not for the faint of heart. When creating your Glitch Hunter, consider why they would choose such a lifestyle? Are they in search of the holy mother lode of treasure? Did they happen into it by sheer luck and charm? Are you hot on the trail of someone who wronged you, narrowly missing them by seconds each time you catch up? Do you just enjoy the sport of hunting down targets more powerful than yourself?



What kind of Glitch Hunter are you? Do you stick to small bounties and small targets or do you go after larger contracts, both beast and man? Are you an agent of good, frustrated at the slow speed of justice? Do you exude a tough exterior but harbor a soft heart inside? Maybe you're addicted to the thrill of the hunt, always searching for that next high? Maybe you're addicted to something else and have a few too many debts to settle. Consider all of these things and more when you design your Glitch Hunter.

Pre-gen Character

Follow these suggestions to make a Glitch Hunter quickly. First, make Charisma your highest ability score, followed by Wisdom. Then choose the Rebel background.

Class Features

As a Glitch Hunter, you gain the following class features

Hit Points

Hit Dice: 1d10 per Glitch Hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier per Glitch Hunter level after 1st.



Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, simple ranged weapons, martial ranged weapons,

Tools: One gaming set, Thieves' tools, and Disguise kit

Saving Throws: Charisma, Wisdom

Skills: Choose four from Acrobatics, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival.

Equipment

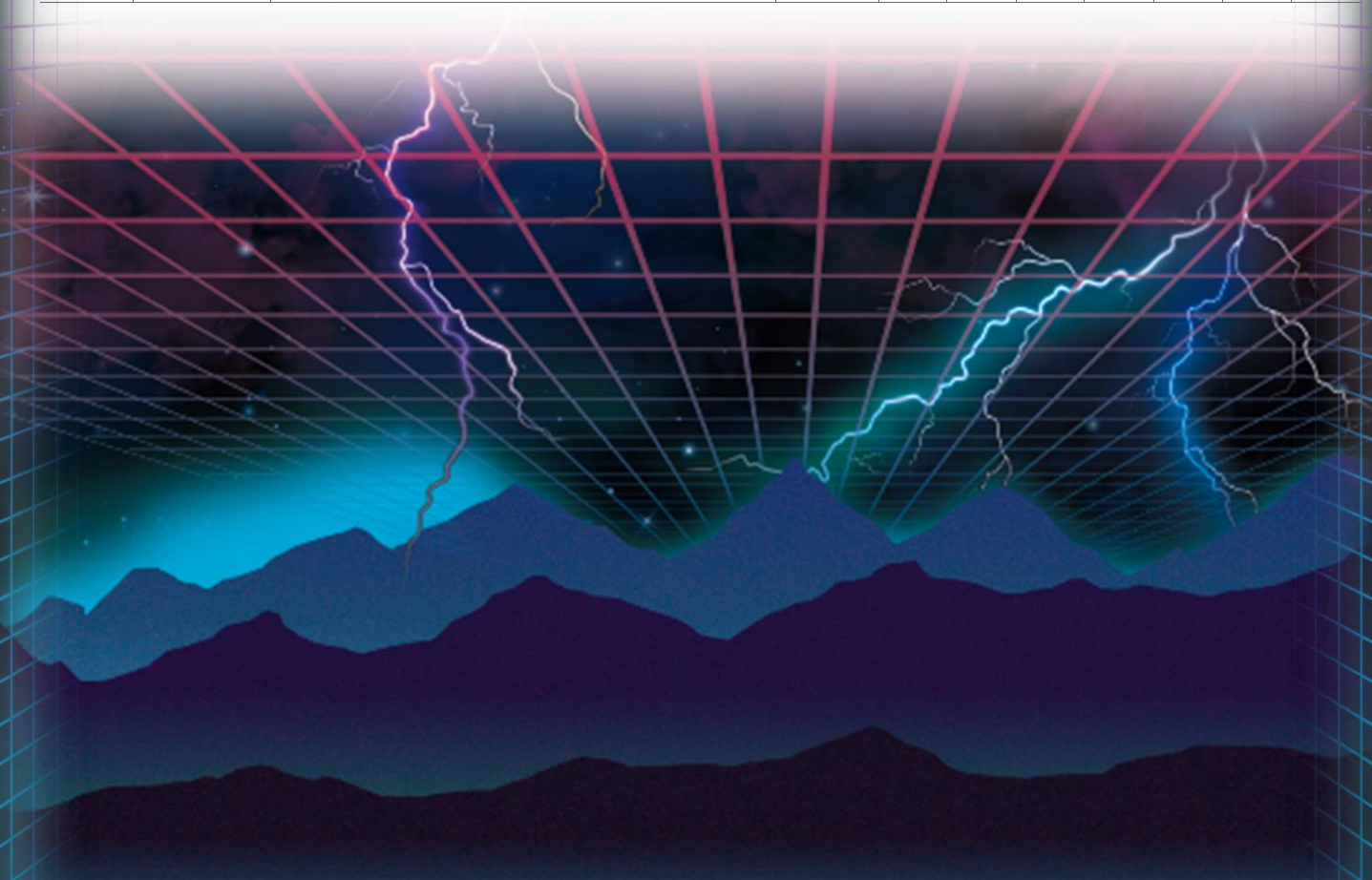
You start with the following equipment, in addition to the equipment granted by your background:

- (a) a burglar's pack, (b) a dungoneer's pack, or (c) an explorer's pack
- One gaming set and a set of Thieves' tools
- Padded armor
- a simple weapon
- a set of shackles

Glitch Hunter

-Spell Slots per Spell Level-

Level	Prof. Bonus	Features	Spells Known	1st	2nd	3rd	4th	5th	6th	7th
1	2	Gunslinger, Preferred Bounty, At Home Anywhere	-	-	-	-	-	-	-	-
2	2	Spellcasting	2	2	-	-	-	-	-	-
3	2	Bloodhound, Quickdraw	3	2	-	-	-	-	-	-
4	2	Power Up, Lock On	3	3	-	-	-	-	-	-
5	3	Preferred Bounty Improvement, Hair Trigger	4	3	1	-	-	-	-	-
6	3	Sharpened Wit	4	3	1	-	-	-	-	-
7	3	At Home Anywhere Improvement, Gunslinger Improvement, One in a Million	5	3	2	-	-	-	-	-
8	3	Power Up	5	4	2	-	-	-	-	-
9	4	Improvised Cover, Get 'Em	6	4	2	1	-	-	-	-
10	4	Preferred Bounty Improvement, Power Up	7	4	2	1	-	-	-	-
11	4	Spell Chamber	7	4	2	2	-	-	-	-
12	4	Power Up, Sharpened Wit Improvement	8	4	3	2	-	-	-	-
13	5	Field Medic	8	4	3	2	-	-	-	-
14	5	One in a Million Improvement, Gunslinger Improvement	9	4	3	2	1	-	-	-
15	5	Preferred Bounty Improvement, At Home Anywhere Improvement, Bat Ears	9	4	3	2	1	1	-	-
16	5	Power Up	10	4	3	2	2	1	-	-
17	6	Peekaboo	10	4	3	3	2	1	1	-
18	6	Spell Chamber Improvement	11	4	3	3	2	1	1	-
19	6	Power Up, One in a Million Improvement	11	4	3	3	2	2	1	-
20	6	Wary	12	5	3	3	2	2	2	1



Preferred Bounty

Beginning at 1st level, you are naturally good at studying, tracking, hunting, and even talking to a certain type of creature.

Choose a type of preferred bounty: Aberrations, beasts, celestials, constructs, corrupted, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can choose two races of humanoid (such as Tieflings or Bugbears) as a preferred bounty.

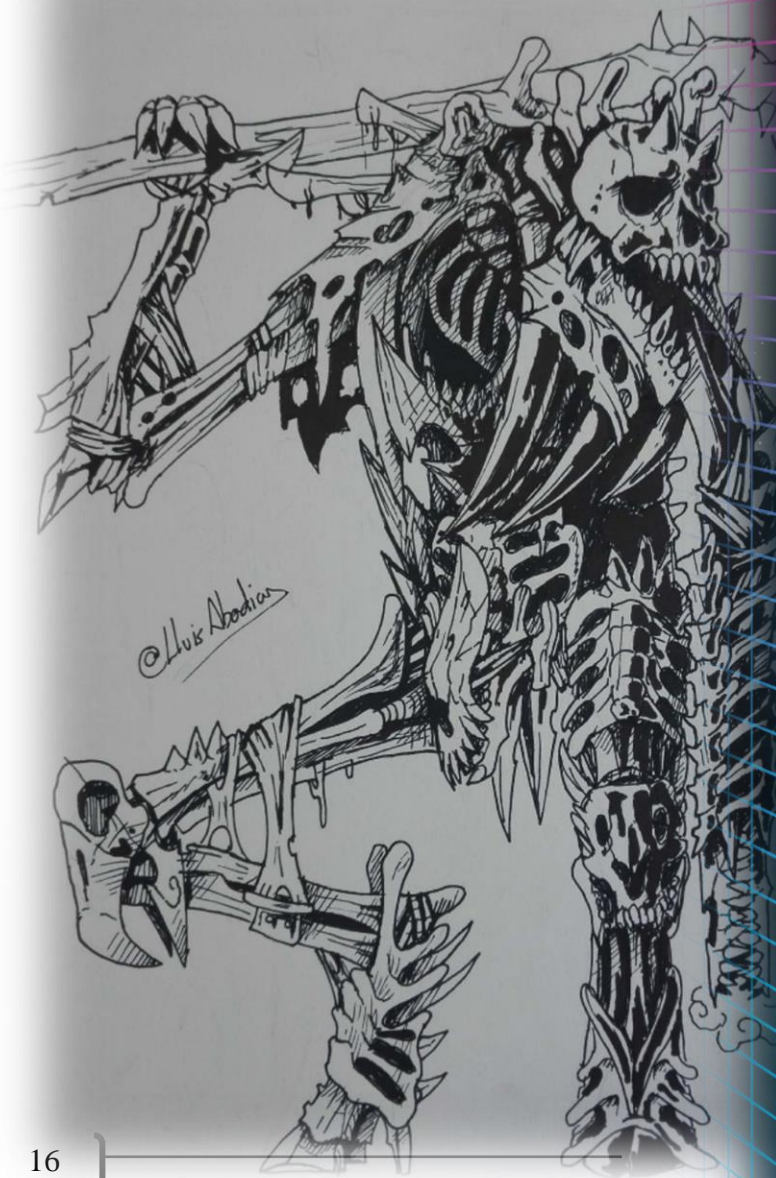
You gain +3 on Survival checks to track your preferred bounty and on setting traps against them. You also have +2 Intelligence checks to recall information about them and negotiating with them. When you turn in your preferred bounty to the authorities you can gain double the gold promised if they are alive, and the full amount promised if they are dead. This is due to your renown with tracking down these kinds of targets and your skill in handling the case. When you gain this feature, you also learn one language of your choice that is spoken by your preferred bounty, if they do speak one.

You choose one additional preferred bounty, as well as an associated language, at 5th, 10th, and 15th level. The preferred bounty that you choose at these levels should reflect the creatures and jobs you have encountered on your travels.

Gunslinger

You're a remarkable shot and always have been. Starting at 1st level, you gain +1 to the first ranged attack you make on your turn. This increases to +2 at 7th level and +3 at 14th level.

Additionally, you can use a ranged weapon as a melee weapon, whipping the opponent mercilessly with it. The weapon deals 1d4 + your Strength modifier bludgeoning damage. This increases to 1d6 at 7th level and 1d8 at 14th level.



At Home Anywhere

Starting at 1st level, your inability to stay in one place for too long has given you a good sense of the nature of nature. While you may not have visited every location in the world, you can make easy assumptions about the lands you walk based on previous experience. If you spend a week in one area familiarizing yourself with that area, it becomes your new "Home." You know the shadowy corners, you understand the basic flow of the city, you know the best places to find food. This extends in a one-mile radius from a general location that you choose.

While you remain in this area you gain the following benefits:

- When making an Intelligence or Wisdom check related to your Home, your proficiency bonus is doubled if you are using a skill that you are proficient in.
- Difficult terrain doesn't slow your movement.
- You and your group can not become lost while you are leading, except by magically.
- You remain alert to danger, even while engaged in other activities.
- You have advantage on Stealth checks if alone.
- You can always find something edible freely, even when there appears to be no food. Unless the GM states otherwise.
- While tracking your preferred

bounty type you learn their exact number, sizes, how long ago they passed through this area, and their general health condition.

- You are treated with leniency by whatever guard force is within the area. Major infractions will still have repercussions.

At 7th level this range increases to a two-mile radius. At 15th level this range increases to a three-mile radius.

Spellcasting

By the time you reach 2nd level, you have been in enough scrapes to understand the importance of magic. As such, you have spent some time learning from the wise sages of every place you have visited. Their words have resonated with you, guiding you on your path to a more peaceful future. This occasional peace of mind is where you draw your magical power from.

Spell Slots

The Glitch Hunter table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st level spell *Highlight* and have a 1st level and a 2nd level spell slot available, you can cast *Highlight* using either slot.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the Glitch Hunter spell list. The Spells Known column of the Glitch Hunter table shows when you learn more Glitch Hunter spells of your choice. Each of these spells must be of a level for which you have spell slots. For example, when you reach 4th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Glitch Hunter spells you know and replace it with another spell from the Glitch Hunter spell list, which must also be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your Glitch Hunter spells, since your magic draws on the words of those wiser than yourself. You use your Wisdom whenever a spell refers to your spellcasting ability. You also use your Wisdom modifier when setting the saving throw DC for a Glitch Hunter spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Bloodhound

At 3rd level you have tracked enough targets that you have developed a sixth sense for tracking specific creatures. If you have a personal item of some importance to your target, you can spend one hour examining it. Once you have done this you gain advantage on any Survival roll for tracking that creature. You lose this skill if you lose the item.

Quick Draw

At 3rd level you can use your reaction and ranged weapon to take a quick shot at an enemy that is charging you. If your weapon has the clip feature, you make the shot with advantage.



Power Up

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can gain one feat. You cannot increase an ability score above 20 using this feature.

Lock On

At 4th level you can focus your mind to take an extra careful shot. By using a bonus action, you can gain advantage on the next ranged attack you take until the end of your next turn. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) before finishing a long rest.

Hair Trigger

At 5th level you can take an extra attack with any simple or martial ranged weapon. This includes weapons that have the *loading* property.

Sharpened Wit

At 6th level choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with any tool. Your proficiency bonus is doubled for any ability checks you make that uses either of the chosen

proficiencies.

At 12th level, you can choose two more of your proficiencies (with skills or tools) to gain this benefit.

One in a Million

Starting 7th level you have seen more close calls than any person should have reasonably survived. You're unnaturally lucky and have developed a feel for your particular type of luck. Whenever you roll a saving throw and fail, you may reroll the d20 and must take the new number. If you use this skill and succeed on a saving throw for an effect which would normally do half damage on a success, you instead take no damage. You must finish a long rest before you can use this feature again.

At 14th level you can use this feature two times before finishing a long rest. At 19th level you can use this feature three times before finishing a long rest.

Improvised Cover

At 9th level you've found enough ways to scrunch your body into tight corridors, small boxes, and behind enough tables to know how to avoid enough fire in a pinch. As a reaction to a ranged melee or spell attack you can scrounge for cover, even if no apparent cover exists. You gain half cover against that attack. As long as you stay in the same spot you retain

half cover until the start of your next turn. A small barrel, an abandoned large shield, even a fallen teammate are all examples of this temporary cover. You must finish a short or long rest before using this feature again.

Get 'Em

At 9th level you can tell when a bounty is about to abandon courage and run. As a reaction you can take the dash action and make a grapple attack against any creature who is trying to run away from you or your party, even if they have taken the Disengage option.

Spell Chamber

At 11th level you have become so in tune with your ranged weapon that you can safely load a spell into your next shot. Using the normal rules for the spell's casting times, you channel it into one piece of ammunition. The spell's normal range is replaced by that of the weapon you are using, but not the area of effect. The ammunition is charged with that spell until the end of your next turn. The spell is released once the bolt makes impact, the spell point of origin being where the bolt stopped, even if it does not hit the target. You may not take a normal shot with that ranged weapon until you have released the spell. You may remove the spell from the weapon by using a bonus action, but the spell slot

used to load the weapon is still expended. The spell used must be one that you know and that you have spell slots for. Only you may load spells into your ranged weapon. If you are within a spell's area of effect when it is released, you are subject to the effects of the spell as well. You must finish a short rest before you can use this feature again. At 18th level you can use this feature twice before taking a long rest. This feature has different effects depending on which type of area of effect your weapon has.

- **Single Shot:** The shot is fired, and the spell takes effect on impact.
- **Cone:** If you hit multiple targets with this weapon while a spell is charged several different options can occur. If the spell is a single target one, you can either chose one of the creatures hit to take the full spell or you can divide the damage equally among the creatures hit, rounding down. If the spell has an area of effect, it triggers on one target creature of your choice, but all of the targets must make a saving throw against the spell.
- **Blade:** Some special ranged weapons feature a melee attack or form. You may only charge a ranged weapon with some melee feature, not a normal melee weapon. The spell is stored into your axillary blade and takes effect upon impact.

Field Medic

At 13th level you have treated more than your fair share of bad wounds. When healing yourself or another, by any means, you can add your spellcasting modifier to the total. If you already add your spellcasting modifier to the means of healing, double it. If you are being healed by another you can also apply this bonus to yourself, adding your spellcasting modifier once to their total healing.

Bat Ears

At 15th level you have developed extraordinary hearing. Make a Perception check to listen to the world around you, homing in on any specific sound. If successful, you know the general location of the origin of the sound, even if you cannot see it. To do this feature you must beat the DC based on the sound within the area.

Noise Level	DC	Example
Thunderous	30	A battlefield, a hurricane
Loud	25	A city street, a minor skirmish
Moderate	20	A slow tavern, a back alley
Quiet	15	A library, a graveyard

If you are in a quiet area and beat a DC of 20 with a Perception check, you can hear the heartbeat of any one creature that is within 15 feet, if they have a heartbeat at all. You then memorize that heartbeat and can use it to recognize that creature, even if they are in disguise. If you can hear their

heartbeat you gain advantage on any Insight checks regarding their intentions while speaking to them.

Peekaboo

At 17th level you can no longer be fooled by a hostile invisible enemy. Your tracking skills have been honed so greatly that even slight changes to pressure in the air, faint sense of heat or cold, and nearly imperceptible sounds have become like beacons to you. You have advantage on Wisdom rolls pertaining to invisible enemies within 60 feet of you. You suffer no penalty to attack rolls when fighting an invisible creature. Attack rolls made by the invisible creature do not have advantage. The creature is considered unobscured to you. You know its general location and can tell your party members this.

Wary

At 20th level you are so cautious in every situation that very few can even lay a hand on you. No attack rolls made against you have advantage unless you are incapacitated, and you cannot be surprised by creatures of CR 20 or less.

Mad Scientist

The fools! They could never understand the grand nature of your research! And you're the greatest fool for ever trusting anyone else with such important work! You're just a few steps away from unlocking the keys to life, or reality, or death, or magic, or any number of other improbable concepts. Your life's work has led up to this point and if you could just make one more breakthrough, then you will have finished your research and can stop. But you know it won't end there, you'll never be satisfied with completing work. There is so much more research to be done, so much more for you to discover, so many more rules for you to break. So, let the fools think you crazy, let the ignorant enjoy their small lives and small minds; it's not as though you could ever be content with that anyway. Ignorance is bliss and you're downright mad!

Skill Proficiencies: Insight and either Arcana or Nature

Tool Proficiencies: Alchemist's Supplies and either (a) poisoner's kit or (b) herbalism kit

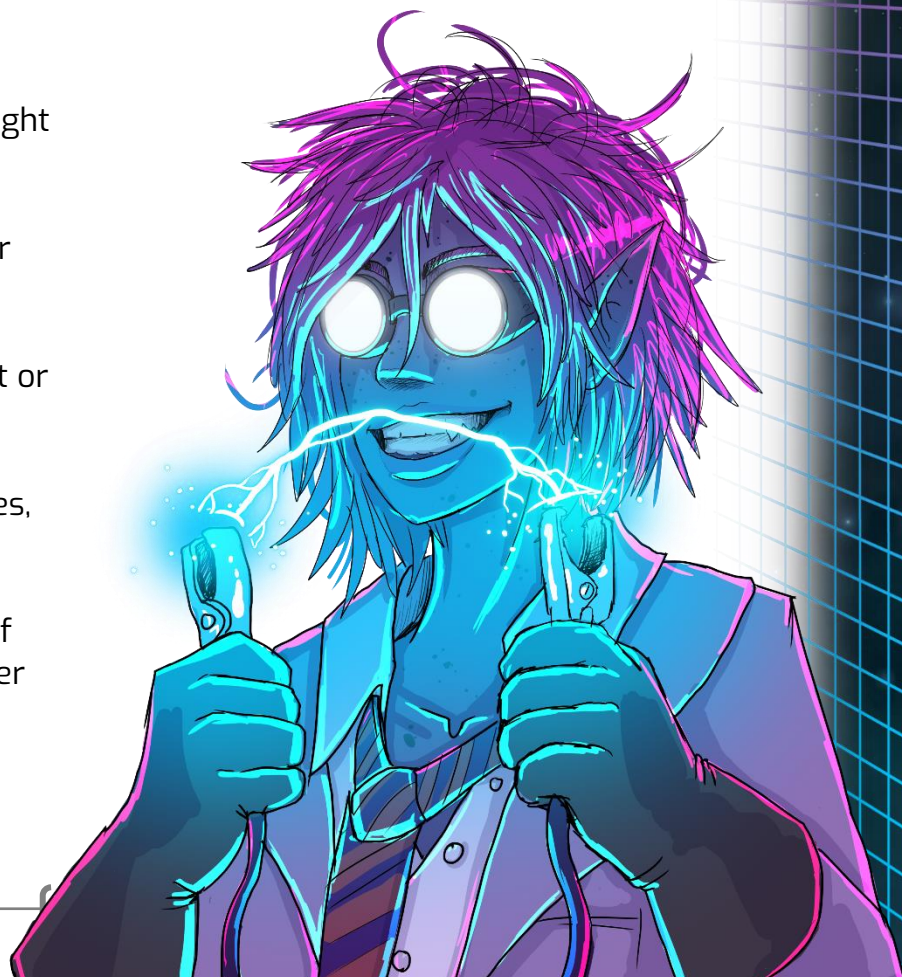
Languages: Two of your choice

Equipment: A set of common clothes, a lab coat and basic chemical protective equipment, alchemist's supplies, 10 empty bottles, a book of your research notes, a wanted poster of you, and 5 gp.

