

# CAVERNS OF SLIME

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AN EGGHUNTER'S GUIDE  
TO ADVENTURE



SCOTT MCCLINTOCK

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# INTRODUCTION

## PLAYER'S BACKGROUND

Turnover is a joyous celebration of the sacred principles of Lathander. There is no set calendar date for this celebration. The timing and location of Turnover varies based upon divine decree. It may occur many times within one year, only for two or three years to pass without occurrence. Similarly, its location can range from the bustling streets of Waterdeep to the distant jungles of Chult. Typically, this religious event is intended as a blessing for a freshly-founded town or colony, although it is sometimes held in more established settings to commemorate a newly-elected political regime or similar inauguration.

At its heart, however, Turnover is always a celebration of new beginnings.

Central to Turnover is the search for magically hidden eggs: divine symbols of renewal and potential. In addition to these hidden eggs, some eggs are given to notable residents of the hosting site to hand out as prizes in whatever way they deem fit. The length of this search ranges from as little as 12 to as many as 48 hours. At the end of the search, the eggs can be turned in to the presiding priest of Lathander, typically a High Morningmaster, for prizes. The person or group who finds the most eggs over the duration of Turnover wins a grand prize that varies from celebration to celebration.

These prizes, the grand prize in particular, serve as a beacon for itinerant adventurers. Indeed, attracting such adventurers is part of the celebration's purpose, so that they can afterwards serve the needs of the newly founded province. In keeping with the precept of Lathander that no living being is beyond hope, violence of any kind toward participants is prohibited, no matter how black-hearted or evil such participants may be. There are many legends of vicious, wayward souls, such as the Mad Beholder Prince Orox, taking up a life of service to the principles of Lathander after unexpectedly winning the grand prize of Turnover.

For some, the grand prize is redemption.

## DM'S BACKGROUND

Turnover is best introduced at the beginning of a campaign. It is fitting not just thematically but also in terms of play mechanics. Although creative DMs have tools for circumventing this, there can sometimes

be a certain amount of tedium at the beginning of a campaign as heroes explore their starting city. Turnover adds an exciting, extra layer to facilitate these early explorations. It provides additional motivation for exploration, as well as added context for NPC interactions. It further provides a way to introduce potential rivals, both friendly and otherwise, early in the campaign.

The eggs themselves add an interesting twist, constantly forcing heroes to make difficult decisions. Each egg is enchanted, some of them quite powerfully, providing additional options for resourceful heroes. However, most eggs are consumed upon use, making it less likely that the heroes will win the overall grand prize. Since the powers of the eggs fade upon the end of Turnover, they must be either used during the event or turned in at the end for prizes.

The urgency induced by the event's timed nature adds another level of nuance to the campaign. In their race to gather more eggs, heroes are forced to be creative. Resource management, particularly the use of long and short rests, is critical. As such, heroes may resort to tactics they would normally avoid, such as paying NPC priests for healing. There is also higher incentive to exploit time-saving resources within the town, such as rented horses or paid guides.

Overall, Turnover is not intended to be an adventure in and of itself, but rather a mechanic that can be used to liven up any pre-existing campaign. In fact, we hope that this supplement will inspire you to create Turnover-based versions of your own adventures.

## THE REBIRTH OF LEILON

The following adventure is meant to serve as an example of how Turnover can fit into your campaign. It takes place in the newly-rebuilt town Leilon, near the edge of the Mere of Dead Men. Leilon is described in *Storm King's Thunder* in the following way:

"Leilon was a small town near the High Road, straddling the distance between mines in the mountains and mudflats on the coast from which people would send out barges of ore to waiting ships. For many years, the town stood abandoned because the protective magic around a wizard's tower called the House of Thalivar went awry, causing any who looked at it to be paralyzed. The few travelers still taking the High Road and braving the expansion of the Mere of Dead Men had to travel for miles around Leilon or pass by it at night to avoid the tower's mysterious power. When Lord Neverember decided to reopen the High Road to travel, tearing down

the tower became a top priority. It is now safe to pass through Leilon, and it is once again a working town, but all who live there owe allegiance to Lord Neverember."

Although the adventure can be easily adapted for any generic town with farmlands and a neighboring marsh, Leilon has other intriguing exploration sites, such as abandoned mines and the remnants of a wizard's tower. Although neither of these are featured within this adventure they provide fertile opportunities for expanding it further.

## RIVAL NPCs

Detailed below are three groups of rival NPCs that feature prominently in the adventure. The first group is friendly to the party and a likely ally throughout the hunt. The second group, though good aligned, is in direct, friendly competition with the heroes. The third group is evil aligned. If this adventure is intended as a starting point for a larger campaign you may wish to design your own collection of rival NPCs. If so, it is encouraged to keep the same mixture of groups: one a friendly ally, another a friendly rival, and the third an evil adversary.

### MARJORAM THE KIND

Marjoram (see Appendix B) is a callow druid bristling with the energy and enthusiasm of youth. He is 15 years old and has the acne and splotchy facial hair of one at the advent of puberty. He wears a tattered cape that is dyed the seven colors of the rainbow and wields a quarterstaff wreathed in holly. He has four animal companions consisting of Lady Glitterhooves (**deer** MM p 321), Applejacks (**wolf** MM p 341), Fluttery (**eagle** MM p 322), and Mr. Pumpkinpie (chipmunk but use statistics of a **weasel** MM p 340). All four of his companions have been trained to follow a strict vegetarian diet consisting primarily of apples, figs and magically created goodberries. Marjoram, of course, is vegetarian as well.

Marjoram introduces himself as the sworn protector of Lady Glitterhooves, the Royal Queen of the Faunal Imperium. When he introduces her, she executes a flawless curtsey. Should the heroes win his confidence, Marjoram shares that he, and his animal companions, are on an epic quest to reunite the colors of the fractured rainbow and restore it to its primal vibrancy. To what degree this quest is truth or childish fancy is up to you.

### THE DREAD DRAGON SLAYERS

The Dragon Slayers are led by Caertes (KAY-err-teez) the Wyvern (CG male human **bard** [VGtM p 211]), a dashing and handsome minstrel. Caertes wears black, expertly crafted leather armor. His long, coiled whip is tipped with a single blade that is sharpened to a gleaming razor's edge. He is the face and voice of his group, and his war-ballad of how his band slew Tiamat herself to forge armor from her dragonscales is a current favorite from dockside taverns to royal courts.

His companions are Beorn the Blue, Baldric the Black, Rygar the Red, Goonthar the Green and Wyeth the White (all CG male human **knight**s MM p 347). Although these men are obviously not related, they are nonetheless vaguely indistinguishable. Each is large and strong although not strikingly so. They are pleasantly handsome although not nearly to the extent of Caertes. Each wears dragon scale armor.

Caertes and his companions all hail from noble families. Caertes delights in telling tales, each more epic than the last, of how he and his companions came about their armor. The truth, however, is much less dramatic. Rather than skinned from the hide of Tiamat, the armor was purchased at considerable cost from their combined families' fortunes.

### SLATIVUS THE WICKED

Slativus (see Appendix B) is a hideous, grotesque, appalling, gut-wrenching, leprous, and pestilent gnome. Patches of his pale skin look clammy and dead, and flies buzz about his head like a halo. He wears dark, stained robes that seem far too heavy for the day's heat, but which thankfully hide much of his personal appearance from sight.

He is accompanied by a glassy-eyed orc named Snap. Snap ignores any outside distractions, responding only with the word, "Snap." In contrast, he follows Slativus's orders without hesitation. In reality, Snap is a zombie, whose characteristics have been masked by enchantments.

Snap has a large coffin that he drags behind him with a rusted chain. From inside the coffin comes what sounds to be the muffled pounding of a hundred fists. Slativus has spent the last 40 years digging up the corpses of notorious criminals and then severing their hands to create **crawling claws** (MM p 44). He keeps his current collection of 666 such claws locked away in this coffin.

## SCALING THE LENGTH OF THE ADVENTURE

To run this adventure in full, Turnover should begin the first day at Highsun and end promptly at dawn on the third day following. If played this way, there should be sufficient content to provide 10-15 hours of gaming. Heroes should reach 2nd level by the time they enter the Caverns of Slime. They should reach 3rd level after defeating Xyblex.

Should you desire a shorter adventure, have Turnover begin at dawn and end at dusk the same day. Disregard the Caverns of Slime plot hook. Either have Slativus refrain from being disqualified or, if your players prefer more combat, have him ambush the party in town in an attempt to steal their eggs. Running the adventure this way should allow for its completion in 5 hours.

## BEGINNING THE ADVENTURE

Begin the adventure by reading the introduction of Appendix A to acquaint yourself with the general properties of magical eggs. Then read the Player's Background section aloud. Finally, read or paraphrase the following:

This year's Turnover celebration takes place in the settlement of Leilon. Despite the reopening of the High Road, it has remained little more than a ghost town. That is, until these last few days. Attracted by the promise of Turnover, adventurers and merchants have flocked from near and far and the streets are filled with an intoxicating mixture of commerce and celebration.

You and your companions now stand near a large platform that has been erected in the center of town. Upon the platform is the High Morningmaster of Lathander. He wears his ceremonial garb and brandishes a gnarled staff that looks like a slender sapling, complete with thin branches and budding leaves. He is finishing up his lengthy sermon, ". . . through the grace of Lathander, the wicked can renounce their sins and, by doing so, transcend them. And so, upon this special day, we go forth and search for eggs as a metaphor for our eternal search for salvation."

His sermon finishes just as the sun reaches its peak in the clear midday sky. The High Morningmaster slams his staff into the platform and a ripple of rainbow energy shoots into the skies above.

"Let the egg hunt begin!"

During the first few minutes of the egg hunt the rival NPCs take the following actions:

- Caertes immediately jumps onto the platform, nearly knocking over the High Morningmaster in the process, and makes his own speech: "Simple townfolk!

We invite you to become a part of our next legend, the one that is now in the making! Go forth in our name and find as many eggs as you can. Bring them to us! And your name and actions shall be forever immortalized in my next ballad! Cast aside your sad, mundane lives to preside eternally as heroes and allies of Caertes and his Dragon Slayers! Yes! We shall return soon to collect your tribute but now we must seek laired monsters so that we might kill them and take their eggs!"

- Slativus orders Snap to pry open the coffin. As he does so a legion of scuttling, undead claws pours forth like ants from a kicked over mound. Although many of the townsfolk are too busy hunting for eggs to notice, those that do shriek and give the scattering hands wide berth. Slativus reassures the crowd, between virulent, hacking coughs, ". . . Nothing to worry about \*COUGH\* perfectly harmless \*COUGH\*."

Should the heroes confront Slativus, remind them about the Turnover rules forbidding violence. The priests of Lathander find undead distasteful, and although they will not explicitly condone it, are willing to turn a blind eye to the killing of claws. However, they disqualify any heroes who instigate violence against Slativus, at least until later in the adventure (see E3).