Feature: Efficacy Enhancer

Your extensive time spent researching in the scientific and arcane fields have given you insight into the exact workings of potions and poisons. You have the ability to augment the properties of both magical and mundane potions and poisons. You can delay their effects, make the effects subtler, negate the effects without changing the appearance, change the color or consistency, or even sometimes double the effectiveness.

Changing a potion requires at least one hour of concentrated work and uses a great deal of your alchemist's supplies. More powerful potions or poisons may require more time or more expense. Work with your GM to determine the limits of your ability and what it will take for you to be able to work on stronger potions or poisons.



Suggested Characteristics

Mad scientists are typically outcasts of society. They have delved too deep into areas of research considered taboo or outright forbidden. They may be socially awkward and have trouble understanding how to communicate on even a basic level. They are obsessed with their work and will be overjoyed to speak with researchers in the same field; though they often believe themselves more enlightened than even the experts. They can seem distant, lost in their own worlds, but are amazingly intelligent and a boon to teams that struggle with puzzles.

d8 d8 Personality Trait

1	I was tricked into servitude in my younger years. No, I bow to no master, not even the laws of reality.
2	I have seen the cracks in what we perceive as truth. I want to expand those cracks by any means.
3	I love the rush I get from discovering something new. It's like a drug to me.
4	I am tired of being caught in the tangle of other's lives. I want to break free of their mental weakness.
5	In the grand scheme of things, nothing we do matters. Let's make our own meanings.
6	I crave power above all else and I will take my research to terrible lengths to get it.
7	If we don't teach the future generation everything we know, they will suffer the same as we do.
8	Magic is dumb and fake, I can prove it too.

d6 d6 Ideal

1	Powers. I will use my mind to rule the world! (Evil)
2	Light. I will make the world a better place, no matter how many times it is ruined by evil. (Good)
3	Strange. Magic is the only true constant. I will become the greatest magician in the omni-verse. (Any)
4	Manhattan. We're all puppets, I'm just one that can see the strings. (Neutral)
5	Doom. I do not wish for godhood, being a god is beneath me. (Law)
6	Seuss. What better way to learn about the world than by breaking all the rules? (Chaos)

d6 d6 Bond

1	I've seen the future and I will stop at nothing to prevent it.
2	Each of my creations are sacred to me and I abhor anyone who would destroy them.
3	I've always craved the comfort of a family, but no one seems to understand me.
4	A mentor showed me I could be more than I was. I'll never forget their lessons and want to help others in the same way.
5	Animals are my only true companions. At least the ones I don't experiment on.
6	Who needs to win friends when you can simply make them from raw components?

d6 d6 Flaw

1	I've done more than my share of humanoid experimentation and I plan to do far more.
2	I'm the smartest person in the room but I don't understand why people take offense to me saying that.
3	You're wrong, I'm right. End of discussion.
4	I've left behind everything I cared for so many times, I don't know if I can be connected to anything anymore.
5	My plans always seem to be ruined by someone who is clearly inferior to me. It enrages me.
6	I have no respect for any type of law. Mortal, religious, moral, ritual, physical, or intangible.

Armor and Shields

Armor in the Retroverse follows the same set of rules for 5E. Like everything in the Retroverse, armor can come from multiple worlds and many adventurers mix and match these items to suit their needs.

Light Armor

Plasteel Fiber. Designed to integrate into normal clothing in a fusion of form and function. Nearly all clothing can have plasteel fiber woven into it, though the process can be costly.

Medium Armor

Code Armor. A rare device that

covers your vital parts with shields designed to reflect dangerous aspects of this world. It is more useful to those who understand all the different forms danger can take.

Heavy Armor

Riot Gear. Old riot gear that has been adapted to serve the discerning post-apocalyptic psychopath. Bulky and clumsy, but nearly unstoppable.

Shields

Plasteel Shield. A lightweight and small shield. It can be strapped to a character's wrist and used while wielding two-handed weapons. It is not as strong as other shields and has a tendency to break.

Armor	Cost	Armor Class (AC)	Advantage	Drawback	Weight
Light Armor					
Plasteel Fiber	75 gp	11 + Dex modifier	Can use any non-magical clothing.	Mending costs double the normal price.	7 lb.
Medium Armor					
Code Armor	500 gp	13 + Int Modifier (Max 2)	+1 on corruption saving throws	Required 13 Int.	20 lb.
Heavy Armor					
Riot Gear	1,200 gp	17	-1 to all melee damage, min of 1.	Required Str 13, Disadvantage on all Dex based abilities.	55 lb.
Shields					
Plasteel Shield	15 gp	+1	Gain AC addition even while using two-handed weapons.	Shatters on receiving a critical hit.	2 lb.

Weapons

Weapons in the Retroverse come from myriad different realms. Laser swords, crowbars, blasters, and many other advanced and not so advanced weapons make their home in this universe. Occasionally, a weaponsmith able to repair or augment these strange weapons can be found, but this is a rare occurrence.

Weapon Properties

Clip. Weapons with the clip feature have a certain amount of shots before they must be reloaded with a new clip. Clips themselves can normally not be reloaded. The number beside the clip is how many shots a normal clip holds. Reloading a clip takes a full action.

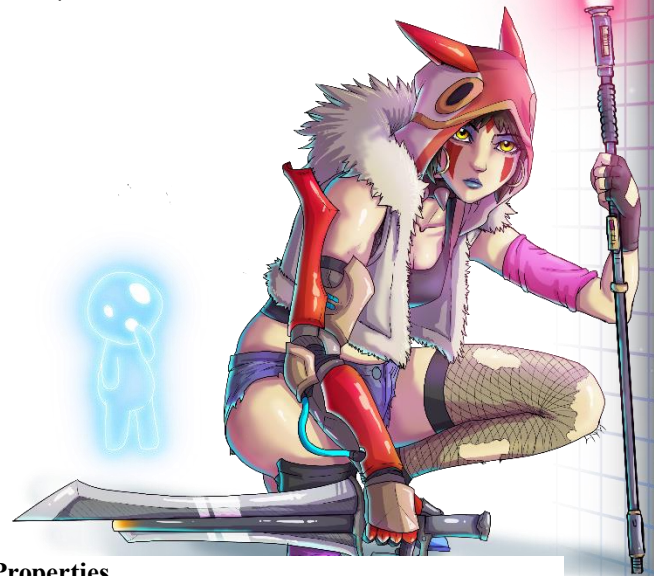
Special Weapons

Chainsaw. When you attack a creature with the chainsaw, you do not add any modifiers to the damage. If you hit a target with the chainsaw and then immediately attack the same enemy

again, with the chainsaw, you have advantage on the attack.

Also, the chainsaw uses fuel, which is represented by the Clip property. When it runs out of fuel, it can only be used as an improvised weapon until the fuel is replaced.

Slingshot. The slingshot can use any tiny object as ammunition. The type of ammunition can change how the damage is dealt. For example, a rock enchanted with electric energy may inflict lightning damage in addition to the bludgeoning damage. Additionally, the slingshot can be fired twice for every use of the attack action.



Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Chain	2 sp	1d4 bludgeoning	5 lb.	Reach, +1 to grapple checks
Simple Ranged Weapons				
Blaster	30 gp	1d4 fire	2 lb.	Ammunition (range 30/120), clip (12), light
Slingshot	2 sp	1d2 bludgeoning	1 lb	Ammunition (range 15/30), special
Martial Melee Weapons				
Laser sword	50 gp	1d6 fire	3 lb.	Finesse, light
Chainsaw	50 gp	1d12 slashing	10 lb.	Clip (6), heavy, special, two-handed
Martial Ranged Weapons				
Blaster Rifle	100 gp	1d10 piercing	8 lb.	Ammunition (range 60/300), clip (24), two-handed

Feats

Phasewalker

You have the ability to temporarily go out of sync with this reality, taking the minor benefits of a different one.

- Increase your Intelligence score by 1, to a maximum of 20.
- When you fail a saving throw against a spell, you can use your reaction to slightly shift out of reality, reducing the damage you take from the effect by -2, to a minimum of 1.

Rocker

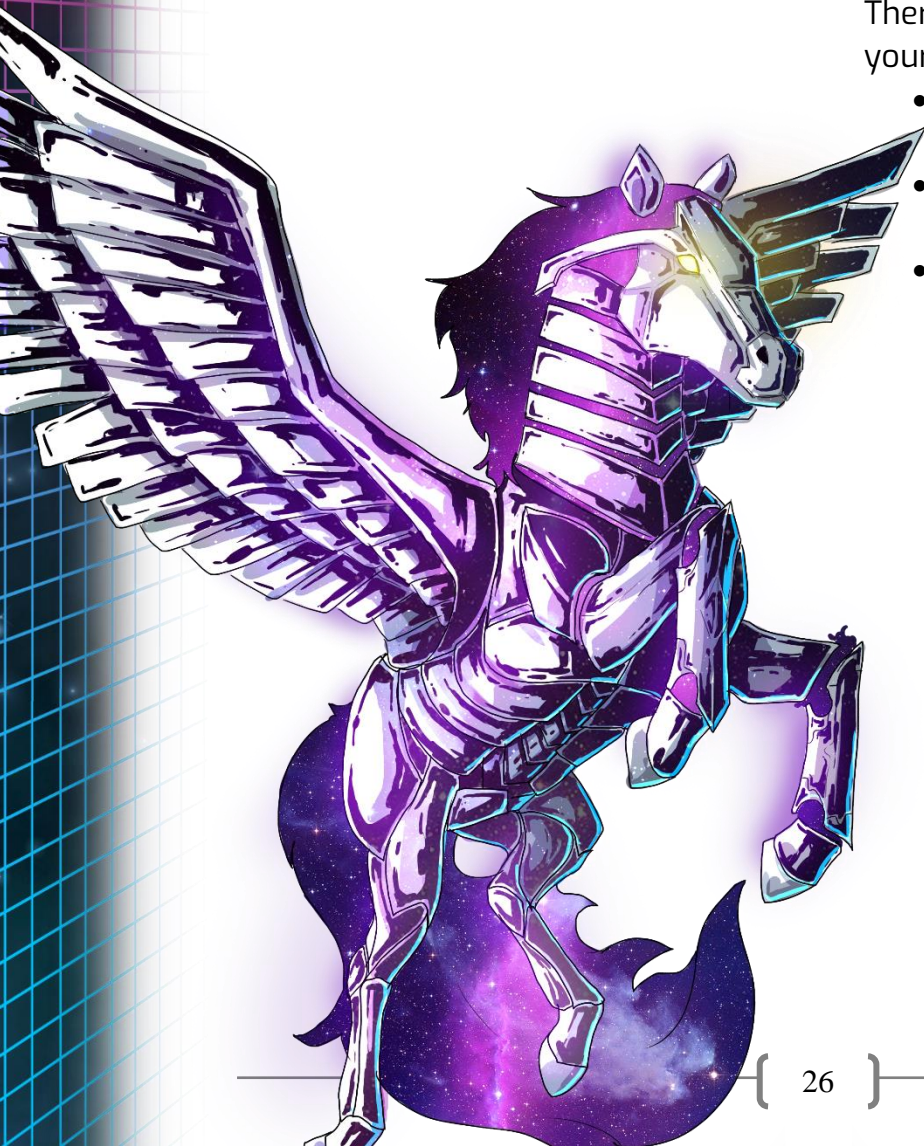
The glam and panache of music suits you. You're exceptional with your voice and can use it in all aspects of life.

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage on Performance checks when the act requires you to sing.
- When dealing an attack that deals thunder damage add +1 to your spell save DC and total thunder damage.

Extreme Speed

There are few as quick as you and your first strike is often the last.

- Increase your Dexterity score by 1, to a maximum of 20
- You have advantage on initiative rolls.
- When you are the first to attack in a round, you gain +1 to attack and damage rolls that are Dexterity based.



Clichés

As a denizen of the Retroverse, you are well aware of tropes and clichés. More than that, you were bred in them, surrounded by them your whole life, and can channel them just as well as any action hero or melodramatic villain.

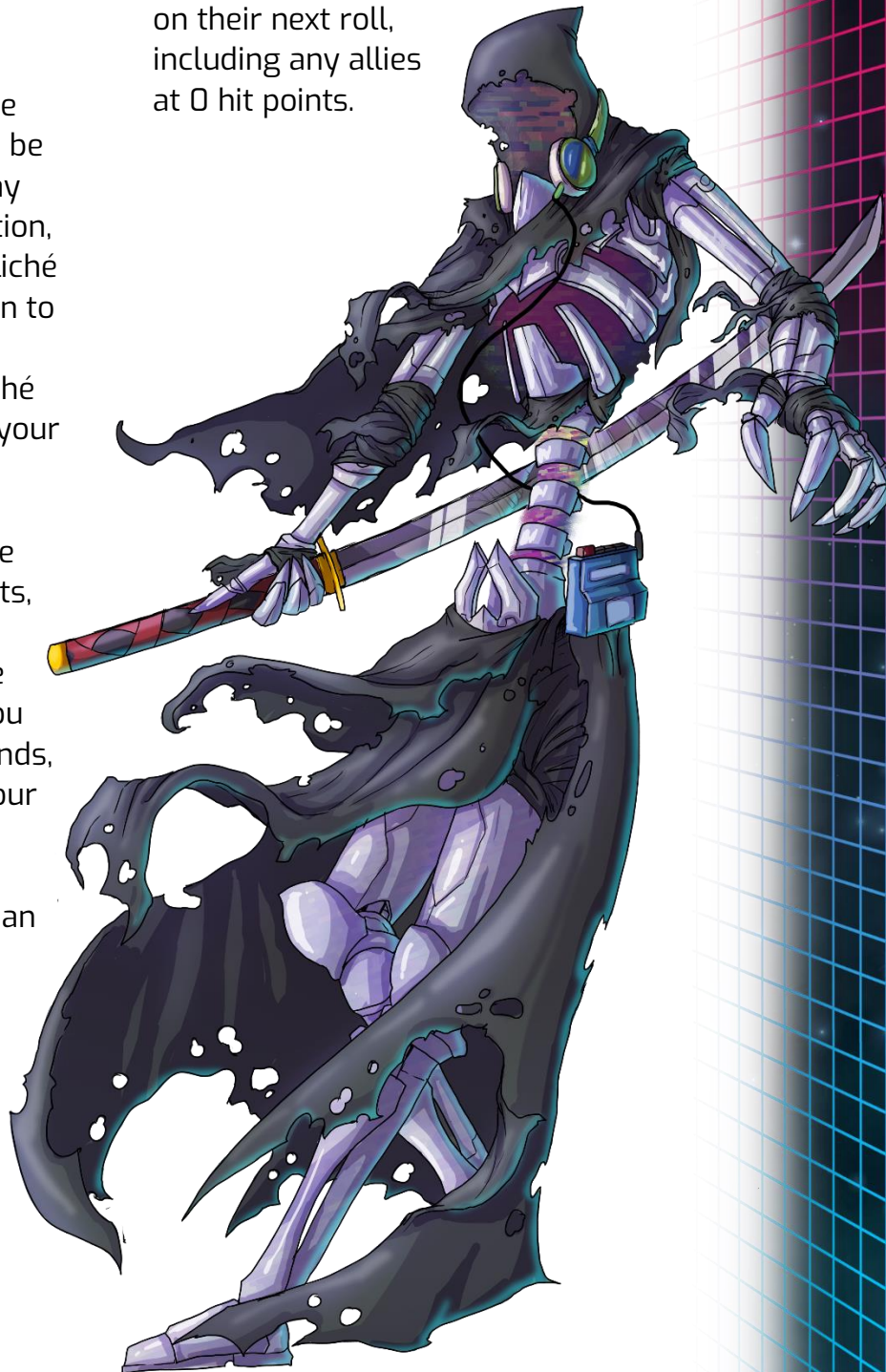
When your GM (or other circumstances) would grant you the use of inspiration, you may instead be granted the use of a cliché. You may use a cliché as an action, bonus action, or reaction. You may choose any cliché from the list, though it must pertain to the story or otherwise be feasible. Work with your GM if there is a cliché you think would be appropriate to your game.

Wound Cauterizing: When you have less than half of your total hit points, you may use fire to heal some of your wounds. You may use any fire currently around you or any fire you make. When you seal up your wounds, you heal 2 hit points per level of your character.

Too Cool for Explosions: If there is an explosion, and you are required to make a saving throw, you can turn away from the explosion and walk 15 feet away from it. You only take half damage from the effect if you fail your saving throw and no damage if you succeed on your saving throw.

Additionally, you have +1 on Intimidation checks made against any creatures who saw the explosion.

Nooooooooooooo!: When an ally within 120 feet of you falls to 0 hit points and goes unconscious, you can belt out a tremendous cry of anguish. All allies within 30 feet of you have advantage on their next roll, including any allies at 0 hit points.



Gods

Like all realities, the Retroverse has a pantheon of gods. These are not the only gods that exist and many of the traditional fantasy gods make the Retroverse their home as well. The gods of the Retroverse make their power known in much the same way others do, through signs, spells, and sightings. Work with your GM to find the right god to fit your character and their background.

Jayreth

"Just fear me, just love me."

Alignment: Chaotic Neutral

Suggested Domain: Trickery

Symbol: A tiny crystal ball.

Lore: Jayreth is a selfish god of false power; obsessed with the beauty of youth. He manifests this by falling in love with young and beautiful people, fawning over them, and luring them into his reality. Once there, he traps them with endless illusory puzzles and mazes. He does not truly love them, only the idea of their youth and companionship allures him. Because of this, he will often grow bored or frightful when the person he captures prove themselves to be more than simply objects of his desire. He will promise them riches, wishes, anything he can create in his false world. Despite his highly charismatic nature, none have accepted his offer.

Followers of Jayreth are often self-

obsessed, dressing in lavish clothing and demanding they be treated like kings or queens. They have trouble understand why others, especially those they're attracted to, do not appreciate their haughty and opulent nature.

The Bride

"It's forgiveness, compassion, and mercy I lack."

Alignment: Chaotic Good

Suggested Domain: Death

Symbol: A patch of yellow cloth with a bold black stripe.

Lore: The rage of a mother brought to life by hunger for revenge. The Bride is called upon by those seeking vengeance against those that harm their family. Sometimes referred to as "Mama Bear", The Bride can come in many forms, including a snake and a shadow, but more often appears as a veiled woman in a stained wedding dress. She grants power only to those who possess the drive to exact true justice, at any cost. Despite the bloody nature of her legacy, she turns away from those who kill indiscriminately or those who kill children. She seeks retribution for her disciples, not mayhem.

Few followers of The Bride began serving her until tragedy befell them. In anguish, many turn to her for guidance, but only those who truly deserve revenge are blessed by her strength. She makes them swift, merciless, and deadly.

THE LEGEND OF SUI'KUNE LAKE

The following is an adventure designed for the Retroverse test material and for characters of 4th to 6th level. Like all our content, it can be easily dropped into your own campaign, assuming you allow a little wackiness in your world. You could make this one of the challenges in Warren's Grove, though this would be a non-canonical castle challenge.

Whatever way you decide to include this adventure, know that it is designed to be deadly. Characters will die, and it could easily result in a total party kill for lower level parties or those with bad luck. Because of this, we suggest making this spooky adventure non-canonical for your own game.

[TL;DR] The players have been transported to Sui'kune Lake Campground and are now being hunted by an Undying Slasher. They must explore the campground, find all 5 Neon Dragon trading cards, and place them on the main gate to open a portal to escape.

NPCs: N/A

Key Items: 5 Neon Dragon Cards

Enemies: Animatronic Horror, Neo Bandits (The Lost), Booblins, Undying Slasher, **Zombie**, B-ugz, Ash's Claw, Shatterling, Undead Laser Pups.

Slasher's Paradise

Sui'kune Lake Campground used to be a wonderful youth camp for children aspiring to be great adventurers. One day, there was an incident. The details of the event have become more legend than fact. As the tale goes: A young mage became obsessed with the stories of the paranormal that drifted around the camp. They investigated every single rumor and found them all false. Wanting a true ghastly experience, they began dabbling in dark magic, becoming quite powerful quite quickly. Their research was discovered, but far too late. By this time, they had captured one of the councilors and forced evil energy and goblin's blood into them. The wild creation went on a rampage, slaughtering every living thing. The collective death and negative energy caused myriad abominations to rise and take hold. Eventually this resulted in a maelstrom of evil mana which only grew in strength with each new child, councilor, and local creature killed.

A brave councilor took it upon themselves to save the world from this catastrophe. Tapping into the might of the magical storm, they drew upon and bolstered their own warlock magic and sealed the camp away in an

alternate instance of the Retroverse. They then, lacking proper magical focuses, placed a form of ill-understood magic into a set of rare collectable cards. These cards are said to be the final thing keeping this evil place from phasing back into our true reality. If someone were to collect them all, they could open the world to a new concentrated evil, or they could be used to cleanse the place in holy fire, or potentially nothing could happen. Many stories differ on the card's use and all stories begin to have different endings from there.

Some legends tell of a climactic battle between the forces of good and evil that ends in a stalemate. Others say the child-god consumed the councilor, swallowing the last light of the reality. All the stories recognize one solid thing; Sui'kune Lake Campground is still an evil place, with no bastion of good left in it.

Running the Adventure

Sui'kune Lake Campground is designed to be playable multiple times with different adventures each time. Most things are randomized with little indication of where the key items are resting. The beginning and ending will primarily be the same but two groups should have wildly different adventures. The random elements of this adventure are designed to always make sense within the universe, but a GM's touch is essential for setting the mood. To better your player's

experience, please familiarize yourself with what combinations are possible and set a few ideas of what that might look like.

Additionally, this adventure is deadly. It pays homage to some of the great slasher films and should be filled with death, gore, and spooky delights. Converse with your players over how much of this they are comfortable with. Work with them to decide if this is a canon adventure, as it is likely that some of them will die... brutally.

"Text that is in blocks like this is intended to be read to the players when they enter a new area, or because of a specific circumstance. Feel free to improvise and add to the descriptions to better fit your game"

This adventure is broken into two kinds of maps, an overworld and individual locations.

Sui'kune Lake Campground Overworld

There are 6 points of interest in this map: The main gate, Craggo Mountain, Sui'kune Lake, the soccer field, the basketball courts, and individual buildings. Players should get a copy of this map as soon as the adventure starts. When following the trails from point to point, roll on the Random Encounter Table. You may decide there are several smaller encounters

between two points but be careful not to slow the game down this way. If moving through the woods, roll twice and combine the encounters. Traveling through the woods may expedite their travel but is far more dangerous. If exploring buildings that are right next to each other, or next to another point of interest, do not roll an encounter for the travel.

If characters try to leave the area by traversing through the woods outside the camp, they will find the woods go on forever. The evil here is strong and unless they turn back they will eventually be overcome with random encounter after random encounter.

Individual Locations

Each building, and Craggro Mountain, have their own maps. When the players want to investigate a building, roll on the Random Building Table, the Random Encounter Table, and the Loot Table to determine what kind of building it is and what exactly is waiting inside.

The soccer field, basketball courts, and Sui'kune Lake do not have maps and are intended to be played in the Theater of the Mind style.

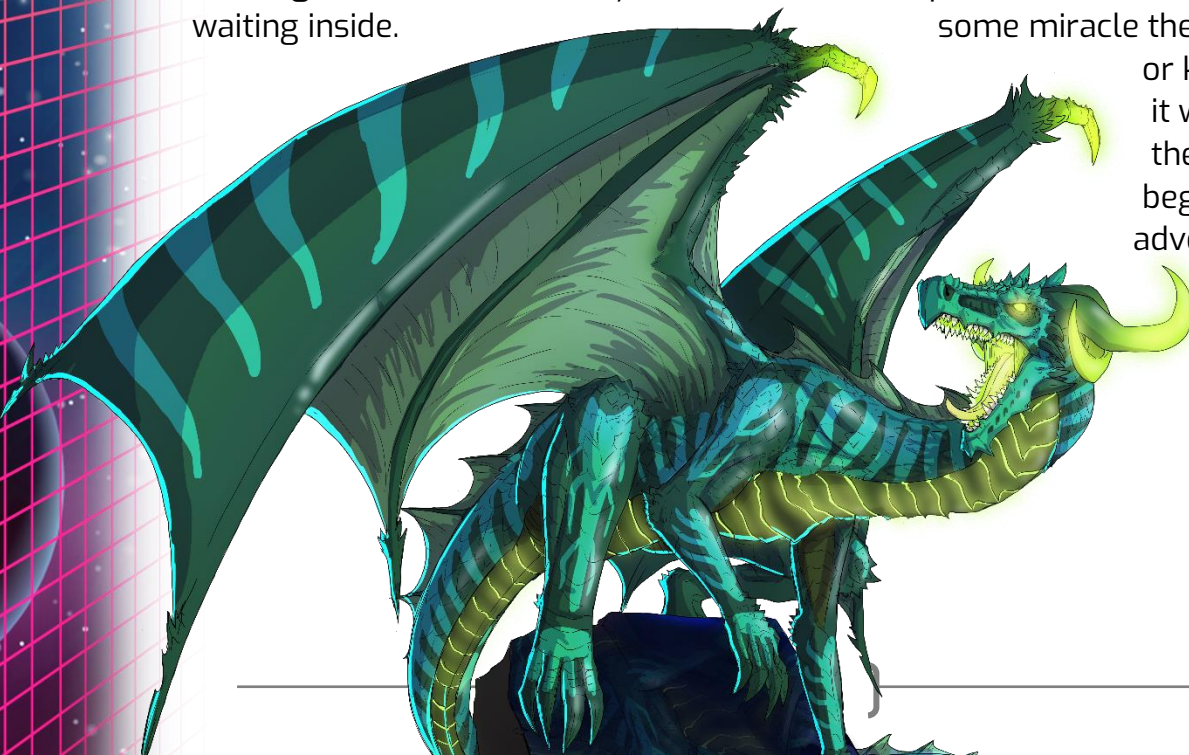
Evil Pursuer

As soon as the characters start this adventure, they will be hunted by an **undying slasher**. When this being makes an appearance, it will always be a bloody experience. The characters may choose to run from the monster but doing so will only increase the chances they will meet it again in the next encounter. If a character is slain by the monster, it will grab the adventurer and sink into shadows on the ground, dragging the character with it. That character is then dead and can not be brought back for the rest of the adventure by anything less than a **Wish** spell.

The **undying slasher** is supernatural in nature and can appear to teleport from location to location but never in two places at once. If by

some miracle the characters trap or kill the creature, it will reappear at the lake and then begin hunting the adventurers again.

It is literally an unstoppable killing machine.



Neon Dragon Cards

Each of these rare cards have their own power drawn from the parts of the dragon they represent. The adventurers need to find five of them to escape. One will be in Craggo Mountain, guarded by a mysterious puzzle. One will be in either the Basketball Courts or the Soccer field, earned only through a "friendly" game against zombies. The final three will be scattered throughout the campground inside of buildings. These final cards are randomized and could be in any building. If the party continues to investigate buildings and come up empty handed, consider placing one of the cards in every 3-5 buildings the characters search.

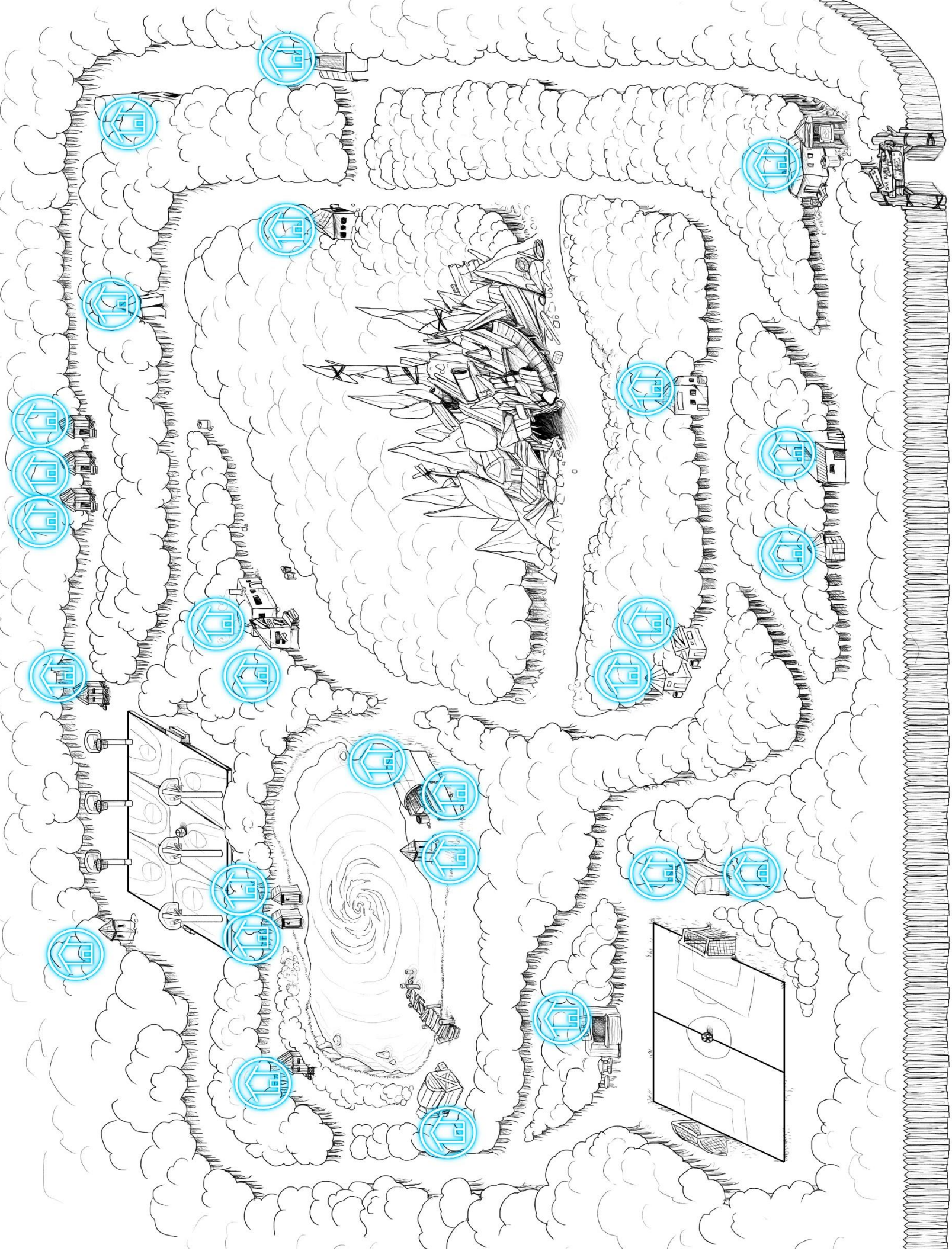
Encounter Rules

Whenever to characters move from one point of interest to another or when they enter a building, roll a d8 and a d12 together for this table. If they cross through the woods instead

of taking the trails, roll twice and combine the encounters. For every encounter the characters deal with, add a cumulative +2 to the next roll. This is to ensure the **undying slasher** continues to make a persistent appearance. If the adventurers run from the **undying slasher**, add an additional +2 (+4 total) to the cumulative total. Add +1 for each instance of flirting or romantic encounters between characters. If a character dies or if the characters kill the **undying slasher**, reset the cumulative total added to each roll at -3 and then continue adding +2 for each new encounter.

This adventure is intended to wear the characters down and have them slowly picked off. Not every encounter has to be deadly though. The encounter twist options are to give you some flexibility beyond just throwing hordes of enemies at the party. Consider some interesting ways to build tension or to offer a bit of comedic relief. Nothing makes a surprise death scarier than when laughter still echoes in the air.





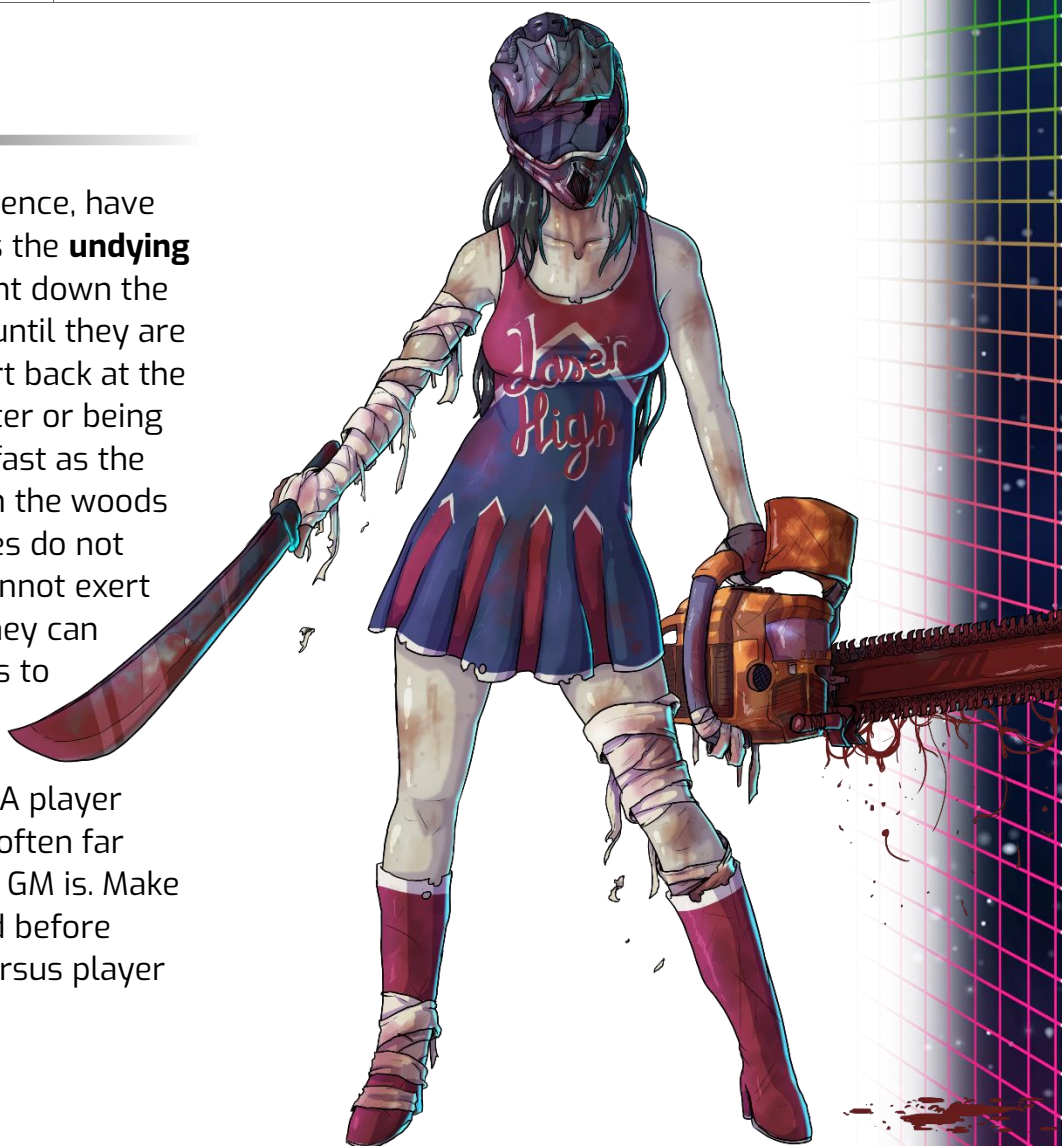
Random Encounter Table

Roll	Encounter	Encounter Twist
<0-2	Undead Laser Pups 1d4+1	One living pup is fighting off several undead pups and losing.
3-4	1d12 zombies	The zombies have converged on the undying slasher, giving just enough time for the party to escape.
5-6	Neo Bandits 1d4-1	The Neo Bandits have laid a trap for the adventurers, throwing nets at them from nearby trees.
7-8	Nothing	Apparitions can be seen lurking just beyond the line of sight. Helpless children or dark menacing shadows.
9-10	Booblin + zombies 1d8	The booblin is using their illusion magic to play little tricks on the zombies.
11-12	Booblines 1d6	The booblines have reanimated their own corpses. They attack as zombie goblins. Once the bodies are killed, the booblin pops out of their respective bodies and continue the attack.
13-14	Zombies 1d4 + 1 GM choice	Make the GM choice a large zombified beast like a bear or roc.
15-17	B-ugz CR1 1d8	The B-ugz swarm together and make several CR 2 or CR 3 versions.
18-19	Shatterling 1d2	One Shatterling attacks the party while another one stalks them from reflective puddles. It attacks on the next encounter.
20<	Undying Slasher	The Undying slasher is a weaker version but is the corpse of a fallen ally. Once killed, it dissolves into ash.

Menacing Twist

For a more intense experience, have one of the players play as the **undying slasher**. Their job is to hunt down the characters one at a time until they are all dead. They always start back at the lake after killing a character or being killed. They can move as fast as the party and can cut through the woods with ease. Normal enemies do not disturb them, and they cannot exert any control over them. They can communicate their intents to you directly or in secret.

If using this twist, keep in mind player dynamics. A player controlling one enemy is often far more dangerous than the GM is. Make sure everyone is on board before engaging in this player versus player playstyle.



Press Start

Main Gate

"You enter through a large gateway. Looking behind you, the center of the gate shimmers and fades away, leaving only a dead trail into the woods. The gateway is made of several thick logs banded together, supporting an imposing frame. Atop it is a handcrafted wooden sign reading "Sui'kune Lake Campground" with a smaller sign below that says, "Welcome Future Adventurers!" The entire frame is slightly warped and covered in a thin rusty slime. There is a small box on the side with the word "Map" on it."

"In front of you is a path that goes a few yards ahead and then splits to the left and right near a camp house."

Escape. This large gate has five notches in it for the five Neon Dragon Cards. The characters must collect all of the cards and place them in the slots. This will open a portal and allow them to leave. There is nothing explicitly stating this, but general History or Arcana checks will give them enough information to discern the need of the cards.

Maps. The box on the side of the gateway has just enough maps of the overworld for everyone to get a copy. (A player map is available at the end of this file)

Night Shine. The entire campground is covered in a moon-filled night. The stars above are visible and a pale moon shines on everything, allowing characters to see easily while on the trails.

Added Challenge. To start this session off with a bang, have the **undying slasher** attack the party immediately. We advise not killing any characters just as the adventure starts but to use this to show them how dangerous this adventure is.

Basketball Courts

"You come across a set of three basketball courts, all right next to each other. The ghosts of light posts hold several bright lights right above the field. A single basketball rests in the center of each field. It is quiet, except for the chirping of distant insects. A small haze of flying bugs swarm around the floating lights."

If the characters enter the field:

"Stepping inside the field, you become blinded to anything a few feet outside it. The lights shine brightly, and the blacktop is slightly warm to the touch. The basketballs wait patiently."

If the characters inspect a basketball:

"As you inspect the ball, you hear a slight moaning from beyond the shadows. A small group of zombies in green basketball jerseys step forward. They do not aggress the party but instead line up across from

you. One of them holds up a Neon Dragon Card which fizzles away in a purple flame. They all take a defensive stance, it appears they want to slam."

Playing for Keeps. The party must play against the **zombies** in a game of basketball, best of three baskets. There are no hard rules for this game, allow the characters to use whatever powers they want. Play it loose, requiring whatever check seems appropriate to the moment. The party can simply kill the **zombies** and then score if they wish. Any ability checks over DC 15 will overcome the zombie's abilities. Once one side scores, the ball will disappear, and the team will move to the next court.



Any dead zombies will reappear from the shadows to fill in holes in their team. Beating the zombies in two out of three matches will earn the characters one Neon Dragon Card; the card will fall from the sky, and rest on the blacktop in front of the characters.

Basketball or Soccer. The characters can earn the Neon Dragon Card from either the Soccer field or the Basketball courts. If they lose both games, they will find the lost card while exploring one of the campground buildings. If they win one game, the other game will not be available, unless you deem otherwise.

Mon-Stars. The zombie players appear only once a character inspects one of the basketballs. Their number matches the surviving party member numbers. They are good at the game but hamstrung by their rotting bodies. They will not attack the party unless they are attacked first.

Balls. If a ball is destroyed, a fresh one will roll in from the darkness around the field. The destroyed ball will fizzle away as soon as it is not being watched.

Losing. If the party loses, they will be attacked by the remaining zombies and lose access to the card here.

Added Challenge. A group of **booblins** are interfering with the game. They steal the ball from the adventurers, make distracting illusions, and jeer at the party. They can be fought, but this may allow the zombie players to gain an advantage.

Soccer Field

"The smell of freshly cut grass hits you before you reach the soccer field. Crisp white lines outline the play area, lit by the ghosts of lampposts on the field corners. Sitting in the dead center of the field is a clean soccer ball. There is a cool breeze that cuts through your armor and clothing."

If the characters enter the field:

"Stepping inside the field, you become blinded to anything a few feet outside it. The lights shine brightly, and the grassy field is cool and crunches under your feet. The soccer ball seemingly begs to be kicked."

If the characters inspect the soccer ball:

"As you inspect the ball, you hear a slight moaning from beyond the shadows. A small group of zombies in yellow soccer jerseys step forward. They do not aggress the party but instead line up across from you. One of them holds up a Neon Dragon Card which fizzles away in a purple flame. They all take a defensive stance, it appears they want to jam."

Playing for Keeps. The party must play against the **zombies** in a game of soccer, first to three goals. There are no hard rules for this game, allow the characters to use whatever powers they want. Play it loose, requiring whatever check seems appropriate to the moment. The party can simply kill the **zombies** and then score if they

wish. Any ability checks over DC 15 will overcome the zombie's abilities. Once one side scores, the ball will fizzle away, and another will roll from the shadows, stopping in the dead center of the court. Any dead zombies will reappear from the shadows to fill in holes in their team. Scoring 3 goals before the zombies do will earn the characters one Neon Dragon Card; the card will fall from the sky, and rest on the grass in front of the characters.