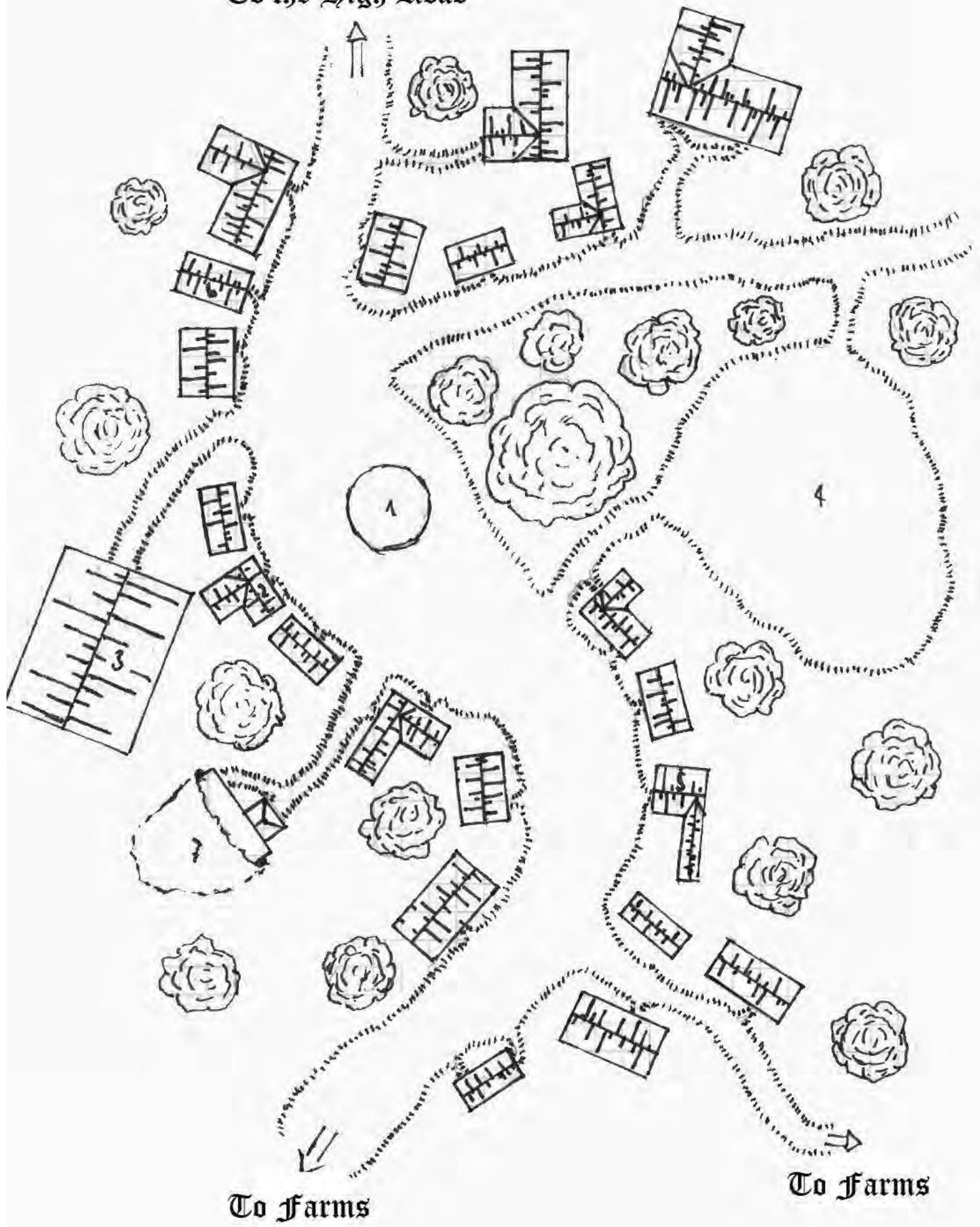
- Marjoram gawks at the unfolding spectacle. As soon as someone from the party does something even remotely noteworthy, Marjoram approaches them with hero-worship in his eyes. He questions them relentlessly before proposing an alliance. If the heroes turn him down, he is crestfallen. If they agree, he's ecstatic, and suggests splitting up to cover more ground before meeting later to pool their eggs. He offers each of the party members a magic berry while proudly informing them, "They're not just good berries. They're actually great!"

- After this he orders Applejack to, "Find eggs!" before dashing after his wayward wolf.

At any time the heroes can spend an hour searching a segment of town for eggs. Should they do so, use the rules for working together. This is done by having the hero who's leading the effort – or the one with the highest Perception modifier – make a DC 10 Wisdom (Perception) check with advantage. Those that succeed find a random egg (see Appendix A). The DC of this check increases by 2 for each hour that has passed since the beginning of Turnover.

At some point during their town explorations, the heroes attract the attention of the severed hand of Tarken Targ (see Appendix B), a notorious thief and gifted pick pocket. At an opportune moment, such as when a hero is concentrating on searching or

# To the High Road



separated from the party, the severed hand attempts to crawl into the pouch or backpack of one of the heroes (roll an opposed check for the claw's Stealth versus the hero's passive Perception). The severed hand lurks in the belongings of this here until it has an opportunity to break one of their eggs. It then uses the ensuing chaos to scuttle off with a different egg and bring it back to Slativus.

For more information regarding the town square see area L1 below.

# CHAPTER 1: LEILON

## L1. TOWN SQUARE

The town square is a vast, largely nondescript open area. It consists primarily of a large wooden platform with an ornate podium. Clerics of Lathander walk about the platform, supervising the event while shouting out words of encouraging scripture.

The clerics will cast spells for the heroes for a fee. The clerics charge 10 gp for a 1st-level spell and 40 gp for a 2nd-level spell. Higher-level spells are not available.

If the heroes ask the clerics about the location of eggs they don't answer directly but encourage the heroes to approach the podium for further guidance. Upon the podium is a holy book titled *The Prophecies of the Grand Egg*. It is opened to a particular page and a particular verse is highlighted:

---

"Happiness and wisdom are like rays from the sun. But to chase such things is folly, for one who chases the sun remains forever in the dark. Instead, practice patience and appreciation for what is before you. For those willing to wait and watch, the sun shall always rise. It is foolish to chase that which is underneath our very noses."

---

Inspecting the podium reveals a small compartment in its base, in which is a *multicolor egg* (see Appendix A). If the heroes fail to find this egg it is found by Caertes and his Dragon Slayers.

## L2. CITY HALL

Leilon's city hall is a spartan, medium-sized home that serves as the living quarters for the town's sheriff as well as a rarely-used jail. There is a bulletin board, covered in scraps of paper, posted outside the house.

**Key NPCs.** Sheriff Cass (LN female half-orc **veteran** MM p 350) keeps the peace throughout the town with her two trusty hatchets, Left and Right.

Despite a foul temper and penchant for foul language she is respected throughout the community for being fair. During any conversation, no matter the topic, she will swear to the extent and frequency to which you and your players are comfortable.

Cass makes no secret of her strong dislike for Turnover, complaining throughout the entire event. In conversation she volunteers the following information:

- She is annoyed because she anticipates the townsfolk act like a "herd of halfwits", digging holes in roads and tear apart buildings looking for eggs.
- She is also angry over reports of bullywugs raiding the farmlands to the south.
- She has a bounty of 25 gp for bullywug tongues, no questions asked.
- The bullywugs live in the Mere of Dead Men, which is south of the farms.
- Their lair has some fancy name that means something like "Mouth that Kisses its Own BLEEP". At least that's what the fat BLEEP from the inn has been telling her.
- If the heroes completely clear out the layer then she will give them any eggs that she confiscates during Turnover.

The bulletin board has one small sheet of paper that says, "BullyBLEEPs tongues, 25 gold." Nailed over it are more than a dozen larger sheets of paper with bright, calligraphic writing that reads, "Found an egg and not sure what to do? Scared it might blow up? Or summon a devil? Or open an interdimensional rift that YOU will be blamed for? Then look no further! Contact Caertes and his Dragon Slayers! We will pay for your egg, no matter how dangerous it probably is!"

True to her word, Sheriff Cass honors the bounty, nailing any tongues to the bulletin board. Should heroes bring proof of the death of Xyblex, she also gives them an *egg of pure good* and a *multicolor egg* (see Appendix A).

## L3. THE GATHERED GESE

The sign for this large inn has some crudely painted white geese flying together through what might be clouds but might also be a snowman. Inside it is warm and cheery. The walls are painted bright yellow with children's paintings of flowers, rainbows, and stick knights slaying stick trolls. Inside, there is considerable excitement. A pair of 13-year-old twins are at a table taking wagers on who will win the egg hunt. A trio of younger triplets runs back and forth, eavesdropping on patrons. Four small toddlers are in

the corner painting what might be a turtle or a cactus or possibly a lake, using their fingers to smear paint on a piece of dirty cloth.

**Key NPCs.** Olaf and Milly (LG male and female human **commoners**) are the owners of the inn. They are a happy, jovial pair that always seem to be holding dozens of conversations at once. They run a family establishment that serves pink lemonade to the local children while serving ale to their parents.

The twins, Colton and Kendal, are too busy taking bets to talk. The toddlers are too young to hold meaningful conversations and spend their time vandalizing the walls of their parents' inn with colored chalk. However, the triplets, Olivia, Octavia, and Albania, are excited and extremely talkative. They tell anyone who will listen that Turnover is their favorite holiday and that they've spent the last month hiding eggs for one another in anticipation.

A successful DC 20 Charisma (Persuasion) check convinces the triplets to dramatically whisper five of their favorite hiding places, each of which has a 75% chance of containing a random egg (see Appendix A). Randomly select these five locations or choose them as you see fit. The DC for the Persuasion check is reduced to 5 if coupled with a bribe of candy (perhaps from Area L4). If, instead, a hero uses Intimidation to frighten information out of one of the children, whatever the check result the child begins to cry. Until another hero mollifies the crying child with a successful DC 18 Charisma (Persuasion) check, no child will reveal information. In addition, repeated uses of Intimidation results in the heroes being asked to leave by a clearly angry Olaf.

Towards the back of the bar, surrounded by patrons, is Kennian Everest (NG male human **commoner**). Kennian is a cheerful, portly fellow who likes to introduce himself as "...an ordinary cartographer with an extraordinary appetite." He feeds this appetite by pulling a ceaseless assortment of soups, breads, and perfectly cooked meats, from a magical sack that he has belted to his side. He happily shares with any at his table. Kennian is secretly an agent of the Harpers and is here at their request. He has been tasked with scouting the Turnover competitors for possible recruits.

Kennian has a love of books and is consequently quite knowledgeable on many different subjects. He can serve as a source of information as well as future plot hooks for heroes that make a positive first impression. The clerics of Lathander entrusted him with *Bucknard's everfull egg* (see Appendix A) to distribute as he sees fit. Since he values knowledge and cleverness he has decided to hold a riddle contest.

He will give his egg, to the raucous applause of the crowd, to the first group that answers his riddle:

---

I have rivers without water,  
Forests without trees,  
Mountains without rocks  
Towns without houses.

---

The answer to the riddle is "a map." If the heroes can't answer this riddle, consider giving them this one:

---

What is greater than the greatest god,  
Humbler than the humblest man.  
Dead men eat it.  
Live men who eat it die slowly.

---

The answer to this riddle is "nothing." If the heroes cannot answer the second riddle, Caertes cuts in and answers instead.

If asked about the bullywugs, Kennian happily shares his knowledge of what he believes to be their current lair:

- Their lair is a sinkhole in the Mere of Dead Men that leads into a vast labyrinthine series of caverns.
- Ancient tomes refer to the sinkhole as Murah-Terr-Sa, the Mouth Through Which the World is Eaten.
- Nowadays most sages refer to it as the Caverns of Slime.
- The sinkhole purportedly opens and closes on its own accord, simulating the life cycle of an ooze – consumption and digestion – consumption and digestion.
- The local bullywugs who live there revere the slime with the caverns, sacrificing to it as if it were a god.

If the heroes haven't received the bullywug plot hook from Sheriff Cass, consider having Kennian interject the information above into their interactions.