Basketball or Soccer. The characters can earn the Neon Dragon Card from either the Soccer field or the Basketball courts. If they lose both games, they will find the lost card while exploring one of the campground buildings. If they win one game, the other game will not be available, unless you deem otherwise.

Score-Pions. The zombie players appear only once a character inspects the soccer ball. Their number matches the surviving party member numbers. They are good at the game but hamstrung by their rotting bodies. They will not attack the party unless they are attacked first.

Balls. If a ball is destroyed, a fresh one will roll in from the darkness around the field. The destroyed ball will fizzle away as soon as it is not being watched.

Losing. If the party loses, they will be attacked by the remaining zombies and lose access to the card here.

Added Challenge. Midway through the game, the **undying slasher** appears and begins chasing down

characters. The zombies will continue playing the game as if nothing is happening.

Sui'kune Lake

"A large red lake stretches before you. A few small piers jut away from houses on the shore. The water is a deep swirling red. It slowly spins in a gentle vortex, spinning faster in the center. The air smells like sweet iron and dead fish. The energy here is still and filled with a dread that pricks at your neck. You feel strongly like you're being watched."

Red Water. The red water is terribly painful to any characters who try to swim in it. Any creatures, except the **undying slasher**, take 1d8 acid damage for every turn they start in the lake. If the characters investigate the water, they will find it is a mixture of water and blood from dozens of different animals.

Boats. There are several rowboats near the houses on the lake shores. They are easily navigable and in good repair. They are not damaged by the water and will not fall apart unless broken by an outside force.

Undying Slasher. If the **undying slasher** is killed, it will respawn here.

Added Challenge. If the characters decide to cross in the boats, have the **undying slasher** attack from the water and attempt to drag a character into the lake. Be careful, as this could easily

lead to an almost instant character death or even total party kill.

Craggo Mountain

"Craggo Mountain is less a mountain in more a grassy bump converted into a haphazard campground mural. There is a small natural cavemouth, centered on a low hill. The hill has been adorned with large foreign boulders and wood structures. It appears that generations of campers have added their own construction to the mountain. There are peaks made of rocks glued together, short jagged summits of plywood and paint, and a few scant structures made of rebar and elastic. To anyone who didn't know what this was, it would seem like a bizarre art project made from items found in a dump."

"There are murals painted all over the 'mountain's' side. Some are decades old, chipping and running in a grotesque fashion. Many others are only a few years old, the sun unable to bleach the cheery painted faces of the children who once played here. There are children's painting of forests, camp games, epic contests, swimming, and myriad other portrayals of what a beautiful place Sui-kune Lake used to be."

"The mouth of Craggo Mountain is choked with chairs and tables, randomly thrown into a makeshift barrier. It is impossible to tell if it was to keep things in or keep them out."

Fresh Paint. There is a mural on the side depicting smiling children happily skipping away from the **undying slasher**. The paint is less than 24 hours old.

Inside Craggo Mountain

1 – Entrance

"The dim entrance is foreboding, despite the cheery murals on the outside. All around the area are small chairs and a sprinkling of broken desks. Along the walls you can see long dead light crystals. There is a path to your left, one directly ahead, and another to your right. Each one of the passageways is narrow and the two on your sides bend around before you can see their end. There is a faint purple glow coming from the center passageway. The whole place smells like sulfur and rusting metal. "

Barricade. This area is small and cramped with more tables and chairs. It is considered difficult terrain.

Treasure. If the characters search the desks they will find several faded drawings as well as a few bits of cheap children's jewelry. The jewelry is worth 50 gp total.

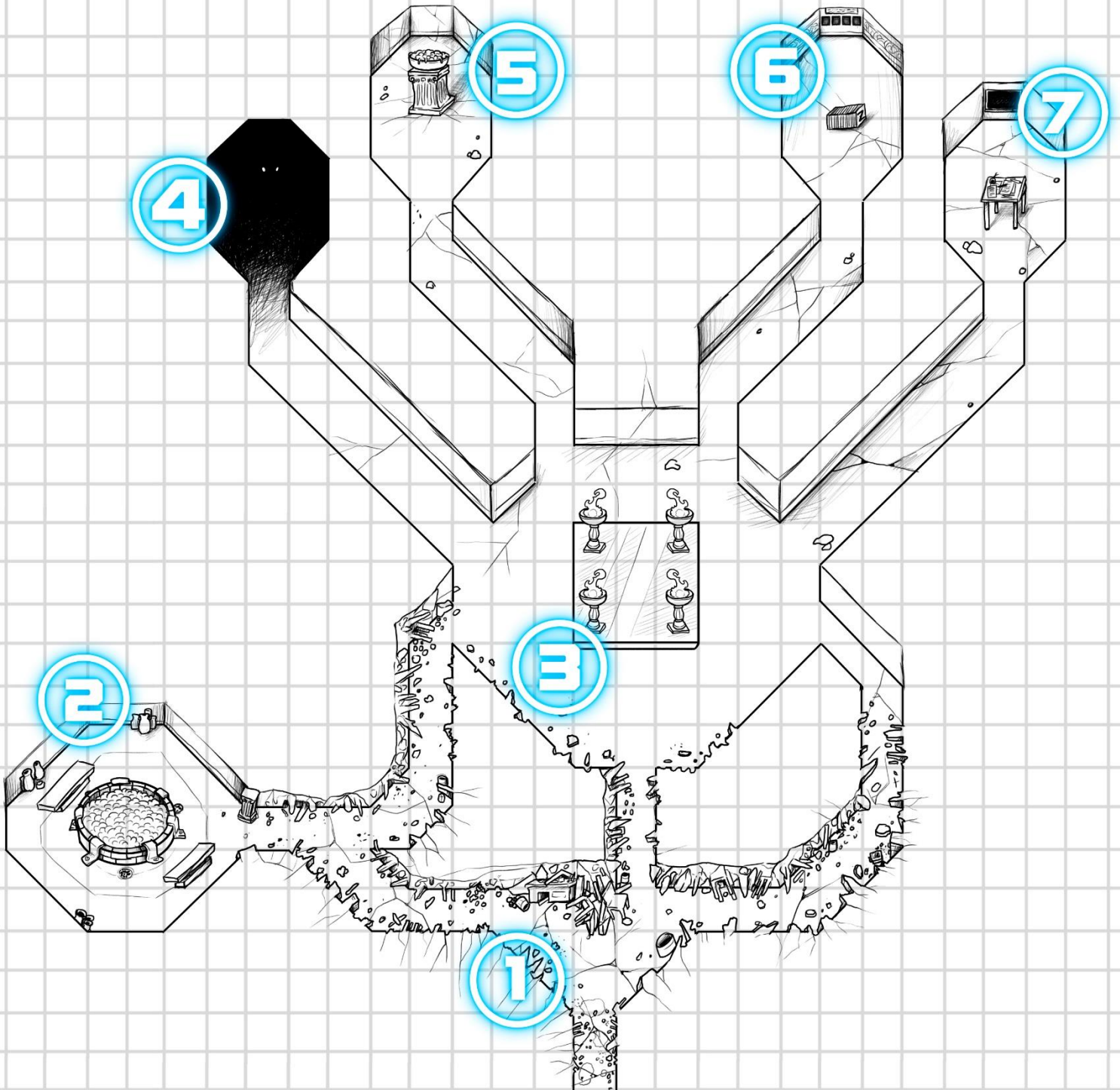
2 – Lovzarus Pit

"A small hot spring bubbles up in the center of this room; it's surrounded by a stone ring that has several damp towels draped over them. A fine mist hangs on the walls and occasional burbles from the water cause steam to rise. The water is hot, but not unbearably so. A wooden small sign saying, "Adults Only" is propped up by a small pile of rocks."

Pink Water. This spring has healing powers. If players take a short rest in the pool, they regain double the hit points for every hit die they use to recover. Any characters who dip in the water together must succeed on a Wisdom saving throw, DC 15, or have a strong desire to flirt with each other. This effect last 1 hour and will be noticed by the **undying slasher**. Every short rest adds +2 to the **undying slasher** encounter cumulative total.



Craggo Mountain Map



3 – Challenge Altar

"A stone platform raised 1 foot above the floor calls to you from the center of the room. There are 4 flaming braziers on raised pillars. Each one glows with a dim purple flame. The flames rock unnaturally and seem to glow brighter as soon as you see them. At the back of the room there are 4 passageways heading deeper into the cave. The air here feels cool but malevolent."

If the characters move further into the room.

"In the floor of the platform, centered between the pillars, is a thick sheet of glass. The glass is crystal clear, but you can make out small runes etched into the edges. Underneath the glass are three items, all with a label across them, reading 1st, 2nd, and 3rd place. 3rd place is a healing potion, 2nd place is a robotic hand, and 1st place is a Lasers & Liches booster card pack."

"As soon as you notice these prizes the purple flames flare up and a high-pitched laughter resonates around the room. In a flash, 4 booblin capture the purple flames and then blast off to each hallway, one booblin and flame per passage. In the blackness you can see small glowing stars and murals made from glow-in-the-dark paint. There is a message written in the glowing paint."

Four Challenges. The prizes can only be won by finishing the four

challenges down the four hallways. Each time a challenge is completed, the booblin will appear. Once the characters have killed the booblin, its flame will reappear in the respective brazier. Only one character needs to complete any of these challenges for the booblin to appear.

Glowing Paint. The murals around the room are of the same quality and theme as the mural outside. The message written on the wall it "Campers, to live long and prosper you must mix these four elements in your life. Strength, Courage, Thoughtfulness, and Charm. First prize always goes to those who can do all four well."

Glass Runes. If a character investigates the runes on the glass, they will discover they are several spells of protection. Trying to smash the glass or damage it magically will only leave superficial scarring.

Treasure. The prizes are: **One Potion of Greater Healing**, Ash's Chainblade Hand, and a pack of Lasers & Liches cards. Opening the card pack will give you one Neon Dragon Card and 9 other cards worth 50 gp total.

4 – Strength Challenge Room

"A small cavern lit only by two glowing purple eyes and glowing paint. As your eyes focus, the eyes move forward aggressively. The robotic body of a crash test dummy,

turned into training dummy, lunges at you with a baseball bat covered in nails."

Dummy. The dummy has the stats of an **animatronic horror** and is being possessed by the **booblin**. Once killed, the **booblin** will appear from its body. Once the apparition has been killed its flame will appear back in the challenge alter brazier.

Baseball Bat. This weapon acts like a +1 mace.

Dark. Unless there is some light source, this room is nearly pitch black except for the dummy eyes.

Wall Scrawl. Large red text on the wall reads "Not all your foes will be dummies. Show us your moves and prove you're a true hero!"

5 – Constitution Challenge Room

"There is a pedestal in this room, coming to about 4 feet tall. Atop the pedestal is a large iron bowl with dried out worms inside it. There are more murals here, these of brave warriors fighting in deadly battles. The whole room smells like stale dirt."

Wall Scrawl. Large red text on the wall reads "Sometimes being courageous means swallowing your fear!"

Worms. This challenge was designed to teach young adventurers not to fear eating gross things.

However, the worms inside have long since died. The characters can eat the dried worms or any equally gross thing to pass the challenge in this room. Once at least one character has swallowed a gross item, the booblin will appear and proceed to mock them as it fights.

Added Challenge. You may decide all the characters must eat something gross. You may also decide they must find a way to revive the worms. Using the Lovzarus Pit (area 2) to revive the worms will make them extra wiggly.

6 – Intelligence Challenge Room

"In this room you find a set of wooden squares, all with one letter of the common alphabet on them. Midway up on one wall is a set of four pegs, large enough to hold four of the wooden squares. Above the pegs is a riddle."

"I am not infinite, but innumerable all the same.

I am a mighty castle, but not in the rain.

I cover the world, from port to port. But more often than not, I'm stuck in your shorts.

What am I?"

Riddle. The characters must hand the proper letters on the wall to solve the riddle. There is only wooden square for each letter. The answer is "**Sand.**"

Booblin. While trying to solve this puzzle, the **booblin** will pop out from the walls and taunt the characters with unintelligible nonsense before fleeing back into the walls. If the characters can not solve the puzzle, they may attempt to attack the **booblin** when it pops out to taunt them.

1 – Charisma Challenge Room

"This room reminds you of a classroom, because it has a raised desk in the center and a blackboard on the back wall. There are several pens and an open notebook on the table. The blackboard has two rhymes written on it."

*"Five, Seven, then Five
Syllables mark a haiku
Adventuring one."*

*"If you wish to pass
Show us your best charming prose
Wit often beats blades"*

Haiku. The notebook on the table is completely blank. The characters must write a haiku in it to complete this challenge. The haiku can be on any topic but must follow the 5-7-5 rule. Once enough haikus have been written, the **booblin** will appear and attempt to scribble over the poems.

Individual Buildings

Each house icon on the map could be any number of houses and completely different every time you run this module. When the characters want to investigate a building, roll a d8 and d12 together on the Random Building table to determine the type of building they enter; the buildings are empty and only lightly lived in unless you choose a building twist from the table or to modify it yourself. Roll a d8 and d12 on the Random Encounter table to determine what enemies are inside. Finally roll the d8 and d12 again on the Loot table to determine what loot may be found.

When characters investigate a building, they may find things of some value. To keep the game and tension flowing, be sure to place a Neon Dragon Card inside every 3-5 houses, if the characters do not naturally discover one. The items on this list are not the only items they may discover, just the items of most note. If your playstyle is loot heavy you can add to the loot here or to roll twice and combine the loot.

Treasure can be found in trunks, desks, under beds, hidden in beds, on dead bodies, on shelves, in couch cushions, in toilets, on/in fireplaces, scattered on tables, or even just on the floor. The children and workers who lived here left or died quickly and likely did not take time to secure their belongings.

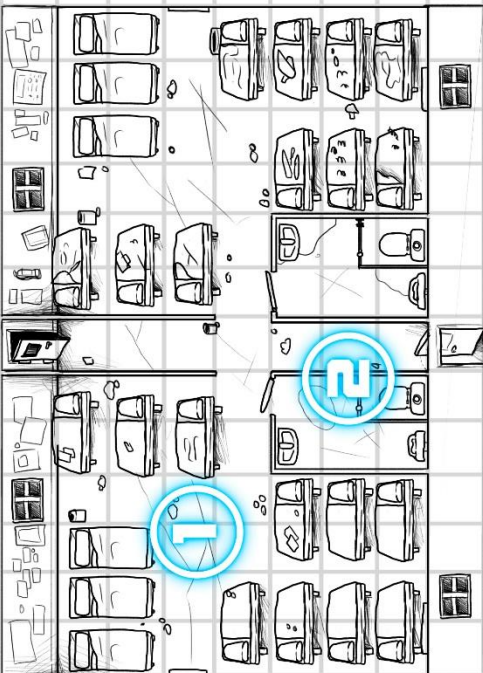
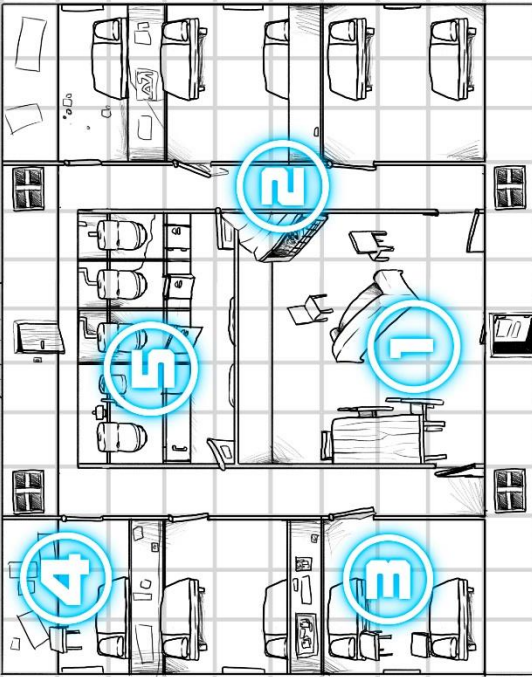
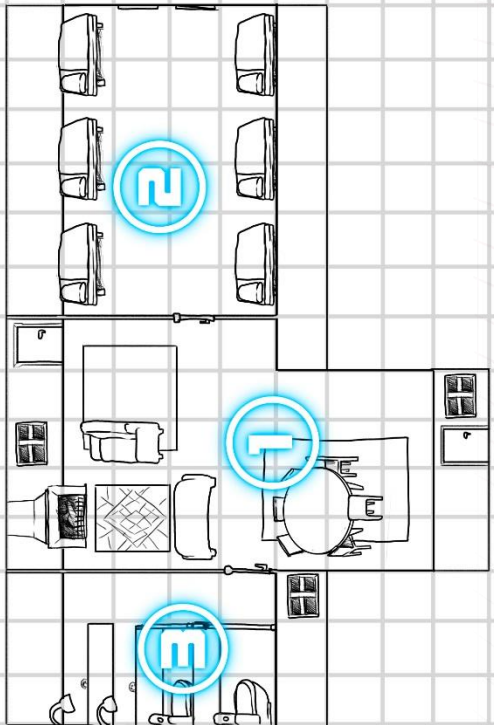
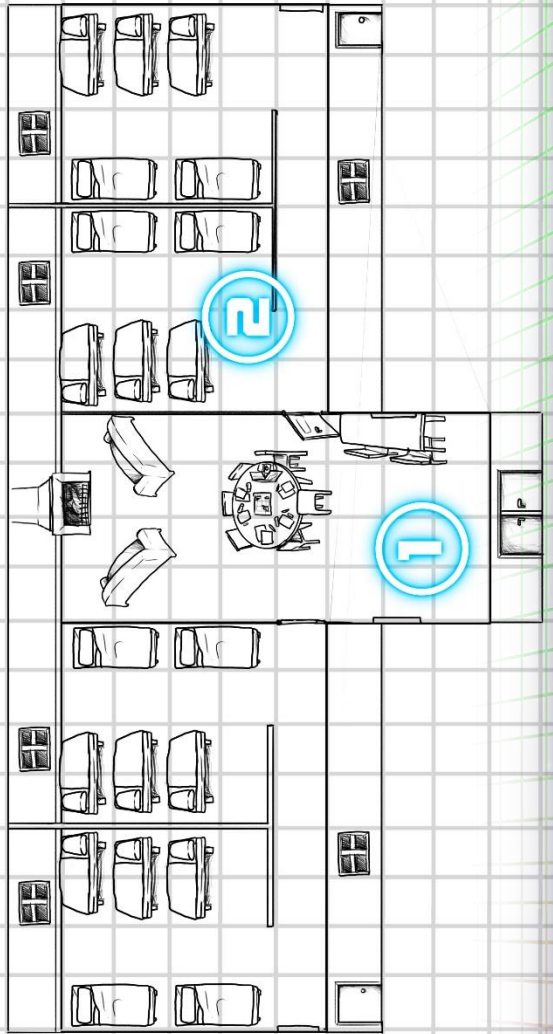
Random Building Table

Roll	Building Type	Building Twists
2-4	Cafeteria	Tables are covered in rotten food. Skeletal lunch ladies stand in their stations.
5-7	Executive Housing	Fireplace burns a purple light. Several fresh corpses are laid in each bunk bed.
8-11	Deluxe Housing	There is a thin sheen of blood over everything. Bones are stuffed inside the fireplace. Some furniture has been used to barricade doors and windows.
12-14	Basic Cabin	A large hole in the wall has let wildlife in to nest. Red water has flooded the rooms from the toilets.
15-17	Washhouse	There is something running around in there, but nobody can seem to see it, only hear it running and giggling. All the showers are running boiling hot water.
18-19	Games Cabin	Ghostly children play games inside. A vintage horror movie is playing on the projector.
20	Staff Housing	Screaming can be heard from unopened rooms. Lights flicker on and off and shadows can be seen watching the characters.



Loot Table

Roll	Treasure
2	Lasers & Liches booster card pack with one Neon Dragon card inside. Cards worth 200 gp.
3	+2 Fireman's Axe
4	1d4 healing potions, a bent and scratched Neon Dragon card
5	+1 Leatherman's Jacket (counts as padded armor and grants +2 to Athletics checks)
6	100 gp worth of cheap jewelry, a fire extinguisher
7	Daegon's Cape
8	1 canned Hyper Water, 2 Basic Creature Containers
9	Hardlight Projector
10	+1 Scimitar (Small gem on the pommel can be turned on like a flashlight, 30-foot cone of light)
11	1d6-1 Healing Bars (A stash of chocolate bars imbued with healing magic. Acts as a healing potion)
12	Nothing (Either this building was not often used or was cleared out long ago.)
13	Camping Uniforms
14	+1 Hockey Stick (Acts as a quarterstaff and can punt rocks like a sling)
15	Lasers & Liches booster card pack with one Neon Dragon card inside. Cards worth 50 gp.
16	Magic Sports Uniform (Can be worn over armor. Grants +1 to Dexterity based AC and Dexterity checks.)
17	Bottled Booblin (Contained within the bottle it is harmless but may make noises or rock the bottle.)
18	Omni-tool, designer skateboard worth 300 gp.
19	Lasers & Liches booster card pack with one Neon Dragon card inside. Cards worth 100 gp.
20	Pop-King's Clothes



Basic Housing

"Standing outside this rectangular cabin you can immediately tell it's cheap construction. Faded blue paneling on the sides chips away to reveal a rainbow of generations of paint. This place was made to house as many children as possible with little regard for comfort."

1. This room is jampacked with beds with sometimes only a foot between them. The place smells like old flop sweat. Both sides are set up identically.

2. Small bathrooms that only have two stalls, or a urinal and a stall, and a single sink. They are in dire need of cleaning and repair.

Beds. Enemies waiting in this house will likely use the sea of beds as a hiding spot to jump out and surprise the characters.

Traps. The beds here are cheap foldup futons. They may be rigged to fold in on themselves and trap a character on top of one. The characters must succeed on an Athletics or Acrobatics check, DC 15, or be grappled by the bed.

Deluxe Housing

"This is the largest type of the residential buildings with two wings that stretch out on either side. This building is well maintained and seems to bridge the gap between comfort

and utility. A set of sturdy double doors open to the front lobby while a door on either wing leads directly to the bunks."

1. This lobby area has a moderate fireplace flanked by two old fabric-covered couches. A large circular table is surrounded by several chairs. There appears to be some sort of game that was abandoned midway on the table. A smaller table is on the right side of the lobby, its covered in books and board games.

2. The sleeping area is compact but only has five beds in each segment. Several of the back windows in this area have been shattered. Both sides are set up identically.

Beds. Enemies waiting in this house will likely use the beds as a hiding spot to jump out and surprise the characters.

Barricades. Some rooms may be blocked off by makeshift barricades, forcing characters to find another way in. The characters can use this to their advantage if fending off enemies.

Bathrooms. There are no bathrooms in this building, but a few well used buckets can be found behind it.

Executive Housing

"Designed for those with more money than sense, or the kids of those with more money than sense. Even the ground around the building seems

greener than its more affordable counterparts. The paint on the sides is bright and fresh and the disrepair caused by this horrible campground seems minimized here."

1. A cozy lobby area with some couches surrounding a large fireplace. A circular table behind the couch seems to be rarely used. There are rugs covering some of the hardwood and small landscape art pieces on the walls.

2. Beds line two of the walls, all of them neatly made and featuring high thread count sheets. A large set of windows on the back wall gives the best possible view, which isn't saying much.

3. A well-equipped bathroom with moderately clean towels and plenty of bathing and self-care supplies. There are two stalls and two showers, so the residents did not have to mingle in the normal shower house. There is no window in this room, making the area pitch black.

Staff Housing

"A rather plain cabin that with a small stoop leading to the door. On the doors are signs that read "Camp Staff Only". Even from the outside you can tell this building is cramped inside. There is a strange energy that emanates from this building, as if it was a place of sadness long before the evil swept over Sui'kune Lake. "

1. A small lobby area with a couch and chairs pushed too close into a corner fireplace. A small table against the wall gives the same crowded impression

2. An oppressively dark hallway that bends around the whole building. The close walls and hard corners give the impression of isolation. The windows at the end of the halls do nothing to help open this space up.

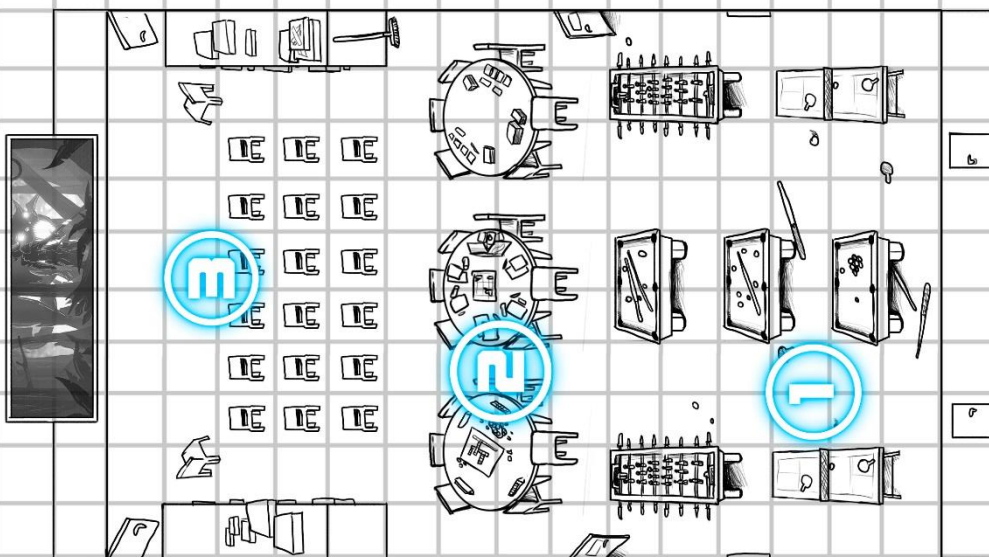
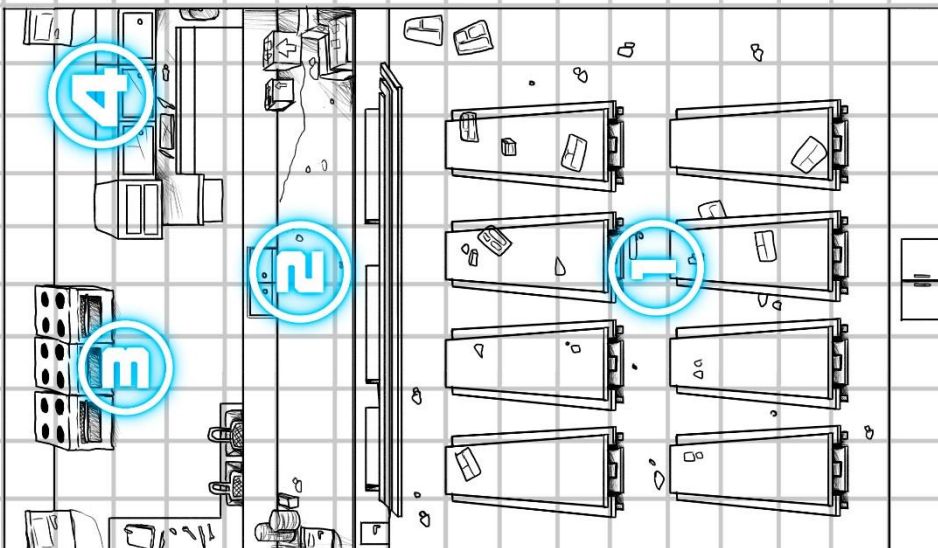
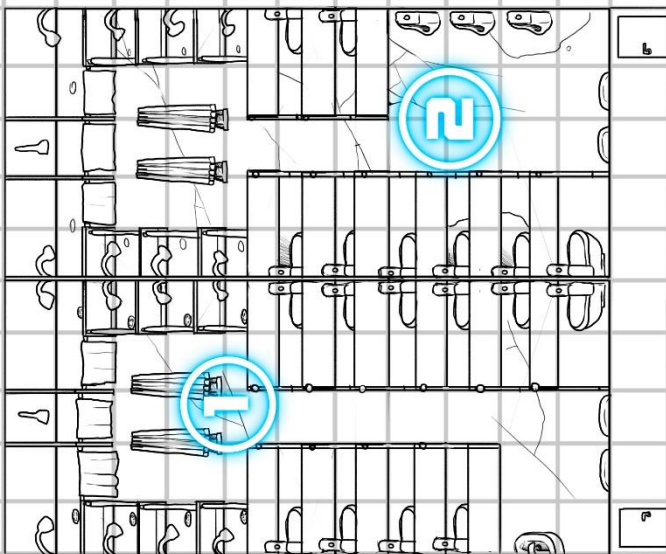
3. Rooms with two beds, some storage trunks, a window, and nothing else. Bland and lifeless rooms.

4. A smaller room with only one bed. These smaller rooms have some life to them, with a few family photos hanging on the walls. It seems these rooms were used for managers or other higher-ranking staff.

5. Bathrooms with two stalls and no ventilation, it smells as bad as it sounds. Mold is growing in the corners of the room.

Cozy Quarters. This entire place is cramped beyond what it comfortable. The small areas and tight corners offer an excellent place to ambush characters. Multiple rooms mean the heroes must investigate most rooms before leaving. This is a rare building so take advantage of its design to drive fear into the characters.

Added Challenge. Roll twice on the encounter table and have the enemies ambush the characters when they try to leave.



Washhouse

"A large cement building with little adorning is except for some signs pointing campers to the proper sides. There are small windows every few feet near the top of the building. The entire area feels damp and the ground is perpetually soft outside. Any sound made echoes off the tiles inside."

1 & 2. Rows of toilets or urinals line the sides of each area. Midway through the building, the stalls turn into showers. There are curtains for most shower stalls, though several are missing. A set of benches rest between the stalls with some clothing still on it. Both sides are identical except for some toilets being replaced by urinals.

Water. All water coming from the showers, toilets, or sinks is the red water from Sui'kune lake. It will burn any characters who touch it for 1d4 acid damage.

Darkness. All the small windows near the ceiling have long since been smudged over with grease and grime. The inside of the washhouse is nearly pitch black.

Cafeteria

"A large sheet metal warehouse painted a bright blue. The ground around has been well worn by hungry patrons. There is still the smell of

french-fries and sheet pizzas lingering, despite being abandoned for an indeterminate time. There are some trays scattered along the ground and a few burn marks on the side and back of the building."

1. A large eating area with tables packed a little too close to one another. There are still a few empty trays scattered around.

2. A door marked "Employees Only" blocks off this area. This is where food was stored under heat lamps or in ice for campers to pick up. There are boxes of plastic utensils, hair nets, and stacks of paper cups and plates stores under the bar. Curiously, there are footmarks worn into the tile where servers would stand for hours on end.

3. The kitchen area floor is covered in a thin grease, making the entire area difficult terrain. There are multiple countertops, a few ovens, a couple fryers, and a large 3-compartment sink in the back. The stench of old grease is heavy here.

4. A set of small insulated countertop coolers. A few bags of stable items like dried beans and rice are left. All the other food has either rotted away or been eaten by pests.

Hiding Spots. This entire area is full of good hiding spots. Under tables, in ovens, under counters, in trash cans, these are all places a crafty enemy may hide to try and surprise an unsuspecting character.

Games Cabin

"A large open building with murals on the sides of kids having fun playing various sports. There are myriad colored game board pieces smashed into the dirt outside."

1. This area has several pool tables and on a few of them a collapsible table tennis field is laid out on top. There are some foosball tables as well. Paddles, poles, balls, and other game supplies are lined up on the walls.

2. A few circular tables are covered in abandoned board and card games. The games are well worn and of little monetary value.

3. A large number of individual chairs are all facing a large white screen. A projector above would play movies for the campers gaming here. On either side of the seating are shelves full of movies and boardgames. The collection of movies is quite extensive and it's likely that every movie the characters may be looking for is there.

If the characters decide to watch a film, they will be unaccosted by the **undying slasher** or any new enemies not already in the building. It will also serve as a short rest. A second film will always result in an attack by the **undying slasher** or equally challenging foes.

Games. Here are some example boardgames the characters can find.

WarSlammers, Dormitories & Donuts, Scrabbattle, Monster Mash, Dragonopoly, Labradors & Luchadores, Kobolds & Keytars, Cupcake Land, Battle Canoes, Millipede Bornes.

Treasure. The characters will discover one mint copy of a very rare game, worth 500 gp, if they can get it to a buyer undamaged.

Conclusion

Leaving Sui'kune Lake Campground is no easy feat. By now it is possible (and recommended) the party has been harassed and ravaged to near breaking. Once they have the fifth Neon Dragon Card, they will likely make their way directly to the exit. We have provided three different endings for you to play with, depending on how challenging you want this final moment to be. As always, these are just suggestions; disregard them if they don't fit your playstyle.

Whichever ending you choose; the surviving party will be able to keep one Neon Dragon Card of your choosing. The other cards are consumed in the opening of the portal.



Easy Ending

Running towards the exit, you are flanked by ghostly apparitions. The spirits of the children and staff killed at this camp come back to assist you. Many monsters may be chasing the characters, but these friendly ghosts will hold them off just long enough for the characters to place the cards on the gate, opening a portal in the gate to escape. Describe the forces of evil closing in as the characters escape by a hair.

Hard Ending

The **undying slasher** waits for the party at the gate. It will not go away this time if it kills a character. It is bent on completely destroying the party in a final showdown. The characters must try and fend it off while placing the cards one at a time on the gate. It will not chase characters through the portal, but it will do everything it can to stop them from leaving.

Extreme Ending

There is no resistance at the gate portal, but the **undying slasher** can be seen walking slowly towards the party from the campgrounds. Once all the cards are set, the portal opens but only for a scant moment. Thundering through the portal in this moment is an evil **neon dragon**. It consumes the **undying slasher** in a single bite and then turns on the party.

The characters must now face an even greater threat and can not escape until the dragon is killed. Choose this ending with caution.



SPELLS

Glitch Hunter Spells

1st Level

Alarm
Animal Friendship
Comprehend Languages
Cure Wounds
Detect Magic
Detect Poison and Disease
Disguise Self
Ensnaring Strike
Hunter's Mark
Identify
Jump
Longstrider
Sleep
Speak with Animals
Highlight

2nd Level

Alter Self
Darkvision
Detect Thoughts
Find Traps
Hold Person
Knock
Locate Animals or Plants
Locate Object
Pass without Trace
Silence
Silent Image
Spike Growth
See Invisibility
Suggestion
Web
Zone of Truth
Bravado Buffer
Ether Bees

3rd Level

Daylight
Dispel Magic
Fear
Fireball
Hypnotic Pattern
Nondetection
Protection from Energy
Sending
Slow
Speak with Plants
Tongues
Water Breathing
Water Walk
Wind Wall
Death Throes
Old Friends

4th Level

Blight
Confusion
Fabricate
Fire Shield
Greater Invisibility
Locate Creature
Polymorph
Stone Skin
Dream Weaver
Trip Wire
Magic Whistle

5th Level

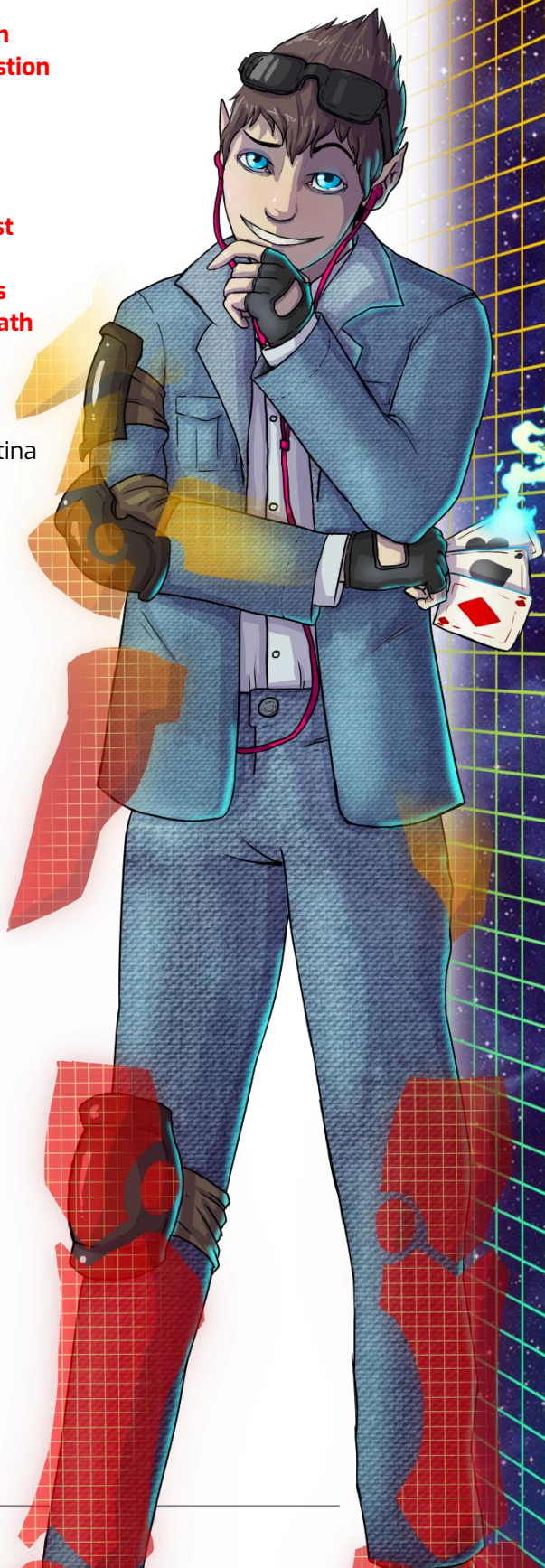
Dominate Person
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Scrying
Archer's Focus
Blood Tracking
Firing Squad

6th Level

Disintegrate
Find the Path
Mass Suggestion
Sun Beam
True Seeing

7th Level

Delayed Blast
Fireball
Etherealness
Finger of Death
Forcecage
Regenerate
Sequester
Revval's Cantina



Archer's Focus

5th Level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

Touch a willing creature. For the duration of the spell, when the creature uses a ranged attack, they can make another ranged attack immediately as a bonus action. If the second attack is made against the same target as the first, the second attack is made with advantage.

Astral Attack (Paladin, De-Fragger, Cleric, Sorcerer, Warlock, Ranger, Wizard)

4th Level Necromancy

Casting Time: 1 bonus action

Range: Self, Touch

Components: V, S, M (a clear gem worth 100 gp, which the spell consumes)

Duration: 1 round

You quickly and messily eject your astral form, equipped with ethereal versions of your equipment. The form can pass through non-magical barriers, fly equal to your movement speed, appears as a translucent ghost, and can use all of your natural abilities. It cannot cast spells, speak, or move more than 120 feet away from your body. While using this spell, you have full control of your astral form but lose control of your physical body,

which falls prone as you cast the spell.

Any damage you do to other creatures while in this form is psychic damage. Any damage your astral form takes is psychic damage as well, your physical self suffering the damage your astral form takes. You return to your body at the start of your next turn or if your physical form is reduced to 0 hit points. Any attempt to remove the link between your astral form and your physical body will simply result in the spell ending and your astral form returning to its body. You may cast this spell on a willing creature by using a full action.

Bravado Buffer

2nd Level Abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a shot of ale)

Duration: 1 minute

Choose a creature within range, that creature now has 20 temporary hit points for the duration of the spell. While this spell is active, the affected creature must attack with either melee attacks, ranged attacks, or spell attacks. If the affected creature takes the disengage option, retreats from combat, takes cover, attempts a saving throw for a ranged spell attack, uses non-offensive magic, or any other non-offensive action, the spell ends, and the remaining temporary hit points disappear.

At Higher Levels. When you cast this

spell using a spell slot of 3rd level or higher, the target creature's temporary hit points increase by an additional 5 for each slot level above 2nd.

Highlight

1st Level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (A pinch of red dust that you put on the target)

Duration: 24 hours

Touch a creature with this spell, spreading a nearly invisible, fine red dust on them somewhere. The target must make a Wisdom saving throw to know they have been targeted. Regardless of their save, they are now marked for the next 24 hours. If you are within 1 mile of the target, you have a general idea what direction they are in. If you are within 100 feet of the target you can see a red outline of their figure through non-magical barriers. You cannot see through more than 3 feet of stone, 3 inches of steel, or a half-inch of lead. You may only have one creature under the effect of this spell at a time. For the duration, ranged attacks made by you against the target have advantage.

Blood Shot

(De-Fragger, Cleric, Warlock, Wizard)

1st level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a thin needle)

Duration: Instantaneous

You raise one hand with your fingers outstretched and palm facing your targets. Tiny cuts appear all across you palm and fingers, which release a small barrage of crystalized blood shards. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 piercing damage and 1d4 necrotic on a failed save or half as much on a successful one. Additionally, you take 2 points of necrotic damage when using this spell.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the piercing damage increases by 1d6 and the necrotic damage increases by 1d4 for each slot above the 1st. The necrotic damage you take also increases by 2 for each spell slot used above the 1st.

Blood Tracking

(Ranger, Glitch Hunter)

5th Level Divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of blood from the creature being tracked, which you consume)

Duration: 8 hours

Swallowing one drop or more of a creature's blood, while using this spell, will allow you to discern their exact location for 8 hours. You need not concentrate on this spell and will be aware of a creature's location constantly, as long as they are on the same plane as you. If a creature is on

another plane of existence, you will only know which plane they are on unless you move to that plane as well. You do not know what surrounds them, only their exact position in space.

Ether Bees

2nd Level Conjunction (Ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dead bee, hornet, or wasp)

Duration: Concentration, up to 1 minute

You summon a swarm of ethereal, ghost like bees. The bees swarm a target of your choosing, dealing 1d6 piercing damage at the start of the target's turn. The target can make a Dexterity saving throw at the beginning of their turn, taking half damage from the bees on a success. If the target takes damage from the bees for 10 rounds, the target is poisoned. The bees will follow a target wherever they go for the duration of the spell. They will not follow a target into another plane, beyond 1,000 feet, or into water deep enough to submerge the target.