## L4. MARKETPLACE

This large area has been trampled down to little but churned dirt. It is ringed by dozens of wagons and booths as well as a few buildings and some stables. Merchants from all around have set up shop here, most of them temporarily, to take advantage of the Turnover festivities. Most adventuring gear from the *Player's Handbook* can be found here at a 20% discounted price. In addition, horses can be rented from the stables for 1 gp per day.

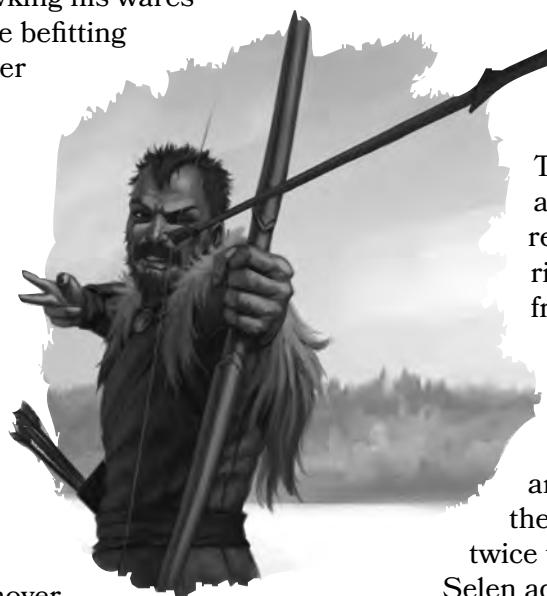
**Key NPCs.** Hermione (LN female human **commoner**) runs a booth that specializes in the sale of exotic honey. She and her husband own a local bee farm which is notable for its use of domesticated giant

bees. As the heroes arrive she is in the midst of an argument with a frustrated dwarf. They overhear him snapping, "Listen, I'm sorry, Hermione, but I just can't wait any longer. I need to leave tomorrow and I need to have that shipment of honey. I'll come by in the morning, but if it isn't ready then I'm going to need to look for a more reliable vendor." Then he storms off.

If the heroes approach her, Hermione mentions that her husband Heinrich was supposed to show up two hours ago with a shipment of honey for the dwarf, who is one of their most important clients. She seems angry but also worried. She needs to stay at the marketplace to fulfill the rest of the day's orders, so she asks if the heroes will check on her husband for her. If they agree, she gives directions to her farm. For more details see Area B1.

Edbert (CG male halfling **commoner**) stands outside a large wagon hawking his wares with a booming voice more befitting a giant than a halfling. Over and over he yells, "Come one, come all! Come to Edbert's Most Eggscellent and Eggstrordinary Eggs! Home of the Ordinary Eggstrordinary Egg!" There is a long line of people outside his wagon, each paying a gold piece to enter for a few minutes before exiting with what appears to be a normal egg. Inquiries reveal that Edbert has a magical Turnover egg, the Ordinary Eggstrordinary Egg, mixed in with the hundreds of eggs on display in his wagon. He charges a person a single gold piece to enter his wagon, one at a time, and pick out an egg. Should the person pick out the Ordinary Eggstrordinary Egg, they get to keep it.

Inside the wagon are straw-lined shelves upon which are heaped piles upon piles of eggs. The Ordinary Eggstrordinary Egg functions as a *compass egg* (see Appendix A) but is completely indistinguishable from the other eggs. A hero has a one in a hundred chance of picking it purely at random (a result of 100 on a d100). Otherwise they will have to rely on other methods, such as *detect magic*, to determine the correct egg. If the heroes don't find the egg after their second attempt, Caertes and his group finds the egg by using *detect magic*.



## 15. THE GOLDEN ARROW

The Golden Arrow is an established shop that sells high quality weapons and armor. It is named for the majestic arrow, made of pure gold, that hangs behind the counter. A small crowd of people has gathered about an archery target that has been set up outside of the shop. At the Golden Arrow, heroes can buy martial weapons and medium and heavy armor at 125% of the prices listed in the PHB.

**Key NPCs.** The Golden Arrow is owned by Selen (LG female human **veteran**), a retired commander from the Lord's Alliance who was presented with the golden arrow upon her retirement. She is an athletic woman with blond hair, cropped short, and golden armor that gleams in the sun. She has been given an *alchemist's egg (heroism)* to hand out as she sees fit. For this purpose, she has set up an archery competition.

Competitors must pay 1 gp to compete. They are then allowed to shoot up to 14 arrows from a quiver containing orange, red, blue and green arrows. The target is a ring of concentric circles that are numbered, from the outside in, 16, 17, 23, 24, 39 and 40. To win, a hero must score a total of exactly 100 points. Green arrows add the number they hit to the archer's total and blue arrows add twice their number. Red arrows subtract the number they hit from the archer's total and orange arrows subtract twice their number. After explaining the rules, Selen adds, "For a true archer, aim is not enough. Aim must always be coupled with purpose. Only then will your arrow fly true".

If heroes fail to score 100 points after their second attempt then Rygar, from the Dragon Slayers, steps up and does so by shooting two blue arrows on the 17 and one blue arrow on the 16.

The outermost ring is AC 10. The AC increases by 1, for each ring, as it moves towards the bullseye. Heroes must specifically target one of the rings. Should they miss then there is a 50% that the arrow lands one ring outwards (Missing the target completely if aiming for a 16) and a 50% that the arrow lands one ring inwards. Should they miss while targeting the bullseye, they have a 50% chance of hitting the 39 ring and a 50% chance of hitting the 24 ring.

If the competing hero is openly part of the Lord's Alliance, Selen loans them her longbow. It is a

beautiful, expertly-crafted weapon made from enchanted wood and strung with golden thread. A member in good standing of the Lord's Alliance can use their action to cast the *true strike* spell once without expending a spell slot.

## L6. TREASURE'S ROOST

Treasure's Roost is a shop that sells provisions, particularly shovels and mining pails. The walls are ringed with dozens, if not hundreds, of mounted heads. There are boars, alligators, bears and even a shark! The most striking trophy, however, is the huge stuffed head of a hook horror, its beak cracked just slightly open as if in mid-snarl.

**Key NPCs.** Treasure's Roost is run by Aguy (N male gnome **scout**), a former hunter who has recently settled down into a life of opportunistic commerce. He is a skilled taxidermist who has made trophies out of his favorite kills and mounted them throughout his shop as vainglorious conversation starters. He supplies most adventuring gear from the PHB at standard prices. However, any items that might be used for egg hunting are marked up 25%. He also sells special, padded egg cartons for 10 gp. Each carton can hold up to 6 eggs. Eggs held in such a carton are safe from breaking and cannot be accessed by any creeping claws that may have infiltrated a hero's belongings.

If asked about any of the trophies, he will point out the hook horror (reemphasize it's slightly open beak at this point) before recounting what he refers to as, "some of the happiest days of my life", hunting through the Underdark. He ends his tale with a dramatic sigh, adding that talking about those times always makes him hungry for the "unparalleled succulence of roasted ripplebark".

Ripplebark is an edible fungus from the Underdark (see p. 22 of *Into the Abyss* for additional details). Thoughtful heroes might think to procure some and there are two possible ways they might do so. The first is to ask Kennian (in Area L3) to magically create some with his sack. Kennian, ever the gourmand, is happy to do so. Ripplebark can also be found within the Caverns of Slime (see Area C4).

If the heroes find roasted ripplebark and give it to Aguy, he is taken aback with delight. He makes a long, noisy spectacle out of eating it before disappearing briefly into the back of his store. When he returns, he gives the heroes a *black egg* (see Appendix A) that he has been hoarding.

Heroes who look within the slightly-cracked beak of the hook horror find a *hard-boiled egg* hidden within.

## L7. HEMLOCK'S HERBS

This locale is a small burrow dug deep into the earth. Inside it is cool and dark, although there are a few holes cut into the ceiling to allow in narrow beams of light. The back wall is lined with shelves filled with thousands upon thousands of tiny potted plants.

**Key NPCs.** Hemlock (N male human **commoner**) is a hunched, ill-tempered man who moves with a slow, strange lethargy. His face looks as if it's covered in patches of moss. He refers to the potted plants as his "orphans" and has assigned not just a name but painstakingly detailed occupations, personalities, and histories to each of them. A few of Hemlock's favorites include:

- A sickly looking shrub named Rose. Rose spends most of her days composing lengthy poems that, unfortunately, do not translate into the Common tongue. When not writing poems she enjoys debating philosophy with Hemlock.
- A large fern, Bartholomew, is a degenerate gambler and, despite Hemlock's admonishments, owes money to at least a dozen of his fellow plants.
- Lapin a cheery looking weed that spends most of his days napping and is often chided by Hemlock for his laziness.

Hemlock spends the majority of his day arguing loudly with the plants. Most of these conversations are harmless delusions; however, he has spent enough time feuding with his foliage to develop an empathetic connection equivalent to a *speak with plants* spell.

Hemlock is a skilled herbalist whose primary product is skeetermoss. Skeetermoss is an oil-soaked moss that, once squeezed onto the skin, acts as a natural insect repellent. The moss is particularly popular among the townsfolk due to the town's proximity to the Mere of Dead Men. He sells 4 applications for 1 gp.

Hemlock is also a serviceable alchemist and has a number of potions for sale. He has 1 *potion of animal friendship* (100 gp), 1 *potion of climbing* (25 gp), 3 *potions of healing* (40 gp each), 1 *potion of greater healing* (100 gp), 1 *potion of poison* (200 gp) and 1 *potion of water breathing* (150 gp).

His mood improves dramatically should heroes bring him the sack of premium soil from Farmer Grint (see E1). In his gratitude, he offers them 2 free potions. Before the heroes leave, he quickly tests the soil and, while doing so, discovers the buried *egg of elvenkind* which he gives to the heroes.

# CHAPTER 2: CTIY

## OUTSKIRTS

This section contains three separate encounters which occur within the outskirts of Leilon. The first and second encounter occur within the farmlands just outside Leilon to the south.

The first encounter occurs anytime the heroes are in the farmlands, most likely on their way to Honeybrook Farm. The second encounter takes place at Honeybrook Farm, which is roughly 6 miles south of the city. Heroes likely receive directions to the farm from Hermione (see Area L4). From Leilon, it takes 2 hours of travel to reach the farm on foot or 1 hour on horseback. After traveling half the distance to Honeybrook Farm, heroes stumble upon the first encounter, which takes place at Farmer Alune's chicken coop.

The third encounter takes place in an abandoned graveyard in the forested hills 10 miles northeast of Leilon. From Leilon, it takes 3 hours to reach the graveyard on foot or 2 hours on horseback.

Heroes can search for eggs while traveling. To do so doubles their travel time. For every hour they travel, have them make a group Perception check. This is done by having the hero leading the effort—or the one with the highest Perception modifier—make a DC 18 Wisdom (Perception) check with advantage. On a success, the heroes find a random egg (see Appendix A).

### E1. BLOODBEAK

As the heroes are traveling through the farmlands south of Leilon, presumably on their way to Honeybrook Farm, they notice a small, excited mob of farmers clustered outside a massive chicken coop.

Any farmer happily relays the following in hushed tones:

- This is Farmer Alune's chicken coop and it's the largest in the area.
- Farmer Alune was checking on the coop's eggs when he unexpectedly found some magic ones.
- As he was leaving the coop he was confronted by a vicious beast known as Bloodbeak and barely escaped with his life.
- Bloodbeak is still in the coop and has piled all the eggs together to make himself a throne. He sits there now like a dragon upon its treasure.