Firing Squad

5th Level Conjunction

Casting Time: 1 action and 1 bonus action

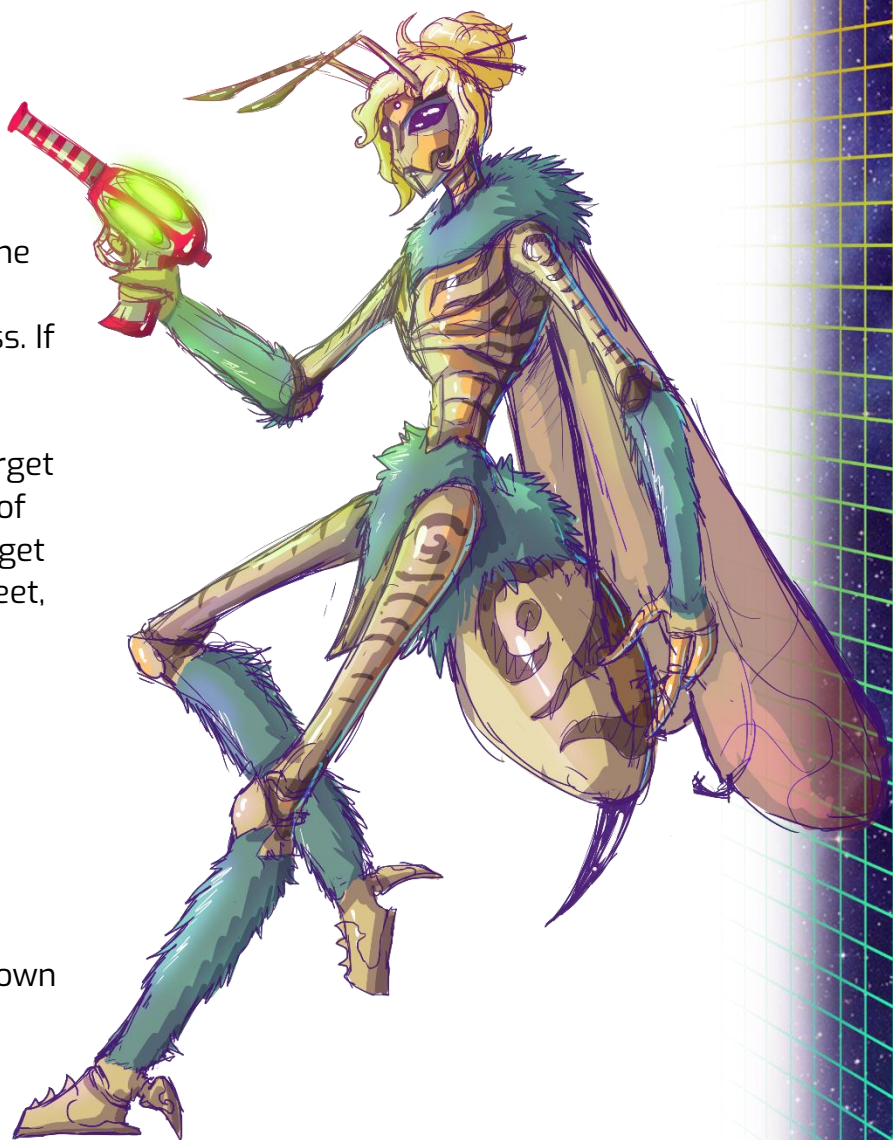
Range: Self

Components: V, S, M (a bit of your own fur, hair, or scales)

Duration: Instantaneous

You summon 2 copies of yourself from another plane. You and your 2 copies all make a ranged melee attack, as your bonus action, against the same target of your choosing. The copies are all wielding the exact same weapon that you are. Once they have attacked they are all whisked back to their original plane.

At Higher Levels. If you cast this spell using a spell slot of 6th level or higher, the number of copies increases by 1 for every spell slot used above 5th.



Grasping Graves

(Cleric, Sorcerer, Warlock, Ranger, Wizard)

3rd Level Conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a fingerbone of a humanoid)

Duration: Concentration, up to 1 Minute

You choose a creature within range and summon undead hands and claws from the ground to grab at the target. The grabbing hands will follow the creature wherever they go, making any ground they stand on difficult terrain.

If the targeted creature is on the ground, they must succeed on a Strength or Dexterity check (its choice) at the start of its turn or be restrained by the claws. A creature that starts its turn restrained by the claws takes 2d6 slashing damage from the claws raking over them. A creature may use its action to make a Strength or Dexterity check (its choice), freeing itself on a success.

Magic Whistle

4th Level Transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a non-magical arrow)

Duration: Concentration, up to 1 minute

You transmute a normal arrow into a self-moving, metal arrow. For the duration of the spell, as a bonus

action, you can command the arrow with a series of whistles to strike 1 target within 60 feet of itself. Make a ranged spell attack, dealing 2d6 damage on a hit. On your next round you can command the arrow to strike another target within 60 feet, or the same target by making a 30-foot circle back to the first target. If your concentration is held on this spell for a full minute the arrow will remain a metal arrow for 24 hours. It deals 2d6 damage when fired from any bow.

At Higher Levels. If this spell is cast with an 8th level spell slot, you can create 2 metal arrows from 2 normal arrows. You can command both as a bonus action with a series of sharp whistles.

Revval's Cantina

7th Level Conjuration (Ritual)

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (a personalized ticket into the cantina)

Duration: 6 hours

You create a doorway to a multidimensional cantina, filled with other patrons from other dimensions who have also cast this spell. Only the people listed on the spell component ticket may enter the cantina. All others are pushed away and take 1d4 force damage if they attempt to enter forcibly. You may not leave by any portal other than the one you entered from. The cantina is a medium sized establishment, complete with music,

drinking, and gambling. Physical violence is not allowed, the patrons all turning on someone who breaks this rule. Any who might threaten the sanctity of the cantina are dealt with by the owner and barkeep, Revval.

While in the cantina, you may barter with other patrons for gear, coin, or information. The exact type of patrons you encounter is up to the GM. When the spell ends, you are thrust out of the door you created. Most patrons deem this to be uncouth, choosing the leave before the spell expires.

Screech

(Bard, Synth Weaver, Warlock, Wizard)

2nd Level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bell clapper)

Duration: Concentration, up to 1 minute

You choose a creature that you can see within range and assault them with a terrible screaming in their heads. The target must succeed on an Intelligence saving throw or have their AC reduced by 2 and be unable to hold concentration on spells for the duration of this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target takes 1d4 psychic damage for every spell slot above the 2nd. The target takes full damage on a failed save or half as much on a successful one.

Trip Wire

4th Level Conjuration

Casting Time: 1 reaction

Range: 60 feet

Components: V, S, M (6 feet of fine metal wire)

Duration: Instantaneous

If a creature is using the Dash action, and is within 5 feet of any solid object, you can use your reaction to cause an electrified wire to spring out and trip them. The target must make a Dexterity saving throw, falling prone and taking 3d6 electric damage on a failed save, or half as much and not falling prone on a successful one.



MAGIC ITEMS

The Pop King's Clothes

Wondrous item, legendary (requires attunement)

A bedazzled sequin suit, complete with sparkling gloves, hat, and shoes. Legends say this ensemble once belonged to one of the greatest bards that ever lived. Some of that energy still flows through these clothes, granting a smidgen of that power to the wearer.

You cannot wear any other armor while wearing this clothing set and you must be wearing every part of it to gain the benefits of this item set. You may use Unarmored Defense and shields while using this set. The set must be repaired monthly to retain its power.

- Any undead of CR 1 or less can be commanded by you, even taking control from their creator. Using your action, you can force one undead to make a Wisdom saving throw, DC 15, coming under your control on a failure. The undead must be able to hear you and can only do things that are within its capabilities. You must use a bonus action to instruct any undead under your command.
- You are exceptional at dancing and singing. You have advantage on any performance checks

involving these actions.

- Increase your Dexterity and Charisma by 2 points, to a maximum of 22.
- You can defy gravity in an amazing lean. When attacked with a ranged attack, you can use your reaction to add +2 to your AC against the attack.
- As a bonus action, you can moonwalk backwards 10 feet. Doing so will not allow an attack of opportunity against you.

Ash's Chainblade Hand

Wondrous item (hand, chainsaw), very rare (requires attunement)

A complex robotic hand that can completely mimic the actions of the wearer. To use this item, one of your hands must be removed at the wrist and this item must be put in its place. During the attunement process, the hand grafts onto the wrist and can be mentally controlled like a normal hand afterword's. It can be removed and mentally commanded. While in this state, it behaves the same as the spell **Mage Hand** with the following exceptions: It is solid, does not float, has a strength of 10, 10 AC, and 1 hit point. If it is incapacitated in this state, it must be reattached to you for 24 hours before it is usable again.

Additionally, when the hand is attached to you, you can use a bonus action to transform it into a chainsaw blade or back into a hand. It behaves like a normal chainsaw but gains the following properties: It is no longer

heavy and takes the light property. It cannot be refueled, instead refilling its clip after the wielder completes a long rest. It loses the two-handed property.

Curse. Those who attune with this item will begin to be hunted by the original owner's discarded hand, **Ash's Claw**. It knows exactly where the wielder is at all times and will not stop hunting them until they are dead and Ash's Chainblade Hand is removed.

Omni-tool

Wondrous item, rare

A simple footlong orange rod. It glows faintly and always feels surprisingly hefty. It can instantaneously turn into any regular tool, such as a wrench, hammer, or screwdriver. The user only needs to think of the tool they need while holding this object and it will transform into a faintly glowing, orange version of that tool. It cannot

become fine tools, like those needed for fine artistry or lockpicks, but can be as large as a crowbar or as small as a set of tweezers.

If used for attacking, this is considered an improvised weapon.



Hardlight Projector

Wondrous item, uncommon

This small device has several small spikes and clamps that allow it to stick to most mundane surfaces. Once activated it creates a single hardlight hologram projection in an unoccupied space of your choosing, within 30 feet of the object. The projection can take any number of shapes that fall into two basic categories: active and static. All projections of this device glow a flat primary color and are easily recognizable as projections. If you move or destroy the device, the projection disappears.

Static creations can be any basic object, such as a wall or bench. The size of the object can be up to a 10-foot cube in size. The object can hold average weight, such as a character or decrepit wall, but can be destroyed by excessive weight or being attacked. The projection cannot move, has 1 hit point, and an AC of 10.

Active creations can be interacted with or move on their own accord. They may be no larger than a small sized creature or standard weapon. Weapons created this way shatter if the total attack roll is 15 or above. Creatures created this way must have a CR of 1/2 or less. They share all attributes of their template except for having only 1 hit point. The creature cannot move outside of the projection range and can only follow the instructions Attack or Defend.

If a projection is destroyed, you must spend 1-minute recalibrating the

device before another projection can be created.

Daegon's Cape

Wondrous item, rare (requires attunement)

This cape is always damp and whispers unintelligible words to you at night. It smells of fish and others find it appalling, giving you disadvantage on Charisma checks. Warlocks gain the use of one extra Invocation of their choice while wearing this cape. If they use the extra Invocation, they must use their bonus action that round to vomit up one small dead fish.

Neon Dragon Cards

We are testing this item in preparation for the Card Wielder class. Using a card's Card Action takes a full action and the card cannot be used again until you finish a long rest. More details on the cards and the new class will be revealed at a later date.

Consumable Magic Items

The following is a list of consumable magic items. They are typically above and beyond something you can buy at an average shop. They must be crafted by specialists, found in the wild, or sold at specialty shops. They each can be used once, breaking, emptying, or losing power after their use. Their cost is just a suggestion and the actual cost should be determined by supply and the character's desire.

Basic Creature Container (100 gp)

Wondrous item, common (if ball has captured a creature inside, it requires attunement)

When a creature of CR 1 or lower reaches 0 hit points, you can use your action to try and capture them in this device. When thrown at the creature, the ball opens, converting the creature into red energy, and then attempts to store the creature inside itself. The creature must make three Strength or Dexterity (GM's choice) saving throws. The DC starts at 15 on the first, 20 on the second, and 25 on the third. If the creature makes any single saving throw they escape, destroy the ball, gain 5 hit points, and gain the immediate use of any of their bonus actions or reactions. If they fail all three saving throws, they are captured and will remain in the ball until called or the ball is destroyed. You must finish a long rest before the creature can be used for the first time.

Once the creature has been captured, you can use your action to toss the ball, summoning the creature. You can then your action to command it. The creature will obey you but may skew your commands in small acts of rebellion, depending on how well you treat this companion. The creature uses its original stats for every action it does. You can recall a creature to the ball if you use your action and are within 30 feet of it. If the creature reaches 0 hit points, you must recover it within 1 minute or it will die and lose its link to the capture device.

A creature can recover all of its hit points and abilities when you finish a long rest.

Capturing a humanoid is considered a terrible act and they may openly rebel against you, possessing a stronger will than other creatures. Work with your GM to decide exactly what creatures are available for capture.

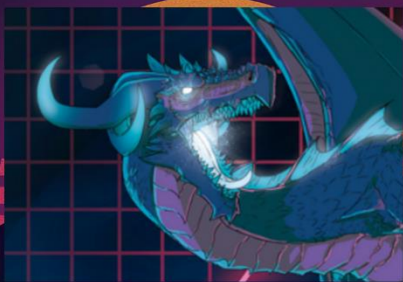
Hyper Water (100 gp)

Potion, common

This brown water is made by highly skilled alchemists who roast rare beans and somehow create a non-magical concoction that can boost even the most mundane people. When you drink this liquid, you can instantly use one hit die to recover hit points equal to your roll. Additionally, you can ignore the effects of your highest level of exhaustion for 8 hours, excluding death. However, this concoction does not use magic, simply boosting your natural restorative ability. Because of this, you can only benefit from two uses before finishing a long rest.

Additionally, the creation must be fresh, created within 7 days of consumption or properly canned, to be effective.

Adult Neon Dragon (1)



Card Action: 1/day

Bite: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (2d10+5) piercing damage.

"The scar has glowed purple ever since the dragon bit me." Granor the Lucky

161

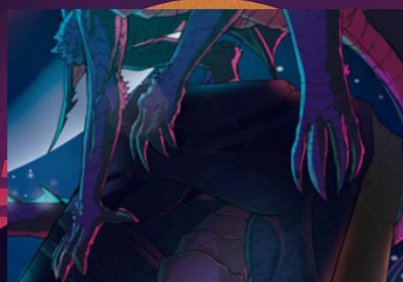
19

+10

16

HP AC ATK DMG

Adult Neon Dragon (2)



Card Action: 1/day

Claw: +10 to hit, reach 5 ft., one target. Hit: 12 (2d6+5) slashing damage.

And in the wastelands of the neon dragon battles, the deep cuts into the earth have never healed.

161

19

+10

12

HP AC ATK DMG

Adult Neon Dragon (3)



Card Action: 1/day

Tail: Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 14 (2d8+5) bludgeoning damage.

"I told that fool it weren't no dragon. That there was the king of the city. Guess we were both right."

161

19

+10

14

HP AC ATK DMG

Adult Neon Dragon (4)



Card Action: 1/day

Neon Breath: 60-foot cone. Breath passes over cover. DC 18 Dex save. 49 (14d6) fire damage on a failed save, or half as much on a successful one.

"Oh, you thought it actually breathes neon atoms? No son, it breathes magic. It's just colorful magic." Dragonologist Krill

161

19

+0

49

HP AC ATK DMG

Adult Neon Dragon (5)



Card Action: 1/day

Aura: All magic cast and magical items within 30 feet of the user leaves a visible neon trail or aura, based on what type of magic it is. 1 minute duration.

If you look close enough, you can still see the ghosts of this great battle. It's because a neon dragon fought too!

161

19

+0

0

HP AC ATK DMG

CREATURES

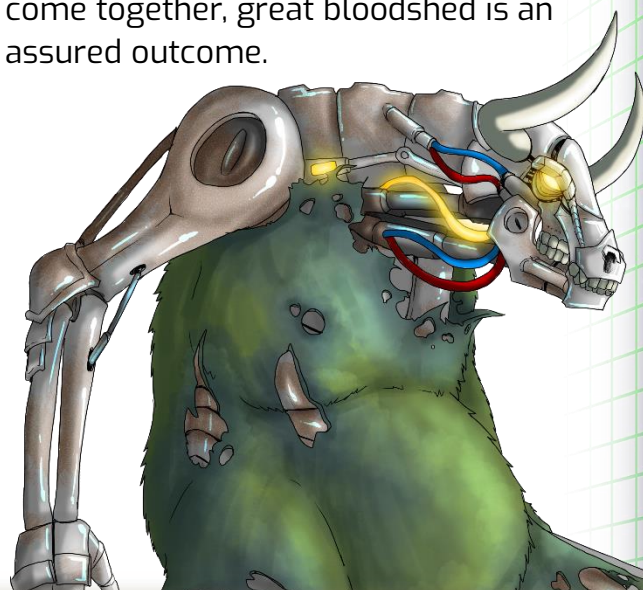
Animatronic Horrors

At one time, these wretched things entertained young children and drunken adults. They had smiling faces, jerky excited movements, and songs galore. But age and evil intentions has mutated them into a nightmarish being of mold and metal. Their toothy grins have stretched back, exposing permanent aggression. Their jovial eyes have gone dead, hanging lifelessly in mechanical sockets. Regardless of their origins, these machines are now nothing more than suits of destruction.

Power Armor. Evil creatures have an unnatural fondness for these machines. Having a metal skeleton already prepared, they set to work augmenting them. With a few modifications to the original design, they are able to turn a once beautiful thing into a golem or mech suit for themselves. Small creatures can crawl inside of one they have worked on and pilot it like power armor. Larger creatures give the Animatronic Horror a bit of autonomy, usually placing them as a guardian or trap.

Packs a Punch. Animatronic horrors may look flimsy or degraded, but their core is terrifyingly strong. Just one has the power to devastate an unsuspecting party. Thankfully, the parts needed to create one are few and far between, making groups of

them a rare sight. Should a group come together, great bloodshed is an assured outcome.



ANIMATRONIC HORROR

Medium humanoid (machine), unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	10 (+0)	6 (-2)	6 (-2)

Skills Intimidation +0

Damage Immunities psychic, poison

Condition Immunities poisoned, charmed

Senses blindsight 10 ft. passive Perception 8

Languages Can not speak but their pilot may speak through a speaker.

Challenge 3 (700 XP)

Pilot. A small creature can crawl inside this machine and pilot it like a mech. They can not be harmed while inside this suit, but are ejected if the Animatronic Horror reaches 0 hit points.

Mechanical Power. The Animatronic Horror has advantage on any Strength checks to resist being grappled or restrained.

ACTIONS

Multiattack. The Animatronic Horror makes 2 greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) damage.

Ash's Claw

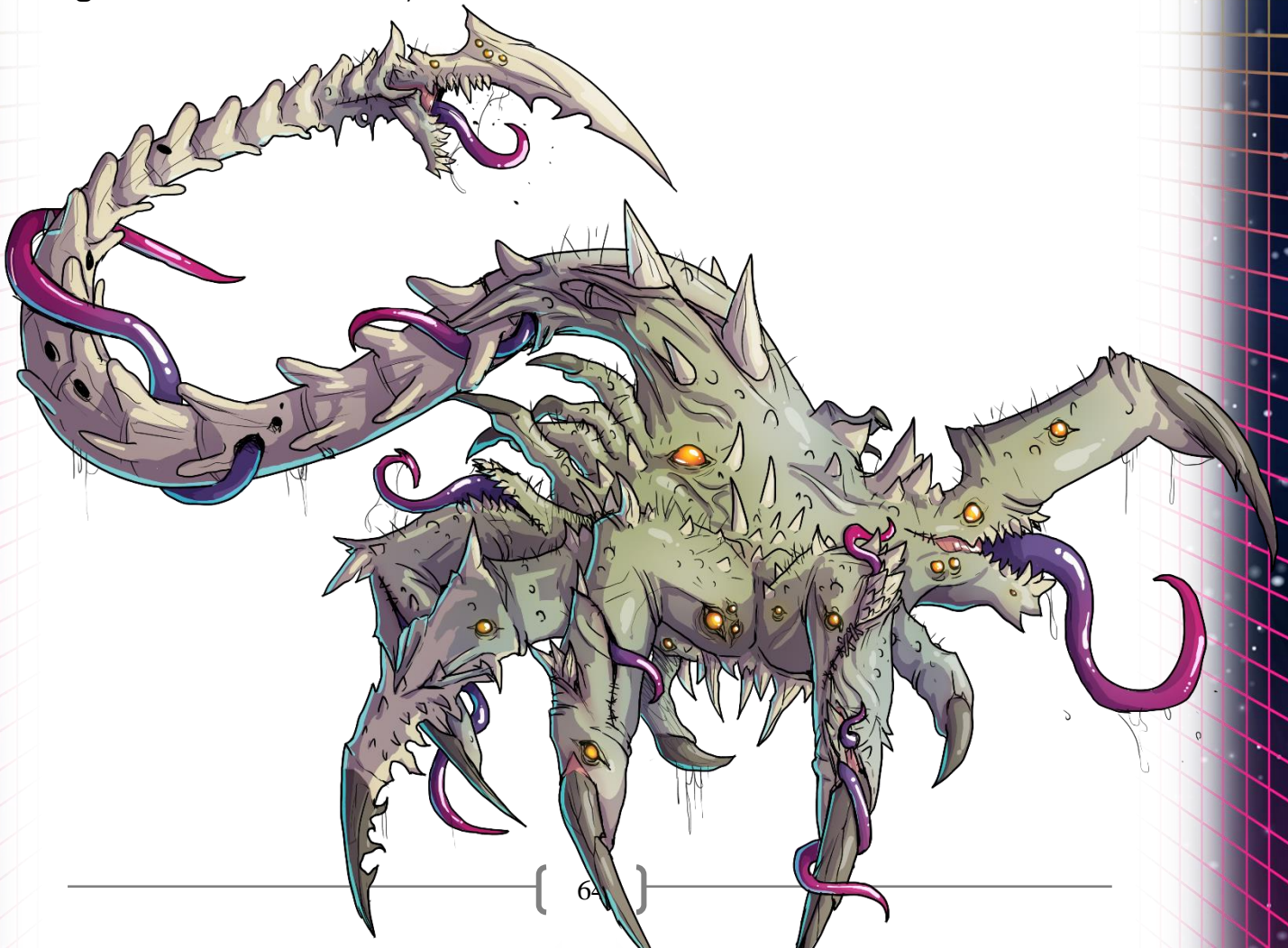
Once the hand of a great vanquisher of evil, this undead claw now hunts down those who seek to gain its previous owner's power. A dark spirit infiltrated this hand, forcing the owner to brutally remove it before the unholy infection spread. In the years since its separation it has festered in evil and slowly transformed into something utterly horrific. It lies dormant, waiting for the pulse of energy signaling the discovery of its brother hand.