A successful DC 10 Intelligence (History) check brings to mind the following local legends regarding Bloodbeak:

- He is a feral rooster rumored to prowl farmlands far and wide.
- Although he rarely attacks humans he has been known to kill and eat sheep or cows.
- He is known to break into farmers' supplies of beer or ale, often leading to wild, lustful nights in the farmers' chicken coops where he sometimes impregnates as many as a hundred chickens at once.
- The chicks that hatch from those eggs are mean-tempered things with the mark of the devil upon them.

A successful DC 12 Intelligence (History) check additionally reveals that:

- Bloodbeak used to be a barbarian by the name of Amra'tila, the Lion-Hearted.
- Amra'tila was a notorious boozier, womanizer and lover of life, but also a thief.
- The legends claim that he was caught trying to steal a gemstone from a vengeful wizard's tower.
- The wizard, mocking his name, polymorphed him permanently into a rooster as retribution. Bloodbeak has prowled these lands ever since, having his way with the world.

Questioning the farmers further reveals that Farmer Alune was taken by his wife and son into the city for healing. All of the farmers agree that someone needs to brave the chicken coop, slay Bloodbeak and avenge Farmer Alune. They also agree that the heroes are the perfect ones for the job. The farmers try to appeal to the heroes' sense of justice and, should that fail, then try flattery. If pressed for a more tangible reward they offer a sack of premium soil from Farmer Grint's fields, two jugs of Old Man Musket's moonshine, and a fresh-baked mixed berry pie from "down the ways."

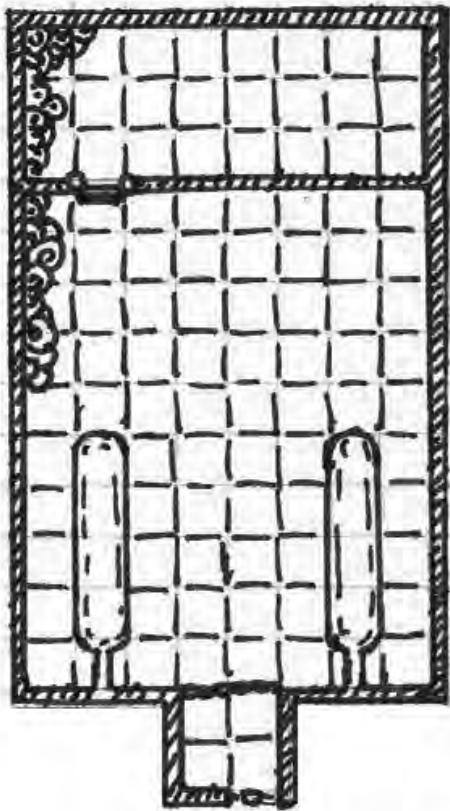
Buried within the sack of soil is an *egg of elvenkind*.

### THE COOP

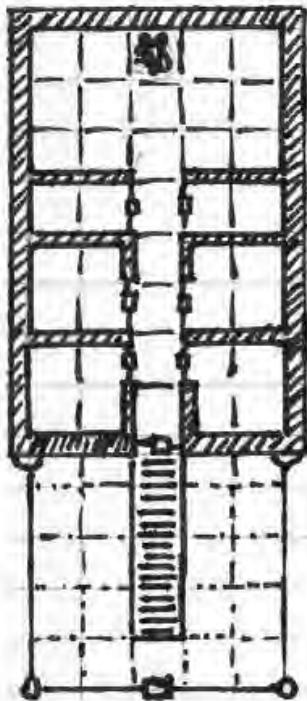
The coop's yard is fenced in by walls of chicken-wire. The gate is closed and locked although one of the farmers has the key and will unlock it upon request. Inside the yard a large plank slopes up towards the entrance of the chicken coop. A trail of drying blood leads down the gangplank into the yard. The door to the coop is closed but unlocked. Soon after the heroes enter the yard the farmers close and lock the gate behind them shouting out, "just in case!"

When the heroes enter the coop, read or paraphrase the following:

# Bee Barn



## Chicken Coop



1 Square = 5 feet

Inside the chicken coop is a narrow hallway, lined with large stalls. The doors to each stall are currently open and inside each stall is what looks to be hundreds of chickens watching you with a cold, predatory glare. At the end of the hallway is a mound of eggs upon which is enthroned a rooster of gargantuan proportions. It is easily the size of a wolf, if not larger, and its feathered body is crisscrossed with a collection of grisly looking scars. It stares at you with a fiery gaze but makes no sound, though it looks as though it could explode into murder at any moment. This oppressive silence makes the periodic PLOP... PLOP... PLOP of blood dripping from the rooster's beak all the more ominous.

**Bloodbeak** (see Appendix B) surveys the party with a mixture of haughty disdain and simmering anger. Should the heroes approach within 20 feet, enter any of the chicken stalls, or threaten him, he attacks with a thunderous, raging BUH-CAW. As soon as he does, all of the chickens begin clucking and kicking madly, like frenzied inmates in the midst of a prison riot. For each round of combat, on initiative 20, roll 1d6 for each stall. On a 6, the chickens in that stall form into a **raging chicken swarm** (see Appendix B). Roll initiative for the swarm. On its turn, it mindlessly attacks the hero nearest it. Closing the door to the stall prevents the swarm from entering combat. Any hero can secure one door on their turn without using an action. They may close up to two additional doors if they chose to take the Use an Object action on their turn.

On the 3rd round of combat, a **crawling claw** sneaks into the back of the coop through a crack in the wall. It scuttles towards the pile of eggs and begins frantically sifting through them. Should the claw make a successful Dexterity (Stealth) check against each hero's passive Wisdom (Perception) score then it remains unnoticed. On round 4, the claw finds an *enchanted egg +2*. Unless the heroes prevent it, on the 5th round it scurries, with the egg, out the crack and disappears.

Should the heroes vanquish the villainous Bloodbeak, they are celebrated as farmland heroes. They are invited as guests of honor to a future rooster roast where Bloodbeak will be cooked and served amid celebration

and revelry. As newly-minted local legends, the heroes will always be able to secure free room and board for overnight stays and have advantage on Persuasion checks they make when dealing with regional farmers.

In addition to the *enchanted egg* +2, Bloodbeak's pile of eggs includes an *alchemy egg* and a *rotten egg*.

## E2. HONEYBROOK FARM

As the heroes approach, read or paraphrase the following:

A cobbled path leads to a small, charming cottage. A few hundred feet from the cottage is a large, yellow barn, the walls of which reverberate with the muffled drone of what sounds to be millions upon millions of insects. A panicked, middle-aged man frantically paces back and forth between the cottage and barn.

The man, Heinrich (CG human male **commoner**), is in a state of extreme agitation and must be calmed before any meaningful conversation can occur. If questioned Heinrich has the following information to share:

- He was supposed to be feeding the bees but got distracted by the beautiful weather and went fishing instead.
- When harvesting honey he wears an expensive, custom-made bee suit crafted by gnomish sartorial engineers from Waterdeep.
- Even though his wife tells him not to he still wore the bee suit while wading because the water was so cold.
- While casting his pole the hook caught in the back of the suit and ripped it open. He then fell and tore it further on rocks.
- He needs to get the day's harvest of honey but he is too scared to go into the barn without the suit.
- The bees seem particularly riled up and Heinrich doesn't know why.
- When he was fishing he found one of those "silly eggs" but would trade it, and a hundred more, if he could make everything right and get that harvest of honey.
- A harvest of honey consists of five buckets full. The buckets are right inside the barn.

If asked, Heinrich can retrieve his bee suit. It has a long, vertical gash along the back and a dozen smaller cuts along the legs.

The most straightforward solution to this problem is a *mending* spell. Heinrich, however, is distrustful of magic and will try to persuade the heroes to still

harvest the honey themselves, while wearing the mended suit, to "try it out". He is grateful if the heroes do so but will grudgingly do it himself if they refuse. Either way, he willingly trades his *Keoghtom's egg* of for their assistance.

Otherwise, heroes will have to enter the barn themselves. Heinrich discourages, violently if necessary, any idea that involves fire or smoke; the barn is his livelihood and he won't risk burning it down for a single day's harvest. He needs five full buckets of honey to complete the day's order. If asked, he will indicate that the buckets can be found inside the barn.

Heinrich is so upset that he hasn't connected the bees' agitation to the fact that he skipped their feeding to go fishing. If this is pointed out to him, he goes to a nearby feed shed to grab a large cask of nectar and sack of pollen and dumps them through feeding ports (see Area E2b for details on how this changes the bees' temperament).

### E2A. BARN ENTRY

This is a small, 5 foot by 5 foot entry area. The eastern wall has an empty hook which normally holds the bee suit. Ten large, tin pails are lined up beneath it. All the pails are empty. A curtain of thick chains separates the entry area from the actual barn.



## E2B. BARN PROPER

A nearly infinite swarm of bees fills the interior of the barn, obscuring sight and muting any sound beyond 10 feet. The barn's 3 giant bees (treat as **giant wasps** [MM p 329]) stay near the roof and are visible only as periodic shadows, their ominous silhouettes larger than their actual size. At the start of each of its turns, a creature that's not a bee takes 2 (1d4) piercing damage from beestings. A creature wearing a damaged bee suit takes half as much damage, and a creature wearing a repaired bee suit or skeetermoss takes no damage. Use of fire or smoke disperses the bees and prevents a hero taking any damage. However, if Heinrich sees or smells any evidence of this he angrily refuses to give his egg to the heroes.

If the heroes feed the bees, the swarms are densely packed about the feeding troughs and diffuse elsewhere, extending the range of sight and sound to 30 feet. At the start of each of its turns, a creature that's not a bee takes 1 (1d2) piercing damage from beestings. A creature wearing a bee suit, regardless of whether it is repaired, or skeetermoss takes no damage.

A pair of eggs of *sending* are hidden in the easternmost feeding trough. If the troughs have not been filled with food, the eggs are easily found by anyone who looks in the trough. If the troughs have been filled, however, it requires a successful DC 10 Wisdom (Perception) check to notice an odd lump in the feed. Disturbing the feeding trough during a feed incurs the wrath of the bees and any hero that does so takes 4 (1d8) piercing damage from beestings. A creature wearing a damaged bee suit takes half as much damage, and a creature wearing a repaired bee suit or skeetermoss takes no damage.

The entirety of the western wall is covered in honeycomb. A single hero can harvest enough honey to fill 1 bucket in 1d4 rounds although a successful DC 10 Dexterity (Sleight of Hand) check reduces this time to 1 round per bucket.

Along the northern side of the barn a ladder leads up to a small loft. The loft is filled with piles of hay, broken barrels and rusted pails. Heroes who search the loft find an *antimagic egg* hidden amongst the debris. The giant bees tend to lair in the loft and the honeycomb's hexagons are much larger here. This makes harvesting the honey considerably easier and a single hero can harvest enough honey to fill 1 bucket in 1 round or, if they make a successful DC 10 Dexterity (Sleight of Hand) check, 2 buckets in 1 round.

## E3. ABANDONED GRAVEYARD

During late afternoon of the second day, a crawling claw, mistaking their ball for an egg, attacks two children playing ball in the street. If the heroes are in the city, you can simply decide the event happens near enough they can hear it. Otherwise, they hear about it through word of mouth. If the heroes are far from the city, you can decide Marjoram uses Applejack to track them down and tell them the news. In any case, due to this attack, Slativus is disqualified from the eghunt and Sheriff Cass immediately puts a bounty of 50 gp on his head.

Unfortunately, despite the continued infestation of his crawling claws, no one knows where to find Slativus. Shortly after the beginning of Turnover, he and Snap hiked to a distant graveyard that dates back to the original settlement of Leilon. Untended for hundreds of years, it is now a forsaken, weed-strewn place.