Aricniclaw. Ash's Claw has sprouted several additional fingers and spikes that aid it in attacking and traversal. The bones in the wrist have also sprouted and grown into a long stinger. It attacks relentlessly with

everything it has, often going for the face to blind or disable a target. It is fond of hiding in small corners or boxes and then surprising its target with a lunging embrace of spines.

Soul Drive. The evil spirit infecting the claw has long since gone mad. It only remembers its unending hate for its original owner. Once someone attunes to Ash's Chainblade Hand it will begin to hunt them down relentlessly. If it finds the target, it will wait to attack them until the most opportune moment. Once it has killed its target it will simply leave the body and Ash's Chainblade Hand and go to rest in hiding until the item is attuned to another creature.

Undead Nature. Ash's Claw does not require air, food, drink, or sleep.



Ash's Claw

Tiny aberration, chaotic evil

Armor Class 20

Hit Points 90 (20d4 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	14 (+2)	5 (-3)	6 (-2)	2 (-4)

Saving Throws Str +2, Con +2, Cha +2

Skills Acrobatics +7, Stealth +7

Damage Immunities necrotic, poison, psychic

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages Common (understands but cannot speak), Infernal (can only speak gibberish)

Challenge 12 (8400 XP)

Turn Immunity. Ash's Claw is immune to effects that turn undead.

Warped Shadows. Ash's Claw has advantage on Stealth

check if not in sunlight or bright light.

ACTIONS

Multiattack. The Ash's Claw makes 5 attacks. 4 claw attacks and 1 stinger.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 11 (2d4+6) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) piercing damage. The tip of the stinger is pulsing with paralyzing poison. On a hit, the target creature must make a Constitution saving throw, DC 16, or be paralyzed for 1 minute.

Leaping Grasp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (2d4+6) piercing damage.

Using half its movement, Ash's Claw can use this action to leap onto a target. If the attack hits, the target must succeed on a grapple contest or Ash's Claw latches onto the target. Each attack Ash's Claw then makes against that target is made with advantage until Ash's Claw is shaken off.

The target may attempt another grapple contest at the end of their turn, shaking Ash's Claw off on a success.

Booblins

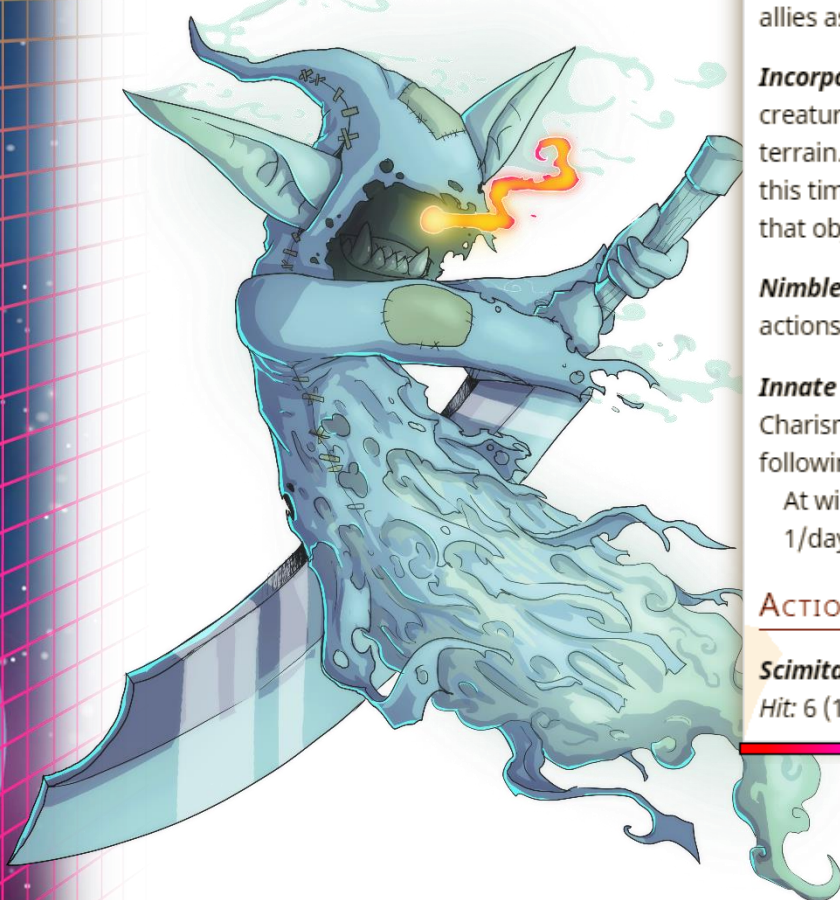
Goblins, the evil fodder for an adventurer, hold much negativity inside themselves. Their entire lives are filled with conflict, hatred, anger, and strife. Sometimes this energy collects within a goblin den, congealing into an almost tangible force. When adventurers come through, slaughter the goblins and take their riches, the force acts. As the goblins die, their spirits are held within the goblin den by their collective anger and fear. Several days later, the goblin spirits will take form, becoming deadly apparitions called booblins.

Released from their mortal restraints, they become even deadlier creatures. They wait in walls, haunt old traps, and slaughter trespassers mercilessly. The only cure is eradicating the ghosts and cleansing the entire den with holy energy.

Dungeon Bound. Booblins are tied to the location of their death. They can travel up to one mile outside of this area but must return to their den within 24 hours. If they are outside of their den for 24 hours, or hit with direct sunlight while outside the den, they fizzle into nothing; their spirits too weak to survive without the hateful force that sustains them.

Boo-brained. There is nothing a booblin enjoys more than fear and murder. Creatures foolish enough to enter a booblin den are greeted with terrifying illusions, winding passageways, and ghostly blades. The energy that sustains a booblin gives them some magical abilities which they use to create horrid illusions. They may create chests of gold to lure greedy heroes, food for hungry animals, or even humanoids screaming for help. The illusions will change into terrifying visions shortly after a creature enters the den. The booblins will use the illusions to scare and confuse target, driving them deeper into the den and their eventual death.

Undead Nature. Booblins do not require air, food, drink, or sleep.



BOOBLIN

Small undead, chaotic evil

Armor Class 13

Hit Points 5 (2d6 - 2)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	8 (-1)	10 (+0)	8 (-1)	6 (-2)

Skills Stealth +7

Damage Immunities cold, necrotic, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

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

Senses passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Clan Magic. If a booblin is within 30 feet of another booblin that is casting illusion magic, it can use its action to help boost the magical ability of the caster. The casting booblin gains +2 to their spell save DC, to a maximum of +10 with 5 booblin allies assisting.

Incorporeal Hiding. The booblin can not pass through living creatures but can move through objects as if it was difficult terrain. It can hide inside objects for 1 minute at a time. After this time, it takes 2 (1d4) force damage if it starts its turn in that object.

Nimble Escape. The creature can take the Disengage or Hide actions as a bonus action on each of its turns.

Innate Spellcasting. The booblin's spellcasting ability is Charisma (spell save DC 8). The booblin can innately cast the following spells, requiring no material components:

At will: *minor illusion*

1/day each: *disguise self*, *silent image*, *color spray*

ACTIONS

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

B-ugz

Glitch, errors, mistakes in a corporal form. Sometimes the swirling infinity that is the Retroverse intersects with other realities, or even itself, and these aberrations are created. Mistakes of creation, they serve only to spread their corruption to others. To them, average life is the corruption and they have an undeniable need to fix it. They will not stop until they are destroyed.

The Bigger They Are. B-ugz come in many different shapes and sizes. Though they all have a slightly insectoid nature, they can vary wildly. The size and strength of the bug is determined by the severity of the dimension shearing that created them. Most times they are small nuisances that even normal townsfolk can deal with. However, there are tales of B-ugz that were powerful enough to challenge the gods. Such a being could mean the end of an entire reality.

Viral. B-ugz want nothing more than to spread their corruption into the world around them. They desire to see an entire dimension consumed in the same illogical madness that fuels them. They attack in packs but do not seem to hold any authority over one another. Many fools have tried to contain and control the B-ugz. Those fools have always been attacked by their captives, becoming so corrupted that they simply fade away.

B-UG 1.0

Small aberration (corrupted), unaligned

Armor Class 14

Hit Points 31 (7d6 + 7)

Speed 20 ft.

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

Skills Acrobatics +7

Damage Immunities psychic

Senses passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

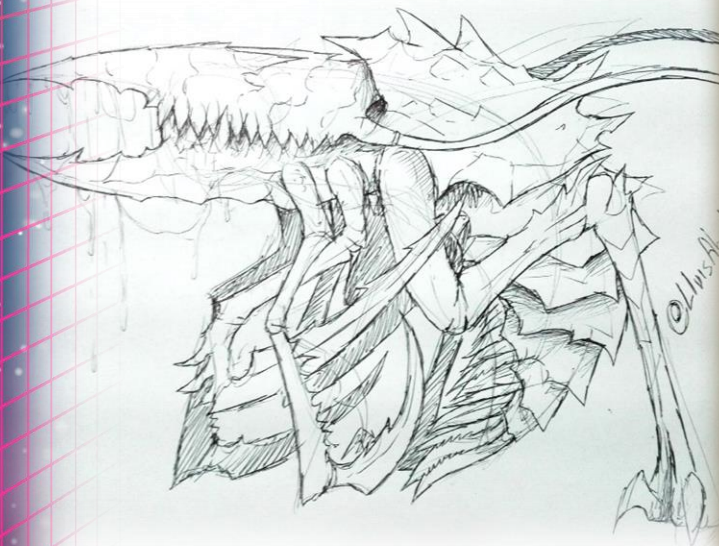
Corruption Armor. The natural AC of this creature is 11.

ACTIONS

Multiattack. The B-ug .5 makes two attacks. One with its claw and one with its sting.

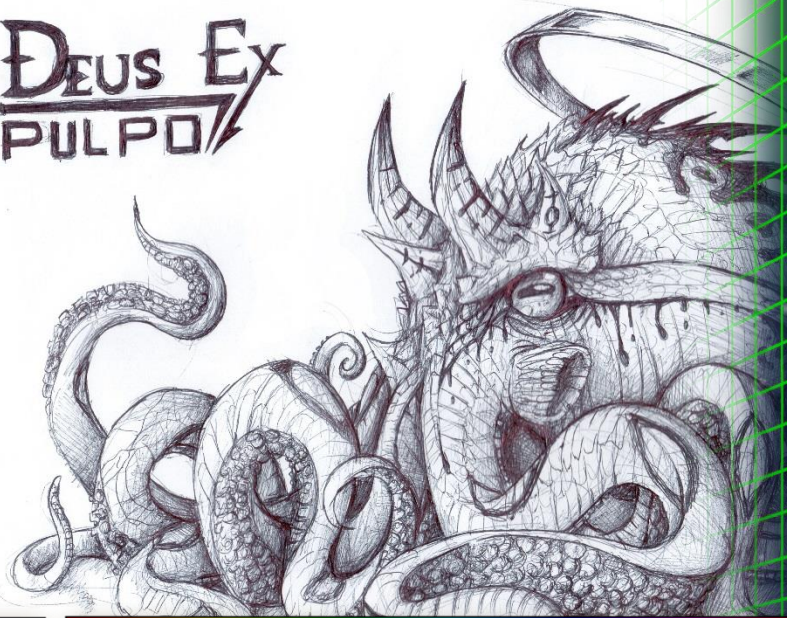
Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage3) piercing damage and 3 (1d6) poison damage.





DEUS EX PULPO



B-NT1c0R3

Large monstrosity (corrupted), unaligned

Armor Class 14

Hit Points 44 (8d4 + 24)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	6 (-2)	13 (+1)	6 (-2)

Senses passive Perception 11

Languages -

Challenge 3 (700 XP)

Corruption. This creature's attacks are tinged with corruption. Whenever this creature makes a successful attack against a creature, that creature must make a Corruption Saving Throw.

Unlimited Tail Spikes. The b-nt1c0r3 regrows tail spikes seconds after they are used. They fizzle into nothing after 1 minute if separated from the body.

ACTIONS

Multiattack. The B-nt1c0r3 makes three attacks: one with its bite and two with its claws or three with its tail spikes.

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

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 50/100 ft., one target. *Hit:* 7 (1d8+3) thunder damage.

B-ICK

Medium monstrosity (corrupted), unaligned

Armor Class 14

Hit Points 33 (6d8 + 6)

Speed 30 ft., climb 30 ft.

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

Skills Religion +1

Senses darkvision 60 ft., passive Perception 12

Languages -

Challenge 2 (450 XP)

Auto Camouflage. If the b-ick spends 1 minute without moving, its skin changes to match that of its surroundings. It then gains advantage on Stealth checks made to hide within that spot. It loses the advantage once it moves.

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful attack against a creature, that creature must make a Corruption Saving Throw.

Corruption Armor. The natural AC of this creature is 12

ACTIONS

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

Multiattack. The B-ick makes 2 attacks. One with its tentacles and one with its beak. If it hits a target with its tentacle it can then attack the same target with its beak with advantage,

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

Dinosaurs

Dinosaurs in the Retroverse did not evolve in the same way as most realities. Due to the nature of glitching, magic, and time altering effects of the reality, they have developed many strange features that would not have come around naturally.

Velocilisk

Named because of its resemblance to another mythical creature, the Velocilisk is more closely related to arachnids than stone-turning lizards. It is extremely rare to see one fully exposed and the monstrous visage does shock some into a paralyzed state, though this is a size effect of their terrible form, not an inlaid ability.