An hour spent questioning townsfolk, along with a successful DC 18 Intelligence (Investigation) check, pieces together enough disparate information to reveal his location (reduce the check DC to 14 if the heroes think, instead, to just ask for the location of graveyards). Alternately, you can decide that Slativus has ordered all his crawling claws to return to him on finding an egg. Clever heroes can allow a crawling claw to obtain an egg (or give it a counterfeit egg) and then follow it back to the graveyard.

Read or paraphrase the following as the heroes approach the graveyard (making changes, as needed, if it is day instead of night):

---

The night seems to grow darker. Thick mist clings to the ground, obscuring vines, roots, rocks and perhaps worse. As you push on, the mist grows thicker until it shrouds everything around you. It smothers your light to mere pinpricks, the final flickering of dying fireflies. Gone is any semblance of detail. Your world has been reduced to grey mist and dark silhouettes, as if the life has been drained from all around you leaving nothing but spectral husks.

Gradually the trees of the forest thin leaving large stones in their place upon which you find yourselves repeatedly smashing your toes and skinning your knees. You soon realize that you are walking through an abandoned graveyard. The mist is now far more than a nuisance. It is oppressive. It stifles like a tomb. It suffocates like a coffin. It presses on you like the weight of the grave. It mutes the sounds around you leaving nothing but ominous silence. Except for the low, drawn-out moan to your left, that is... And to your right... And behind you...

The party is attacked by 3 shambling **zombies** (MM p 316), one each from the south, east and west. Throughout the battle, the voice of Slativus oozes simultaneously from the mouths of all three zombies, threatening the party with a host of horrific fates such as:

- Strangling them with their own severed hands.
- Animating them as zombies and having them kill their loved ones.
- Locking them in his coffin for the entertainment of his “pets”.

The fog in which the fight occurs makes the whole area lightly obscured (PHB p 183).

Slativus is 100 feet to the north, likely beyond the heroes' vision. He is accompanied by Snap (**zombie**), 2 **swarms of crawling claws**, a **severed magehand**, and the **severed hands of Dirtfist Killcrunch** and **Brother Milarjoi** (for the last 4, see Appendix B). He also has two hostages, bound and gagged, named Rimbaul and Traval (both male human **commoners**). They were townsfolk hoping to overpower Slativus and steal his eggs but were instead captured and tortured to within an inch of their lives (both have 1 hit point remaining).

When the zombies die, Slativus lets out a mad cackle, still originating from their corpses, as they burst into spectral flames. These flames illuminate a 20 foot area, allowing Slativus to see the party even though they can't see him. At this time, Slativus initiates his second wave of attacks. At the same time, Rimbaul manages to work loose his gag and scream for help, revealing his location.

The 2 swarms and the severed hand of Brother Milarjoi scuttle into melee. Slativus, his severed magehand, the severed hand of Dirtfist, and Snap (dragging Rimbaul) move within 30 feet of the nearest burning zombie. The severed hand of Dirtfist hurls tombstones at the party while the severed mage hand attacks them with its Finger of Flame attack. Slativus casts *false life*, followed by *mirror image*, and then attacks the nearest hero with *ray of sickness*. Should Slativus become injured he casts *vampiric touch* on Rimbaul, triggering his Grim Harvest ability, and then uses his Swift Animation ability to raise Rimbaul's corpse the following round.

Searching the area around Slativus reveals his coffin. Inside can be found 666 gp, a velvet sack with a single humanoid skull, a *brooch of shielding*, and 3 *multicolor eggs*.

# CHAPTER 3: CAVERNS OF SLIME

The Caverns of Slime are located along the northern fringes of the Mere of Dead Men, 15 miles south of Leilon. They are most easily located with the help of Kennian's map. Traveling to the Caverns from Leilon takes 5 hours on foot and 3 hours on horseback. Traveling from Honeybrook Farm takes 3 hours on foot or 2 hours on horseback. The entrance to the Caverns is a sinkhole.

## C1. SINKHOLE

As the heroes approach, read or paraphrase the following:

---

A gaping sinkhole lies before you, uncomfortably reminiscent of a slavering maw frozen in mid-bite. The slightly elevated ground surrounding the sinkhole is relatively dry and provides root for more than a dozen towering cypress trees. The sinkhole is roughly ten feet in diameter and slopes downwards about five feet before opening into a dark pit. You can't see the bottom.

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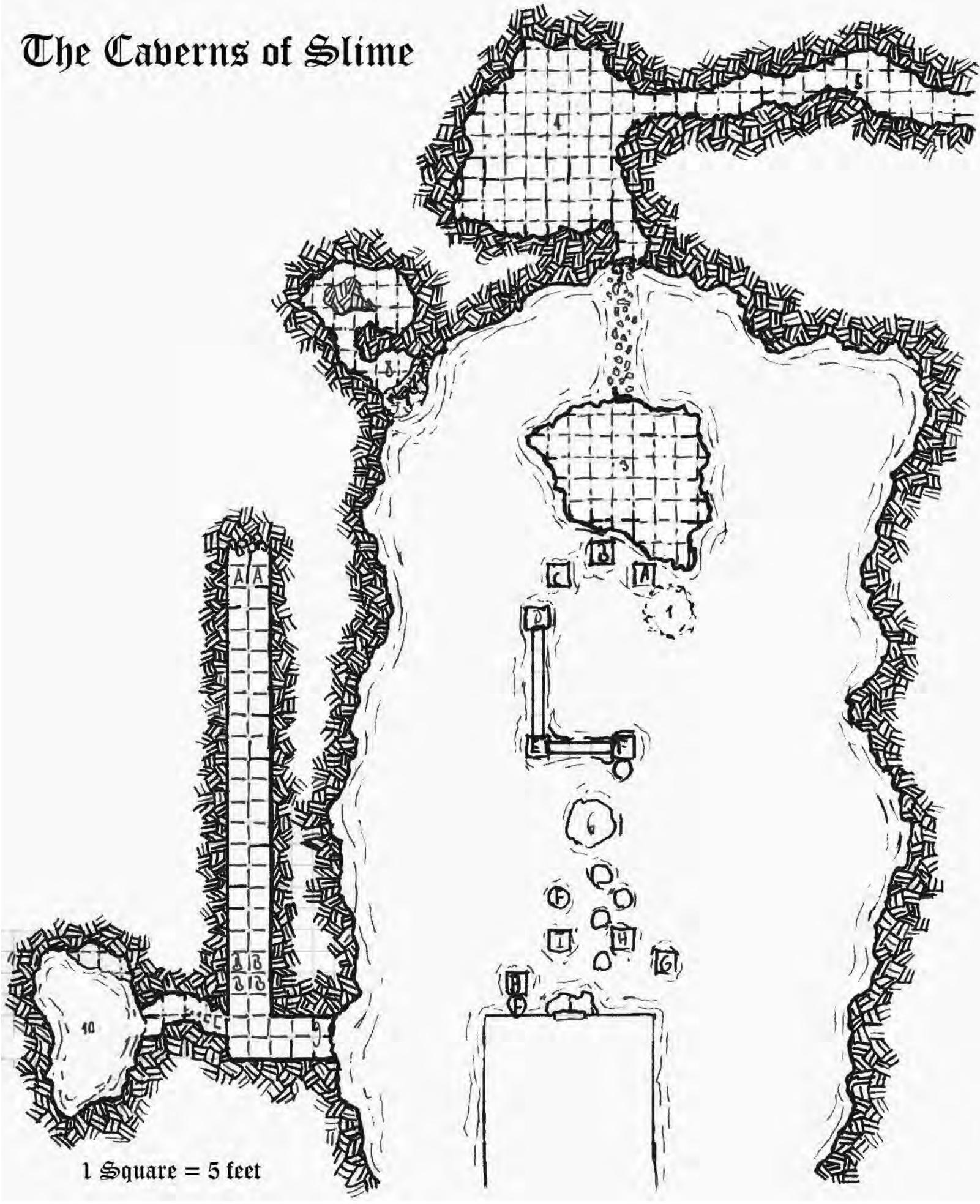
The heroes can easily secure a rope to a tree and use it to descend into the cavern. It is eighty feet from the lip of the sinkhole to the floor of the cavern and forty feet from the top of the sinkhole to the top of pillar A (see Area C2).

A **crawling claw** (MM p 44) hides amidst the roots of the surrounding cypress. A hero with a passive Perception of 15 or higher, or any hero that actively searches the roots of the trees and succeeds on a DC 10 Wisdom (Perception) check, notices it. It patiently waits until the last hero descends into the hole and then, 2 minutes later, uses a jagged stone to cut any ropes left behind. Afterwards it creeps to the edge of the sinkhole to give heroes the finger and harmlessly hurl small pebbles at them.

## C2. SEA OF SLIME

The following description assumes that heroes are atop, or near, pillar A. When the heroes reach a point they can see the interior of the sinkhole, read or paraphrase the following:

# The Caverns of Slime



1 Square = 5 feet

You look out upon a grotesque quagmire of slime and mud, a putrid blend of brown and green that seethes and bubbles with pseudosentience. Rising from this quagmire are a large, marble pillars – presumably the last, enduring remnants of some long-ruined city. The largest of the pillars, five feet in diameter and rising forty feet from the slime, is just beneath the sinkhole. More pillars, not quite as tall, scatter to the north and west. Beneath the largest pillar you can make out what appears to be an isle of stone covered in broken bones. It is difficult to make out details regarding the island but, for a brief moment, you think you see the fiery flash of a hidden egg.

Throughout most of the cavern, the muck and slime is relatively shallow. It behaves as a diluted version of **green slime** (DMG p 105). When a creature moves within a slime-covered area, it takes 4 (1d6) acid damage for every 5 feet it travels. The slime is thick enough that it requires 8 points of cold, fire or radiant damage to clear a 5-foot patch. Even then, the slime will slowly ooze back into the barren patch 1d4 rounds later.

Each of the pillars are made from worn, pitted marble. Skeletons dangle from rusty manacles that have been affixed to the base of the pillars. Heroes can climb up or down any pillar with a successful DC 10 Strength (Athletics) check. Additional details regarding each pillar are as follows:

**Pillar A.** This pillar rises 40 feet from the slime. Handholds have been chiseled into the eastern side of the pillar, allowing creatures to climb up and down as needed without making any checks. From its top, a creature can jump down to the top of Pillar B with a successful DC 10 Strength (Athletics) check.

**Pillar B.** This pillar rises 35 feet from the slime. From its top, a creature can jump down to the top of Pillar C with a successful DC 10 Strength (Athletics) check, or up to the top of Pillar A with a successful DC 15 Strength (Athletics) check.

**Pillar C.** This pillar rises 30 feet from the slime. From its top, a creature can jump down to the top of Pillar D with a successful DC 10 Strength (Athletics) check or up to the top of Pillar B with a successful DC 15 Strength (Athletics) check.

**Pillar D.** This pillar rises 25 feet from the slime. A thin, rickety plank extends west to Pillar E, which is so distant as to be barely visible. A creature can successfully walk along this plank with a DC 10 Dexterity (Acrobatics) check or jump up to the top of Pillar C with a successful DC 15 Strength (Athletics) check.

**Pillars E and F.** These pillars rise 25 feet from the slime. They are connected by a plank that requires a successful DC 10 Dexterity (Acrobatics) check to cross. The skeleton shackled to the southern end of pillar F is animated by a **necrotic slime** (see Appendix B). The skeleton thrashes violently at its shackles, but is otherwise harmless. Touching the west side of Pillar F is what looks to be a disk of crystalized green slime, bobbing gently amidst the muck like a lily pad. (For the lily pads see Area C6.)

Should they fail any of the above checks, a creature can make a second DC 10 Dexterity (Acrobatics) check to regain their balance. At your discretion, a creature might also gain advantage to their check rolls if they take appropriate precautions, such as anchoring themselves with ropes or using a pole for balance while crossing the planks. A creature which falls from a pillar or plank into the slime takes falling damage (only 1d6 bludgeoning damage per 20 feet fallen due to the slime) and lands prone in the slime.

### C3. ISLE OF BONES

When the heroes reach the island, read or paraphrase the following:

You stand upon an island of cracked, pitted stone rising above the endless ocean of ooze. The surface is studded with occasional human-sized stalagmites. Piles of bones are scattered about, details of which are shrouded by the menacing gloom of this vast cavern. A path of broken marble stretches from the eastern end of the island into the further expanses of this subterranean sea.

A search of the isle finds a dented iron chest as well as a *thunderous egg* and a *fiery egg*. It also disturbs three patches of **necrotic slime** (see Appendix B). Two of the slimes animate human **skeletons** (MM p 272) and the third animates the skeleton of a black bear (treat as **cave bear skeleton** (see Appendix B). There are four other intact human skeletons on the island for the oozes to animate, should you see a need for extra monsters to challenge the party.

The dented iron chest weighs 100 pounds and is locked. It can be opened with a *knock* spell, an *egg of opening* or unlocked with a successful DC 15 Dexterity check using thieves' tools. Within the chest is a large shipment of rare spices worth 500 gp.

The path to the east looks to be made primarily from large, broken shards of marble. It is rough terrain but otherwise safe to cross. The path extends to the eastern edge of the cavern at which can be found a roughly-worked stone tunnel leading to Area C4.

## C4. ABANDONED BARRACKS

When the heroes enter or peer into the area, read or paraphrase the following:

This chamber has rough, crevice-riddled walls and a low hanging ceiling that gives the room a claustrophobic feeling. There is a small pool of water in the northwest corner of the room. Moldering mattresses of straw and feather are lined along the northern wall. Numerous crates are stacked along the eastern wall, from which emanate a noxious stench. A shelf-like fungus resembling a mass of rotting flesh grows in sickening abundance along the southern wall. A long-cold fire pit sits in the center of the chamber. Encircling the fire pit are five humanoid skeletons, each covered in quivering, translucent black slime.

The five humanoid **skeletons** (MM p 272) are animated by **necrotic slimes** (see Appendix B).

The room, although uncomfortable, has repeatedly served as barracks for those unfortunate enough to visit these caverns. The water, although unpleasantly viscous, is safe to drink. Similarly the fungus, known in the Underdark as *ripplebark*, is safe to consume (see Area L6). Ripplebark is correctly identified on a successful DC 15 Intelligence (Nature) check. The supplies within the crates have long since rotted, however searching among them reveals a pair of knee-high stone boots and a stone tower shield. The boots allow movement among the caverns' green slime, although they reduce the wearer's movement by 10

feet. The stone tower shield is too large and heavy to be used in combat but may prove useful in area C8.

A *rotten egg* is under the ashes in the fire pit.

## C5. EGRESS

When the heroes enter the tunnel, read or paraphrase the following:

This cramped tunnel cuts through hard-packed earth, slowly sloping upwards. Every five or ten feet you come across the shattered bones of a skeleton, broken well beyond functionality, as well as an equally broken collection of axes, shovels, spears and daggers.

At the end of the tunnel is a single **skeleton**, animated by a **necrotic ooze**. It is smashing the broken shaft of a spear, over and over again, into the cracked stone. It is intent upon its work and does not notice the heroes approach, although it attacks if interacted with in any way.

If the heroes examine the end of the tunnel, they discern that it is close to breaking through to the surface. Another 2d4 hours of work is sufficient to create a hole large enough to crawl through. The use of tools, such as shovels or pickaxes, reduces this time by half. The excavated hole leads safely back to the swamp. Vengeful heroes who return to C1 find the **crawling claw** still skulking about, flicking the occasional rock into the slimy depths.

## C6. SEA OF SLIME CONTINUED

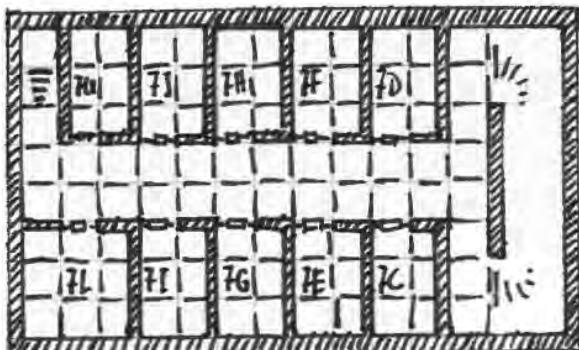
This portion of the cavern contains a number of platforms, reminiscent of lily pads, made from hardened green slime. Although they wobble slightly when stepped upon, they are quite safe. A hero can leap from one pad to an adjacent pad by making a successful DC 10 Strength (Athletics) Check. The lily pads marked with an F are occupied by a single **giant frog** (MM p 325) standing guard. The frogs are not particularly attentive but easily note any light sources carried by the party.

Four ten foot tall pillars, marked G through J on the map, rise from the slime. Pillars H and I are each occupied by a single **bullywug** (MM p 35) sentry. The bullywugs are equipped with five spears that they throw at the party from a safe distance. If additional distance becomes necessary, they hop to pillars G and J.

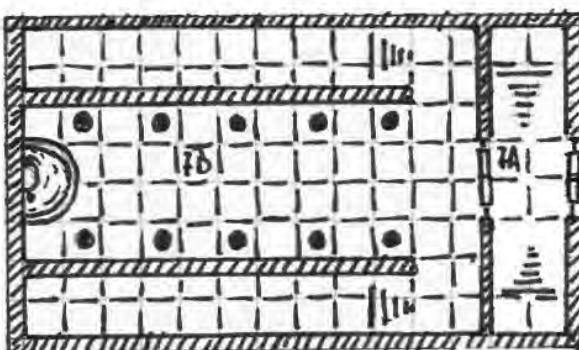


# The Cathedral of Ooze

## Second Floor



## First Floor



## Third Floor



1 Square = 5 feet

## C7. CATHEDRAL OF OOZE

Building 7 is a large, marble temple. As the heroes enter or peer within, read or paraphrase the following:

Looking further west into this sprawling cavern you see the distant silhouettes of ruined buildings partially submerged in this endless sea of slime. The foremost of these buildings seems to be a large, marble temple its front-most façade caked in a glistening layer of ochre ooze.

Despite its foreboding color, the slime coating the temple is harmless. The double doors leading into the temple are closed but unlocked.

The sea of slime deepens dramatically beyond temple. It is no longer possible to wade through the slime or clear squares of it through the use of damaging spells. Moving further into the Caverns of Slime requires flight magic or extreme ingenuity and is beyond the scope of this current adventure, although such explorations might provide ample opportunity for future adventures.

## C7A. ENTRY CHAMBER

When the heroes enter or peer within this chamber, read or paraphrase the following:

This entry chamber looks more like a pig pen than a proper foyer. It is covered, floor to ceiling, in the same dripping muck that coats the outside of the temple. Stairs lead up to the left and the right. Ahead is another set of double doors from which can be heard the faint sounds of chanting or singing.

This is where the bullywugs and giant frogs lair when not on guard. The mud burns slightly when applied to bare skin but is harmless. The double doors leading further into the temple are unlocked.

## C7B. THE GIBBERING CHORUS

The doors open into a vaulted cathedral. When the heroes open the doors, read or paraphrase the following:

Marble pillars, covered in bas relief, line a long promenade that ends in an altar. The altar is shaped like a

giant, amorphous slime with pseudopods holding a tray. Perched upon the tray is what seems to be a number of colorful eggs. On either side of the promenade are wide trenches filled with horrific creatures, the sight of which tears at the very fabric of your sanity. These creatures are an impossibly elongated, amorphous mass of gnashing mouths and leering, lidless eyes. A steady stream of rhythmic, incoherent babble pours from each mouth, running together into a gibbering chorus that echoes maddeningly throughout the cathedral.

The trenches are filled by ancient creatures known as the gibbering chorus. They fill the entirety of each trench and while they are in essence a single creature, for the sake of mechanics, treat each 5-foot square as an individual **gibbering mouth** (MM p 157). The chorus attacks if disturbed, heaving itself from the trenches to do so. It doesn't pursue creatures beyond the doors of the cathedral.

Its gibbering is constant. To devotees of Juiblex, this gibbering chorus is the direct whisperings of their god and many priests make pilgrimages to this temple. These same priests, at the end of their lives, return to the temple to willingly sacrifice themselves to the chorus. The gibbering chorus retains the accumulated wisdom and depravity of more than a thousand years of such sacrifices.

To anyone other than a devotee of Juiblex, the gibbering has an unsettling effect. As soon as the doors to the room are opened, creatures who can hear the babble begin to experience brain fog and

brief periods of blackout. A creature which enters the room must make a DC 10 Wisdom saving throw. On a failure, a creature is beguiled by the gibbering and begins to slowly walk toward the chorus with the intention of willingly sacrificing itself to its gelatinous mass.

On a success, a creature can enter the room. In either case, be sure to take into account the gibbering mouth's Aberrant Ground feat.

Whenever a creature moves 10 feet toward the altar, that creature must make another Wisdom saving throw, this time DC 12. Every time the creature travels 10 additional feet toward the altar, it must repeat the saving throw with +2 added to the save DC. When a creature reaches the altar it must make a successful DC 20 saving throw or willingly sacrifice itself to the chorus. This effect is countered completely by the deafness condition. Attempts at simulating deafness, such as stuffing cotton into ears, gives the affected creature advantage on their saving throws.

A creature reaching the altar notices a prayer mat laid before it, caked in mud that is still damp to the touch. Upon the altar's tray is a *multicolor egg*, an *apocalypse egg*, and a *soft-boiled egg*. The altar is not trapped and Juiblex is indifferent to the removal of the eggs.

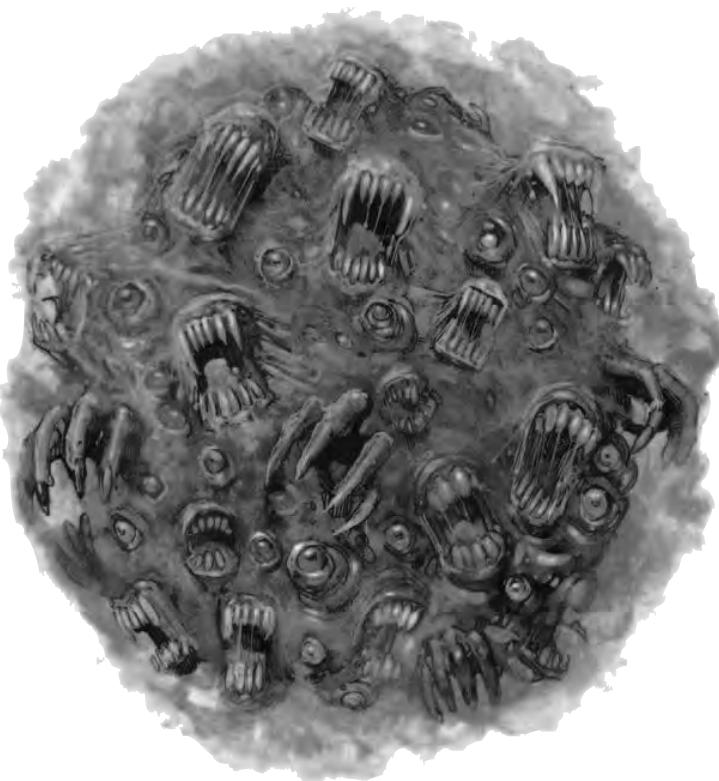
## C7C-K. SLEEPING CUBICLES

When the heroes look into any of these cubicles, read or paraphrase the following:

These 10 by 10 feet cubicles appear to have once been small sleeping quarters. They don't look as if they have been lived in for some time, however, and are currently filled with an assortment of debris that has moldered beyond recognition. Slimes of various colors, ranging from green to black to gray to ochre, hang from the walls and ceilings, seeming to shudder slightly at your approach.