Trappers. Velocilisks use their powerful arms to claw into most anything, allowing them to climb up sheer walls or even upside down. Their claws are made of a metal and bone composite that can sheer into solid stone and they use this to their advantage. They will find an ideal hunting spot and then begin digging into the stone, creating a small burrow trap. When unsuspecting prey comes by, they lash out with their six arms and strong jaw to drag the creature inside the trap. Once there, it is a quick job to slaughter they prey in the confined burrow. They will gorge themselves and then move on to make a new trap.

```
Retroverse - Saved Data
File Edit Search Help
R:\>Lore.exe
"This here is a Velocilisk hunting ground.
You can tell from all these pockets full
of... yup, human bones." Till pulling bones
from a hole in the wall."
R:\>
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VELOCILISK

Small beast, unaligned

Armor Class 13 (natural armor, 18 if buried)

Hit Points 36 (8d6 + 8)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	7 (-2)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14, tremorsense 60 ft.

Languages -

Challenge 3 (700 XP)

Burrow Traps. If the Velocilisk spends their action digging into the ground, they can bury themselves. While buried their AC increases to 18, they have full cover, they have advantage on Stealth checks, and they can only use their bite or lunge attack.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (3d4+4) slashing damage.

Lunge. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 19 (6d4+4) slashing damage. using half its movement or springing from a burrow trap, the Velocilisk slashes with its hands and feet, tearing into the target.

Multiattack. The Velocilisk makes 3 attacks. two with their claws and one bite.

Ke-Ahi-Pua

An ancient relative of the mighty phoenix, this flying menace has a nasty habit of setting itself ablaze. It also has a long-horned beak, perfectly shaped for piercing through thick foliage or water to spear large prey. Few people targeted by this awful creature have lived to tell about it.

Fire Scales. The scales of this pterosaur are covered in a thin sheen of flammable fluid which it can ignite with a small spark gland near its nose. Its scales and flesh are highly resistant to fire and it can stay lit until the fluid has all burned away, with no ill effects. It lacks the amazing regenerative powers of the phoenix but the few survivors of Ke-Ahi-Pua attacks say the dinosaur seemed to heal any wounds while alight.

KE-AHI-PUA

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 10 ft., fly 80 ft.

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

Skills Arcana +1, Insight +3

Damage Immunities fire

Senses passive Perception 11

Languages -

Challenge 4 (1100 XP)

Ablaze (1/day). The Ke-Ahi-Pua can use a reaction to set itself on fire. This fire lasts for 1 minute and adds 1d6 fire damage to each attack it makes. Additionally, it recovers 10 hit points at the start of its turn whenever it is on fire.

Dive Attack. If the Ke-Ahi-Pua is flying and dives at least 30 feet towards a target and then hits with an attack, it deals extra damage. 10 (3d6) for a bite and 20 (6d6) for a spear.

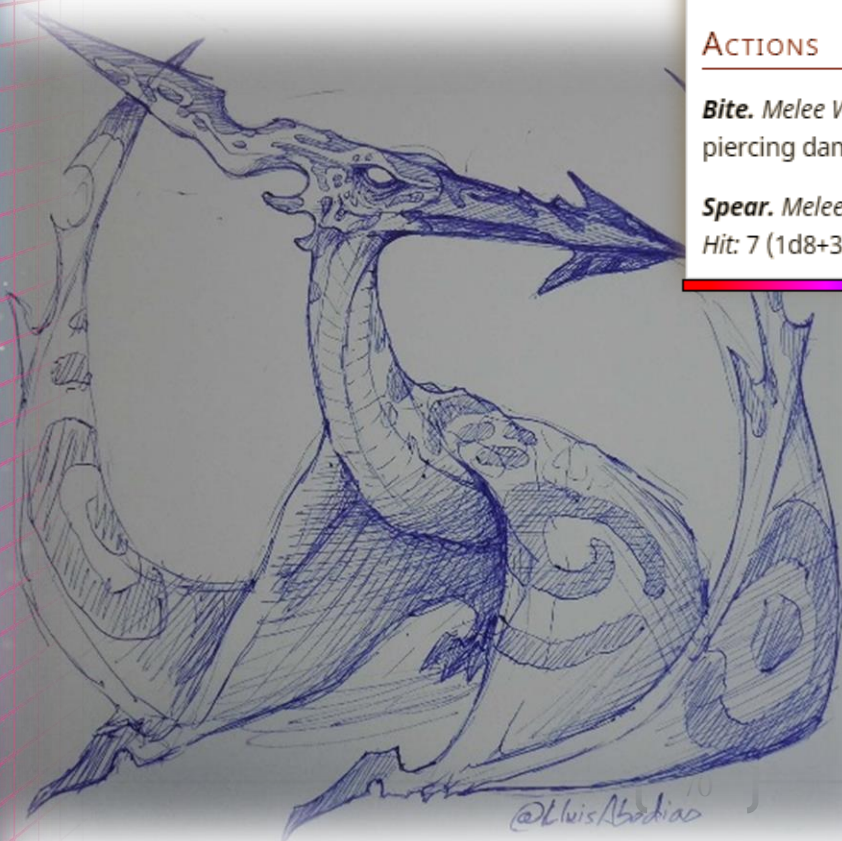
Fire Absorb. When the Ke-Ahi-Pua is attacked by fire damage, it instead absorbs the damage and recovers hit points equal to half the damage dealt.

Fly By. The Ke-Ahi-Pua does not provoke an attack of opportunity when it flies out of an enemy's reach.

ACTIONS

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

Spear. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one creature. *Hit:* 7 (1d8+3) damage.



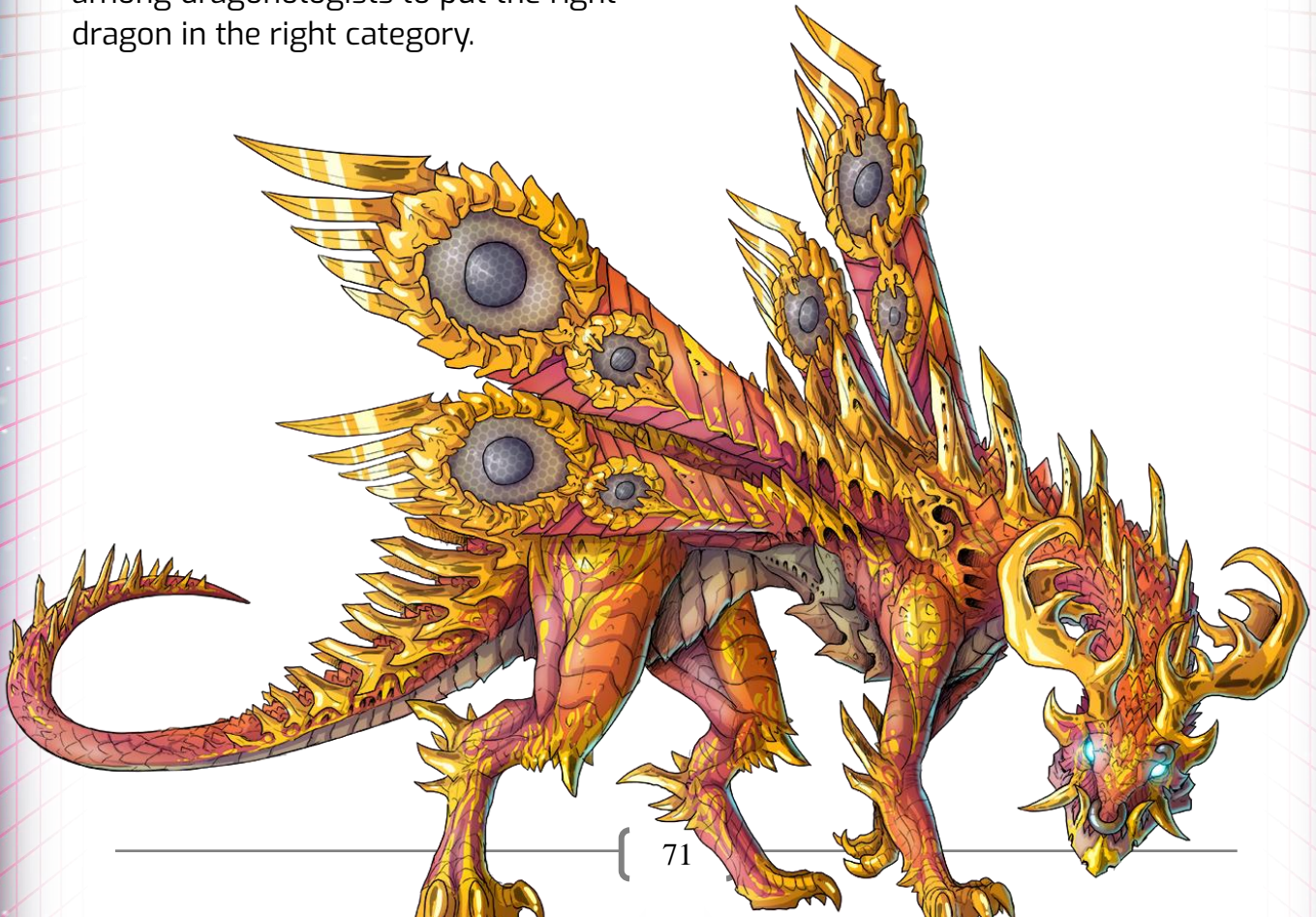
Retroverse Dragons

Dragons of the Retroverse can be roughly categorized into two different groups, Source and Dazzle. This categorization is based on where they draw their power from. Source dragons draw their power from the building blocks of creation. This includes Code, Beat, and Tesla dragons. Dazzle Dragons draw their power from luminescence and the life-giving nature of light. Dazzle dragons include Laser, Xenon, and Neon. Rarer breeds of dragons, such as Radon and Trash dragons, defy this convention by apparently holding some of both parts of both categories or little of either.

It is a matter of much debate among dragonologists to put the right dragon in the right category.

Source Dragons. Dragons in this category derive their power from the sources of creation. Whatever the building blocks of the world are, they can channel it as power. In this way, they are less natural beings and more like avatars of the force they represent. The first dragons in these lines are theorized to have simply appeared one day, fully formed, in a miraculous yet unceremonious birth.

Dazzle Dragons. Dazzle dragons draw their energy from the beauty and nurture that light provides. They are often bright and vibrant in both body and mind. If their own inner light is extinguished, a Dazzle dragon will begin to wither away unless they can reignite the spark that keeps them sustained. It is believed that the first Dazzle dragons were born of unstable dreams and starlight.



Neon Dragon

Neon dragons are aloof and careless, often getting themselves into sticky situations because of a need to party. Some neon dragons spend hundreds of years in a humanoid form, soaking up all the extravagancies that nightlife has to offer. They are amazing hosts, generous to their partiers, and not quite smart enough to stay out of trouble.

Young neon dragons are born with scales of a shiny primary color. The color itself is influenced by their parents but does not always follow that pattern. As they grow, their blood and intestines begin to glow the color of their scales. An adult neon dragon has blindingly bright neon eyes and faint pulses of light can be seen rippling under their scales. Their inner glow makes them a wondrous sight to behold.

In a humanoid form, they prefer to wear immaculate clothing that accentuates their neon color. They may choose to hide their eyes, but many consider hiding their inner self to be appalling. It is not uncommon to see a purple neon dragon wearing a finely tailored purple suit, hair beaded with royal violet pearls, and glowing byzantium eyes.

In their dragon form, they have a set of horns that sprout outwards and an additional set that curls around the first set. They have a thin membrane frill that follows along their spine onto their tail; it glows with the same

bioluminescence of their blood. They have long legs and arms that come to razor-sharp points. Their wings are thick and leathery with pulsing veins of neon visible on the underside.

Cityscapes. Neon dragons are enamored with the vibrant lights and loose lifestyle of the city. Since they may spend centuries as a humanoid, their lairs will typically be large penthouses or expansive nightclubs. Their homes always have enough space for them to extend into their dragon form, something they consider the ultimate party trick. Older neon dragons will begin to expand their domain beyond just their club or tower, stretching to take command over whole city blocks.

Party Life. With little regard for the confines and consequences of mortal existence, neon dragons live their life to the fullest. They consume the richest food, mingle with elusive stars, indulge in dangerous pleasures, live with no remorse, and expect others around them to do the same. They don't force people into a destructive lifestyle but any that willingly choose to live alongside a neon dragon are subject to its whims and desires. A cult of charisma can sometimes form around these beings and neon dragons can pressure their friends very harshly. If one such person should succumb to the harshness and dangers a life of party brings, neon dragons will hold a feast in their honor, resuming their draconic form and consuming the body in mourning.

Strange though it may be, those drawn in by a neon dragon's magnetism consider this a great honor.

Political Power. Neon dragons generally abide other dragons, so long as they do not cause harm to the city the neon hold so dear. The exception to this rule is other neon dragons. Rather than battle by force, neon dragons battle through political distortions, financial strength, and clout. This usually begins as a friendly competition but can turn into a deadly political game if two neon dragons grow too powerful within the same city.

Treasured Friends. True riches are not found in gold and jewels, though neon dragons do amass those. True treasures to neon dragons are friends and the adoration of others. Their financial wealth is a thing to be shared, in hopes of winning over creatures to their side. A neon dragon may extend their wealth beyond simple extravagancies and begin to funnel it into their communities. Older neon dragons will build parks, fund schools, renovate hospitals, improve apartments, and dedicate their time to helping those in need. Though this may seem like simple altruism, it is fueled by the selfish desire to be liked, though the end result for citizens is the same. The ultimate dream for a neon dragon is to amass enough wealth and clout to own the entire city, sitting atop the highest building, on a throne made of love, adoration, and swag.

NEON DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 13 (3d8)

Speed 30 ft., burrow 15 ft., fly 60 ft.

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

Saving Throws Str +1, Int +2, Wis +1, Cha +4

Skills Insight +4, Performance +4, Persuasion +4

Damage Immunities fire

Condition Immunities exhaustion

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages Common, Draconic

Challenge 1 (200 XP)

Spellcasting. The neon dragon wyrmling is a 0th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The neon dragon wyrmling has the following bard spells prepared:

Cantrips (at will): *prestidigitation*

ACTIONS

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

Breath Weapon (Recharge 5-6). The dragon uses its breath weapon.

Neon Breath. The dragon exhales neon gas in a 15-foot cone. The gas passes over cover and can filter through cracks as small as 1 inch. The gas hangs in the air for 1 minute or until it is ignited. Each creature in the area, or who enters the gas for the first time, must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. This effect lasts as long as the creature is in the gas, ending at the start of their next turn if they leave the gas.

Additionally, the dragon can use a reaction to ignite the gas as long as it is within 10 feet of it. Each creature in the gas must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.



YOUNG NEON DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 91 (14d10 + 14)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	16 (+3)	11 (+0)	19 (+4)

Saving Throws Str +2, Dex +1, Int +3, Wis +2, Cha +6

Skills Insight +3, Performance +7, Persuasion +7

Damage Immunities fire

Condition Immunities exhaustion

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

Languages Common, Draconic

Challenge 5 (1800 XP)

Spellcasting. The young neon dragon is a 0th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The young neon dragon has the following bard spells prepared:

Cantrips (at will): *prestidigitation*

ACTIONS

Multiattack. The Young Neon Dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10+3) piercing damage.

Breath Weapon (Recharge 5-6). The dragon uses its breath weapon.

Claw. : +6 to hit, reach 5 ft., or range 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Neon Breath. The dragon exhales neon gas in a 30-foot cone. The gas passes over cover and can filter through cracks as small as 1 inch. The gas hangs in the air for 1 minute or until it is ignited. Each creature in the area, or who enters the gas for the first time, must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. This effect lasts as long as the creature is in the gas, ending at the start of their next turn if they leave the gas.

Additionally, the dragon can use a reaction to ignite the gas as long as it is within 10 feet of it. Each creature in the gas must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much on a successful one.

Humanoid Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice). The dragon only has the ability to stay in this form for a maximum of 12 hours, reverting back to its true form after this time. If the dragon uses this ability, it must finish a long rest before using it again.

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Otherwise, its statistics and capabilities are replaced by those of the new form, except the ability to use any class features of legendary actions in that form.

ADULT NEON DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 161 (17d12 + 51)

Speed 40 ft., burrow 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	20 (+5)	13 (+1)	24 (+7)

Saving Throws Str +2, Dex +1, Int +3, Wis +2, Cha +6

Skills Insight +11, Deception +12, Intimidation +12, Persuasion +17, Performance +12

Damage Immunities fire

Damage Resistances radiant, psychic

Condition Immunities exhaustion

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11

Languages Common, Draconic

Challenge 13 (10000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The adult neon dragon is a 0th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The adult neon dragon has the following bard spells prepared:

Cantrips (at will): *produce flame*, *vicious mockery*, *light*, *minor illusion*, *prestidigitation*

ACTIONS

Multiattack. The dragon can use its Charming Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d10+5) piercing damage.

Claw. : +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+5) bludgeoning damage.

Charming Presence. The dragon chooses up to two creatures within 120 feet, that can see the dragon, and imposes its charming will on them. The targets must succeed on a DC 16 Wisdom saving throw or be charmed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is

immune to the dragon's Charming Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses its breath weapon.

Neon Breath. The dragon exhales neon gas in a 60-foot cone. The gas passes over cover and can filter through cracks as small as 1 inch. The gas hangs in the air for 1 minute or until it is ignited. Each creature in the area, or who enters the gas for the first time, must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. This effect lasts as long as the creature is in the gas, ending at the start of their next turn if they leave the gas.

Additionally, the dragon can use a reaction to ignite the gas as long as it is within 15 feet of it. Each creature in the gas must make a DC 18 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much on a successful one.

Humanoid Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Otherwise, its statistics and capabilities are replaced by those of the new form, except the ability to use any class features of legendary actions in that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Perception check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT NEON DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 261 (18d20 + 72)

Speed 50 ft., burrow 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	25 (+7)	15 (+2)	28 (+9)

Saving Throws Str +4, Dex +3, Con +2, Int +5, Wis +3, Cha +8

Skills Insight +9, History +14, Deception +16, Intimidation +16, Performance +16, Persuasion +23

Damage Immunities fire, psychic, radiant

Condition Immunities exhaustion

Senses blindsight 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 22 (41000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Spellcasting. The ancient neon dragon is a 0th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks). The ancient neon dragon has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *light*, *minor illusion*, *prestidigitation*, *produce flame*, *vicious mockery*

ACTIONS

Multiattack. The dragon can use its Charming Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+6) piercing damage.

Claw. : +10 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage.

Charming Presence. The dragon chooses up to two creatures within 120 feet, that can see the dragon, and imposes its charming will on them. The targets must succeed on a DC 18 Wisdom saving throw or be charmed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is

immune to the dragon's Charming Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses its breath weapon.

Neon Beath. The dragon exhales neon gas in a 90-foot cone. The gas passes over cover and can filter through cracks as small as 1 inch. The gas hangs in the air for 1 minute or until it is ignited. Each creature in the area, or who enters the gas for the first time, must succeed on a DC 21 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, not both. This effect lasts as long as the creature is in the gas, ending at the start of their next turn if they leave the gas.

Additionally, the dragon can use a reaction to ignite the gas as long as it is within 20 feet of it. Each creature in the gas must make a DC 21 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much on a successful one.

Humanoid Shape. The dragon magically polymorphs into a humanoid that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Otherwise, its statistics and capabilities are replaced by those of the new form, except the ability to use any class features of legendary actions in that form.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Perception check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A Neon Dragon's Lair

Neon dragons make their homes in high penthouses and beautiful estates. They loathe living on the streets and would rather die than live in the isolated country. They are not content until they have taken a place in the tallest building in the city. Sometimes they will even have a building constructed just for this purpose.

Lair Actions

On initiative count 20 (losing imitative ties), the dragon takes a lair action to cause one of the following effects.

- The dragon overcharges nearby light sources and breathes life into them. The lights flare and a neon hardlight projection of a bodyguard steps out from the light. They have the stats of a **Puttie** and glow brightly, casting light in a 15-foot radius around their body. The neon dragon can summon 1d6+1(adult) or 1d10+1 (ancient) hardlight bodyguards at once and can dismiss them all as a lair action. No more can be summoned until all the bodyguard have been dismissed or destroyed. They will follow the commands of the neon dragon to the best of their ability. If a bodyguard goes further than 300 feet away from the neon dragon, it fades away. The bodyguards last 12 hours unless they are dismissed or defeated.
- A dense fog of neon billows out

in a 15-foot-radius sphere centered on a point the dragon can see within 120 feet of it. Creatures in the fog, or those that enter it for the first time, succeed on a Constitution saving throw, DC 15, or become sluggish and have their movement halved for 1 hour. Creatures that succeed on the saving throw are immune to the fog's effects for 24 hours. The fog remains in place for 1 minute or until blown away by a strong wind.

Additionally, the dragon may use another lair action to ignite this fog. It only needs to see the fog and be within 120 feet of it. Any creatures in the fog must succeed on a Dexterity saving throw, DC 15, or take 2d6 fire damage, or half as much on a successful save.

Regional Effects

The region containing a legendary neon dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair gain advantage on Performance checks when playing a musical instrument, performing acrobatic tricks, acting in a play, or other endeavors where the goal is solely entertainment.
- All magic cast within the area leaves a visible neon trail or

aura, based on what type of magic it is. Magical items always glow faintly and leave a trail wherever they are moved. The aura is not bright, does not normally obscure vision, and can last a few seconds to a minute, depending on the power of the magic.

- Intelligent creatures within 6 miles of the dragon's lair find themselves drawn to the luster of city fashion. They will have a subconscious need to look their best and will passively seek out attire that matches their surroundings and their style.



Laser Pup

These adorable balls of fluff and hyperreaction pose more of a threat to Retroverse citizens than most dragons. They begin their lives as normal dogs but within a year of birth begin to exhibit terrible power. Anytime they yip, bark, or howl, a powerful laser blast shoots from their mouth. They cannot control the blast itself but can be trained not to bark. Many children find themselves burned before these dogs are set out in the country, the owners unable to put down such a beloved family pet.

LASER PUP

Small beast, unaligned

Armor Class 11

Hit Points 5 (2d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	10 (+0)	7 (-2)	7 (-2)	18 (+4)

Senses passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Keen Hearing And Smell. The laser pup has advantage on Perception checks that rely on hearing or smell.

Slow Aging. The laser pup will not appear to grow beyond adolescence and will live twice as long as a normal dog.

ACTIONS

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

Laser Bark. *Ranged Weapon Attack:* +3 to hit, range 15/30 ft., one target. *Hit:* 4 (1d6+1) fire damage.

Wild Intelligence. Sometimes, intelligent laser pups will realize the fear their ability causes. They will make homes in cities and hold up citizens for food. Their cute demeanor allows them to go practically anywhere, guards not giving a second thought to a roving puppy. Clever thieves' guilds have small bands of highly trained laser pups at their disposal.

Forever Pup. Laser pups are overcharged to a cellular level, which is what allows them to create lasers from their barks. As a side effect, they do not appear to age and live twice as long as normal dogs. They will perpetually appear to be a young puppy. Additionally, they must consume vastly more food than their normal counterparts.



Neo Bandits

The bandits of the Retroverse are more disciplined than those in other realities. They take their cues from the ninja, samurai, or gangsters of old; breeding stealth and honor with cutthroat greed. Many serve in one of the five major clans, but splinter groups arise all the time. Those that serve a major clan must pay tribute to their leaders in the form of gold or treasures. In return they receive more training and may ascend the ranks of their Bandit Clans. Typically, grunts within this organization never receive these benefits though, and wear the uniforms more as a way to intimidate people than out of any loyalty.

The Lost. This gang of ruffians is only a clan in the loosest sense. Adolescents given the gift of vampirism, their masters lacking the desire to restrain them. They indulge in mischief and murder out of a terrible boredom their partial immortality has brought them. Their affliction is so far removed from the original vampire that they have lost many abilities and hinderances normally attributed to vampires. They see themselves as great warriors but are little more than young thugs with sharp teeth. Their progenitor is rumored to be a delinquent father who sequestered himself in a far-off land, unable to raise children after the loss of his love. Because they are not true vampires, they rely on old and badly executed magics to bring more people

into their ranks.

NEO BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Clan Technique. Based on the clan a Neo Bandit serves, they may have one of these five special techniques. Neo Bandits of different clans rarely travel together.

Clan Of The Foot. Members of The Clan of the Foot may use a bonus action to make an unarmed strike against an opponent.

Clan Rocket. Members of Clan rocket can add +2 to any Charisma (Intimidation) checks they make. Additionally, they gain +1 to attack and damage die rolls made for melee attacks.

Death Lords. Death Lord Neo Bandits are 0th-level spellcasters. Their spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). They have the following cantrips prepared:
Cantrips (at will): Minor Missile, Translucent

Fox Snakes. Members of the Fox Snake clan have advantage on any Dexterity (Stealth) checks made in dim light. Additionally, they gain +1 to the attack roll of ranged attacks.

The Lost. Members of the lost gain the following features:
Spider Climb. They take 2 radiant damage for every turn they start in sunlight. Their unarmed strike can be a bite, dealing 1d4+1 piercing damage and 1 necrotic damage on a hit. This bite can not turn a creature into a vampire.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Shatterling

Sometimes a Glass Shadow will consume enough death to create a life of their own. When this happens, they will seek another mirror and destroy it, absorbing the shards into themselves. A “pregnant” Glass Shadow sparkles brilliantly, even in low light. Within a few days they will eject the new glass, along with some of their own body and create a smaller Glass Shadow, a Shatterling. The Shatterling is like the Glass Shadow in most ways except size and the ability to reproduce. With enough time and negativity to eat, a Shatterling can become the same size and strength as a full Glass Shadow.



SHATTERLING

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +2, Int +1, Wis +2, Cha +2

Skills Intimidation +5

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 13, darkvision 30 ft.

Languages Abyssal, Common

Challenge 1 (200 XP)

Amorphous. The Glass Shadow can move through a space as narrow as 1 inch wide without squeezing.

Mirror Dimension. If the Glass Shadow is within a mirror, and your reflection is in the mirror, the Glass Shadow can attack your reflection with a Claw attack. The attack is made with advantage and the damage type is changed to psychic.

Mirror Portal. The creature can use its action to enter or exit any mirror within its range. Exiting the mirror destroys it and adds an additional 3 (1d6) slashing damage to melee attacks it makes.

Sharp Body. Hundreds of glass shards swirl in this creature's body. Any attempt to grapple the creature automatically fails and the creature attempting the grapple takes 3 (1d6) slashing damage. This creature also has advantage on any saving throws against being restrained when the restraint is done by physical means (such as ropes, vines, or bindings) at the glass cuts at any weak bindings and the shadow body slithers through hard restraints.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature.
Hit: 13 (2d8+4) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature.
Hit: 11 (2d6+4) slashing damage.

REACTIONS

Mirror Attack. When a creature attacks the Glass Shadow with a melee attack, the Glass Shadow can shoot glass shards out at that enemy. The attacking creature must make a Dexterity saving throw, (DC 19) taking 3 (1d6) slashing damage on a failed save, or half as much on a successful one.

Undying Slasher

Stalking young humanoids through woods and desolated cityscapes is the one of two things this creature is known for. The other is the inability to die. Undying slashers are rare, with only a handful existing in any given reality. Their motivations are an enigma, their methods are brutal, and their trail is full of blood.

Force of Nature. Undying slashers have dozens of possible origins, all of which result in an insane killing machine. A few are simply the result of natural selection, a true apex predator. Some are conjured spirits of destruction, sent to cleanse a region of debauchorous adolescents. Others are the result of a human subjected to a torturous existence, lashing out through magic and death. Whatever their origins, they are all nigh unstoppable. When they have found a group to target, they will not rest until they have brutally slaughtered the whole party. Only complete disintegration, or an impossibly strong and clever trap, can keep the undying slasher from accomplishing their goals, and even this is sometimes insufficient.



Guardian Hunters. Undying slashers often choose an area they wish to protect and will stand watch over it for hundreds of years. If someone transgresses this area they will hunt down the trespasser, even if they leave the guarded location.

Undying slashers also seem to be intolerant of romance. They possess a 6th sense for any creatures romancing each other inside of their guarded territory. If the undying slasher detects love in the air, it will enrage them, causing them to prioritize those heartthrob targets above all others.

Unlimited Ammo. If undying slashers are using a ranged weapon or a weapon that requires a clip, they have an unlimited supply of the ammunition needed.

Quasi-Undead. Undying slashers do not require air, food, drink, or sleep. They cannot swim but can walk along the bottom of a lake or ocean.

UNDYING SLASHER

Medium humanoid (human), chaotic evil

Armor Class 17

Hit Points 175 (14d8 + 112)

Speed 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	16 (+3)	16 (+3)	10 (+0)

Skills Athletics +12, Stealth +8, Intimidation +4

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 13, blindsight 60 ft.

Languages -

Challenge 9 (5000 XP)

It's Back. If the Undying Slasher is reduced to zero hit points but the body is not burned to ashes or vaporized, it will return regain all of its hit points after 24 hours.

Improvised Weapons. The Undying Slasher is proficient with improvised weapons and they deal 2d8 damage, the damage type being based on the weapon used.

ACTIONS

Multiattack. The Undying Slasher makes 2 attacks with either its machete or an improvised weapon.

Machete. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d6+8) slashing damage.

Improvised Weapon. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) damage.

Throw Machete. *Ranged Weapon Attack:* +8 to hit, range 15/120 ft., one target. *Hit:* 14 (3d6+4) piercing damage.

Crush. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 35 (6d8+8) bludgeoning damage.



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