Each room has a 20% chance of containing an ooze. If a room contains an ooze, determine which ooze lairs in a particular room by rolling randomly on the table below. Any room that contains a slime also contains a random egg, hidden amongst the debris. Otherwise there is a 20% chance of finding a random egg in an unoccupied chamber.

| d4 | Ooze                   |
|----|------------------------|
| 1  | <u>Black Pudding</u>   |
| 2  | <u>Gelatinous Cube</u> |
| 3  | <u>Gray Ooze</u>       |
| 4  | <u>Ochre Jelly</u>     |



In addition, searching through Area C7C reveals two pairs of stone boots (See Area C4) as well as an *ooze prod*. The *ooze prod*, first appearing in *Tales from the Yawning Portal* page 141, works in the following way:

**Ooze Prod.** An *ooze prod* is a quarterstaff that deals 1d4 force damage instead of the normal damage of that weapon. The prod suffers no damage from contact with oozes. In addition, an ooze hit by a prod has its speed reduced to 0 until the end of its next turn, and it can't benefit from bonuses to speed during that time. If an *ooze prod* is used as a weapon, it breaks the first time a natural 1 is rolled on an attack with it.

A **crawling claw** scuttles back and forth through the rooms, searching for eggs. This particular claw was made from the severed hand of Antoin D'umbra, a cowardly man whose horrific crimes were political in nature. True to its original spirit, it avoids combat whenever possible, focusing on finding eggs with the greatest possible degree of self-preservation. Creative heroes may think to exploit its non-combative nature to have it retrieve eggs from difficult places such C7B or C9.

A staircase at the end of the hallway leads up to the third floor of the temple.

## C7L. ARCHIVES OF THE APOSTLES

When the heroes open the doors, read or paraphrase the following:

A sense of blasphemous dread hangs heavy in this room. Thousands of sigils are scrawled upon the walls, one on top of the other, in a dried, bloody palimpsest. A large table covered in mud-encrusted lily pads takes up the majority of the room. The northern wall holds a marble bookshelf that is filled with a bizarre assortment of mismatched books.

The lily pads covering the table belong to Xyblex, the temple's current occupant. Collectively they form a bullywug bible known as the *Bog-Bound Book of Blasphemies*. The pages of the book are made from lily pads coated in hardened mud, and the leaves are bound with dried, twisted roots. The book is written in Bullywug and, as such, requires a comprehend languages spell or the assistance of a sage such as Kennian to translate. A half hour of reading is sufficient to determine that the *Book of Blasphemies* outlines the history and philosophy of the bullywugs—a profane procession of atrocities ranging from genocide to cannibalism.

In addition to this history, the Book describes their worship of Juiblex, the Demon Lord of Sludge and

Slime who is also at times referred to as the “Great Consumer” and “Gelatinous Oblivion.” It tells of an ancient time where Juiblex freely slithered across the Material Plane and the bullywugs sacrificed themselves and others to its Insatiable Hunger. This time came to an end when the trolls, long ago, used their magic to strengthen the power of the Sun, melting Juiblex before its merciless rays. Ever since, the bullywugs have lived in this stagnant, sludge-filled swamp that was once their Great Lord, hating the trolls for their ancient, unforgivable crime. What follows from there is a host of psalms and directives regarding the tormenting of trolls and the eating of their children.

The book concludes by prophesying the inevitable weakening of the sun for, as Juiblex preaches, all things weaken. During this glorious time, Juiblex will rise again and his anger will be great. First he will consume the sun, to punish it for its insolence. Then he will consume the trolls. Then he will consume the gods and the stars, for when he rises he will be Hungry.

The book case is filled with hundreds of other books. After receiving their vision from the gibbering chorus, each apostle is driven to record that vision here in the archives. Most minds are fractured beyond repair by their communion with Juiblex, and consequently the majority of the books are filled with incomprehensible gibberish.

However, an hour of active of searching reveals the following:

- A red-bound book penned in calligraphic Common by a Thayan transmuter, Sarkalla. Her vision from Juiblex showed her how to imbue oozes with intelligence for the purpose of creating “the perfect assassin.” More than half of the book is filled with a horrific sequence of rituals designed to create an enormous, intelligent, and psionic grey ooze that she repeatedly refers to as the “White Maw.”
- Tablets of stone engraved with blocky script. Although it is evident that all of the tablets are written by the same hand, the language jarringly shifts between Abyssal, Gnomish and Undercommon. The author, who refers to himself only as the Puddling King, describes in disturbing detail his unholy epiphany. He writes of efforts to raise and culture a pair of “Royal Oozes” named Princess Ebonmire and Prince Livid. The later tablets are an endless litany of lessons on etiquette and manners that reads like a finishing school’s curriculum. In the final tablets the Puddling King rants, over and over again, about how the Faceless Lord is calling

him to return to Blingdenstone to at long last fulfil his higher purpose.

- Scraps of torn paper strung together by bits of fraying thread. The author, who writes in Orcish, refers to himself only as the “Slime Lord.” His brief autobiography describes his pilgrimage to this cathedral as just the first step of a much longer journey towards immortality. His vision, as he describes it, is of the location of a portal that leads to the Swamp of Oblivion, or Plane of Ooze. The final portion of his writing is filled with alchemical recipes for an assortment of potions, all of which require mud from the Swamp of Oblivion as a key ingredient.

## C7M. SLIME LABORATORY

When the heroes get to the top of the stairs, read or paraphrase the following:

The stairs open into a muddy room filled with rows of tables covered in crude alchemical equipment. A bullwyug, its glistening skin a cancerous black, stares at you with bulbous red eyes filled with feral depravity. This obscene creature, half frog, half man, wields a club made of solidified slime and wears a troll-hide cloak that undulates as if trying to bring itself back to life.

Xyblex (see Appendix B for stat block) was warned by divine premonition of the party's intrusion and can't be surprised. He, his 2 **bullywug** (MM p 35) guards, and his pet **gray ooze** (MM p 243) attack on sight. Once the heroes enter the laboratory, Xyblex casts *hold person* on the most heavily-armored opponent he can see before wading into combat with his cudgel, using bonus actions each turn to cast *healing word* as needed. When the *hold person* spell expires he uses a bonus action to cast *shield of faith* upon himself.

Xyblex wears a bronze armlet designed to look like a wave of slime engulfing the sun. The wave is made from jade and the sun is a small ruby. The armlet is worth 250 gp.

Looting the laboratory provides two sets of alchemist's supplies, *potions of giant strength* (*hill giant*), *greater healing*, and *resistance* (*necrotic*), as well as Xyblex's notes describing his vision of Juiblex's rotted rainbow. This foul rainbow is described as a swirling morass of gangrene, leprosy, blight, erosion, rust, arcanonecrosis and dementia. From his notes it is apparent that he was working to create a monstrosity that he refers to as a “prismatic ooze,” an amalgamation of seven separate oozes, each representing one of the colors of the rotted rainbow. Xyblex conjectures that these oozes consume atypical

materials such as elemental earth, magic, thought, and sanity.

Samples of two such oozes are contained in glass vials. One vial contains a sample of an erosion ooze, indistinguishable from mud aside from its constant quivering. If poured from the vial, it burns through a foot of earth or stone. The other vial contains arcanophagic ooze, which looks like a glob of mercury glowing faintly blue. It functions identically to a *rod of absorption*, using its reaction to absorb any spell that targets it. It currently holds 4 levels of energy and can hold up to 10 levels in total. If a creature consumes the ooze it can convert the stored energy into spell slots. That creature must also make a DC 10 (+1 for each level of stored energy) Constitution saving throw or be reduced to 0 hit points

## C8. GHAUNADAR'S VOMITORIUM

Read or paraphrase the following:

A waterfall of ooze cascades from an opening about fifteen feet above the sea of slime. The cascading ooze is a thick, viscous brown effluvium with streaks of orange, green, yellow and black. Occasionally pseudopods and amorphous shapes that bear passing resemblances to fish extrude themselves from its mass. The cracks in the stone around the waterfall's outlet give the vague impression of a monstrously large face vomiting endlessly into this cavern.

The waterfall is one of the many tributaries of a much larger river of ooze that runs throughout the Underdark. The source of this river can be traced back to a magical portal located in the infamous Undermountain. See *Dungeon of the Mad Mage* for additional details.

The ooze itself functions as if it were green slime. Heroes that pass beneath it take 5 (1d10) acid damage. Although the slime burns through wood or metal, heroes can use stone objects (such as the tower shield from area C4) to ward off any damage. A successful DC 15 Wisdom (Perception) check notes that there appears to be a shallow cave behind the waterfall. The cave is large enough to hold two Medium-sized creatures. Nestled within it is *Chauntea's Token*.

## C9. GELATINOUS TRAP

As the heroes enter the hall, read or paraphrase the following:

This passage, which rises out of the sea of slime, appears to be wrought by intelligent creatures. Its walls and floor are covered in tiles of drab, muted colors.

Although cracked in places and obviously quite old, these tiles are nonetheless strangely clean of any dirt or mold.

The tunnel ends in an impassable, rubble-strewn cave-in. Just near the cave-in, along the eastern wall, is a horizontal 50 foot long hole that is just wide enough to stick a hand through. At the end of the hole rests a phosphorescent egg of *fascination*. If a **creeping claw** is dropped near the hole it can scuttle within and retrieve the egg although it will try to dodge the heroes and bring the egg to Slativus after it does so.

The squares marked A have hidden trigger plates beneath their tiles which are detected on a successful DC 20 Wisdom (Perception) check. Stepping on an A tile noiselessly opens a large trap door in the ceiling at the areas marked B, from which emerges a ten-foot-wide **gelatinous cube** (MM p 242). A DC 15 Wisdom (Perception) check detects the faint click accompanying an activated trigger plate.

Once it descends from the ceiling, the gelatinous cube stands motionless for up to four days, after which it travels the length of the hallway before returning to its cubicle. It holds within it a bright red *fiery egg*.

When the heroes turn around to return to the main cavern, read the following as soon as the gelatinous cube is within their field of vision:

Ahead you see a strange and unexpected sight. A bright red, quivering egg floats in midair.

A successful DC 15 Wisdom (Perception) check notices faint ripples, as though a filmy barrier is between the hero and the egg. Heroes that found the *fiery egg* in area C3 immediately note the resemblance.

If it takes damage, on its next turn the cube surges down the passage, engulfing anything in its path. The *fiery egg* within the cube can be specifically targeted by an attack. It has 15 AC and any attack that hits it also deals damage to the gelatinous cube. In addition, a successful hit on the egg breaks it, triggering its effects. The egg can be automatically retrieved or broken by an engulfed hero. Should the egg detonate while a hero is engulfed, the hero takes only one quarter of the total damage, as the cube's gelatinous mass blunts most of the explosion.

Searching the cubicle from which the cube descended reveals a small cubbyhole containing a *sovereign egg*.

## C10. THE CREATURE THAT FOLLOWS THE DOOMED

As the heroes reach the end of the tunnel, read or paraphrase the following:

*This downwards sloping tunnel marks a return to the rough unfinished stone that pervades most of these caverns. It descends 20 feet before opening into a partially flooded chamber with no apparent exits. The water is coated with a strange substance that shines in your light with a prismatic, oily sheen. At the far end of the chamber, rising just above the water, is what appears to be a chest made of stone.*

Floating on the water is a dungeon hazard referred to as *shimmerslime*. Shimmerslime slowly, over the course of 1 minute, absorbs any light source that the party carries with it. After this minute passes, it releases the absorbed energy with a flash of light, forcing a sighted creature to make a successful DC 12 Constitution saving throw or be blinded. At the end of each of its turns, a creature blinded by shimmerslime can repeat the saving throw, ending the effect on itself on a success. After this flash of light, the shimmerslime goes inert for an hour.

The flash of light awakens a dormant **necrotic slime** animating the skeleton of an ogre. Once awakened, the skeleton rises from the water and attacks (see **ogre skeleton** in Appendix B for stat block).

The stone chest is part of the cavern's wall and can't be moved. The chest was created many years ago through a *stone shape* spell and sealed shut with another *stone shape* spell. Inscribed upon the chest, in archaic Common, is "HEREIN LIES THE INVISIBLE DEATH, THE CREATURE THAT FOLLOWS THE DOOMED."

The stone is remarkably dense and cannot be broken through physical damage. The erosion ooze from Area C7M can eat a hole through the chest. Once broken open, a translucent, nearly invisible **slithering tracker** (VGtM p 191) darts from the breach and rapidly slithers around the walls of the chamber. It avoids touching the water. It flees into the upper cavern before disappearing into the sea of ooze above.

The slithering tracker has been driven insane by its long confinement and flees so that it can get its bearings. At your discretion it may hunt the heroes through the rest of the cavern or instead avoid them. Due to its origins (see below) this particular slithering tracker has a vulnerability to water. A splash of water from a waterskin deals 1d6 acid damage upon contact with the slithering tracker. The damage from larger volumes of water scales up appropriately.



Within the coffer is an egg of opening, amulet of proof against detection and location and an enchanted short sword called *Catmandu* (see Appendix B).

There is also a small diary in the chest. If a hero reads the book, read or paraphrase the following:

The diary details a frightening ritual used to create an assassin slime referred to as a slithering tracker. It talks, in gruesome detail, about how a coven of cultists captured a notorious assassin by the name of Pel Rex and took him to an underground river that flowed deep beneath their temple. There they chained him to rocks so that he was bodily suspended for eight days and eight nights in the raging, torrential rapids. Skin was washed from flesh. Flesh was washed from bone. Eventually the bones themselves were liquified and all that was left of Pel Rex was a gelatinous essence that was captured with special nets made from roper strands.

They had succeeded in the creation of the slithering tracker, but it ultimately proved impossible to control and over the course of months killed nearly a dozen cultists. It could move undetected.

*It could navigate through the tiniest crack or crevice. It was resistant to physical attacks. It couldn't be stopped, only contained. And so the slithering tracker, Pel Rex, was eventually given up as a failure and trapped within a chest that was sealed by magic, to await the day that he might be of use to the priesthood.*

# CHAPTER 4: CONCLUSION

The Turnover winner will be announced at dawn of the third day and so, to be eligible for winning, the party must return to town at least half an hour before then to have their eggs counted. Also at dawn, all eggs will lose their magical properties, becoming nothing more than normal, albeit colorful, eggs.

With the disqualification of Slativus, the only serious competition for the party is Caertes and his Dragon Slayers. They spent the bulk of Turnover plundering the dwarven mines to the east of Leilon. They returned to town with 20 eggs. In addition to these 20 eggs, they may have more from town events that the heroes failed to complete. Unless the heroes in some way sabotaged these efforts, Caertes and his team gain an additional 3 eggs from their promises of immortalizing the participant through ballad, as well as an additional 3 eggs from their notes posted on the town's bulletin board.

Marjoram spends the first day of Turnover wandering the lightly wooded hills outside of town. That evening he accidentally burns down a small portion of the forest with an ill-advised *flaming sphere* while battling a nasty tribe of goblins. Traumatized, he swears off fire magic until he can plant 100 new plants as an apology to nature. If he has previously allied with the party, he spends the second day tracking them down to check on their safety. By the time he reaches them he has 4 random eggs to add to their collection. If he has not allied with the party, he continues to search the woods for eggs before returning to town with a total of 11 eggs that he claims as his own.

At dawn the winner is finally announced. Should the heroes come in first, they receive 20 gp for each egg they turn in as well as a neutral-good-aligned candle of invocation sacred to Lathander. Should the heroes come in second, they receive 10 gp for each egg they turn in as well as a lantern of revealing.

After announcing the winner read or paraphrase the following:

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The High Morninglord speaks to all assembled, his voice plowing through the crowd like the gathering echoes of rolling thunder. "Citizens of Leilon, my fellow priests and I thank you for your hospitality during this time of Turnover. Yet, we find our high expectations, at the same time, disappointed. Disappointed yet not surprised. No limit was purposefully established on the size of groups. All of you, your entire city, this amassed congregation, could have easily come together, as well you should. Instead of one and two and four and six eggs, you would all have hundreds. But, no. No! Certainly there was ingenuity and courage and general prowess. But there was also divisiveness and greed. This contest brought out both the best and the worst in many of you. Important information was jealously guarded. Assistance was denied to those who could have used it. Some groups even purposefully shadowed others, for a time, solely to watch for an opportunity to deprive them of eggs, to con or swindle them, or inventively bend the few moral rules set to this contest. One group even gave a bag of devouring to another, claiming it to be a bag of holding and, as such were disqualified."

There is a small answering shout from the crowd, "But wait, Caertes suggested we do that, it wasn't our idea, this ain't fair!"

The priest interrupts the man. "And that is exactly what I mean. Finger pointing, and deception, swindling and worse. And for what? FOR WHAT?!?" The priest holds up a beautiful egg of stained glass, its gossamer colors swirled together with unparalleled artistic grace before dashing it violently to the ground, "An egg. A stupid, inane egg. Quite literally a copper a dozen."

He kicks at the broken shards. "But what worked for these adventurers," he gestures towards the winners. "What worked for them can work on a larger scale. For at least amongst themselves they co-operated and collaborated. They brought out each other's strengths and covered one another's weaknesses. Their victory is an act of teamwork. Teamwork that I pray will continue in the coming year.

"Open your eyes, Leilon. This year, Turnover marks spring, and in the civilized lands that is itself a cause for celebration. It symbolizes rebirth. And it can signify rebirth here, as well. If you are to rebuild this town, it must be as a united front, for this settlement will not survive such selfishness. Let not this holiday's morality lesson pass unheard. Open your ears and fill your hearts! For the glory of Leilon and Lathander!"

*The crowd roars in agreement, their mood kindled by the skilled orator, "TO LEILON!! TO THE FUTURE!"*

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# APPENDIX A: MAGICAL EGGS

Magical eggs are small ovoids enchanted to produce an effect under specific circumstances. These circumstances can include the following: throwing the egg at a target, cracking the egg, placing the egg on end, spinning the egg, or as recounted in the item's description. They can be speckled, spotted, striped, mottled, dappled or patterned. All colors under the sun are possible, but Turnover eggs tend to favor pastels.

The range of a thrown egg is 20/60. In the case of a miss, the egg remains unbroken and lands in the target's square.

Unless specified otherwise, magical eggs are quite fragile. Anytime a creature carrying a magical egg takes 5 or more bludgeoning or thunder damage they must, for each egg they carry, make a Dexterity saving throw, the DC of which is equal to  $10 + \text{the damage received}$ . On a failure, the egg breaks.

When a hero holds a magical egg that is part of Turnover they immediately know its powers and properties.

## ANTIMAGIC EGG

*Wondrous item, uncommon*

You can throw this egg at a targeted creature or object. Upon a hit, the egg casts *dispel magic* upon the target as though it used a 3rd-level spell slot and had a spellcasting ability modifier of +2.

## ALCHEMIST'S EGG

*Wondrous item, varies*

When consumed, this egg replicates the effect of a specified potion from the *Dungeon Master's Guide*.

## ALCHEMY EGG

*Wondrous item, uncommon*

This ceramic egg weighs 2 pounds. Sloshing sounds can be heard from within the egg when it is shaken.

You can use an action and name one liquid to cause the egg to attune to that chosen liquid. Afterwards, you can break the egg as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the egg can produce depends on the liquid you named in a way identical to an *alchemy jug*.

Once the egg starts producing a liquid, it can't produce a different one.

## APOCALYPSE EGG

*Wondrous item, very rare*

You can throw this egg at a targeted creature or object. Upon a hit, the egg casts *disintegrate* at the target, and the saving throw DC is 15.

## BLACK EGG (ADAPTED FROM RONIN CHALLENGE)

*Wondrous item, rare*

This egg is hollow, but if cracked open, the inner part of the shell glows with a soft light. The egg shell acts as a magical conduit. If you touch any glowing section of the shell, you are instantly *teleported* to a random location (the piece of shell touched does not teleport).

All heroes who touch the shell of the same egg are transported to the same location. Teleportation is one way only; even if you take another piece of the shell along, that item cannot be used to return to the original location or to another random location. The magic of the shell functions for 1 minute after the egg is broken. You are teleported 1d100 miles in a randomly determined direction.

## BUCKNARD'S EVERFULL EGG

*Wondrous item, common*

You can crack open this extra-large egg to release the equivalent white and yolk of a dozen extra-large eggs. Upon dawn of the following day, the broken egg is fully restored and you may use it again.

## CHAUNTEA'S TOKEN (ADAPTED FROM DRAGON MAGAZINE 182)

*Wondrous item, legendary*

This beautiful, translucent egg, about the size of a chicken's egg, is smooth to the touch. Constellations of gems are visible beneath its ivory surface.

When placed overnight beneath the pillow of a woman who truly desires pregnancy, it will grant the woman's desire without need for masculine participation. Once the token's part in conception is played, the pregnancy progresses normally and in complete health. Children born in this way show a normal resemblance to the parents. There is a 5% chance of a multiple birth of 1d4+1 children.

## COMPASS EGG

*Wondrous item, common*

When lain upon its side this egg will always orient itself such that its narrow end points true north.

## EGG OF ANNIHILATION

*Wondrous item, legendary*

Cracking open this egg releases a 2-foot-diameter black sphere that functions identically to a *sphere of annihilation*.

## EGG OF ELVENKIND

*Wondrous item, uncommon*

While carrying this egg, your steps make no sound, regardless of the surface you move across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

## EGG OF FASCINATION (ADAPTED FROM DRAGON MAGAZINE 182)

*Wondrous item, rare*

This is a speckled stone egg. You can use an action to spin it on its wide end. You must then spend an action every other turn to keep the egg spinning. When spun, the highlights of the egg seem to spring off the surface and straight into the eyes of everyone within 30 feet who can see it (except for you), forcing each victim to make a DC 15 Wisdom saving throw or suffer the effects of a *hypnotic pattern* spell until the spinning stops.

Because the glints of light from the egg of fascination actually project from its surface when in use, its effects are more exceptional in a darkened area than in normal light. Thus, saving throws against the egg are made with disadvantage if the egg is used in darkness. Magical darkness, on the other hand, overwhelms the power of the egg, making it useless.

After 10 total rounds of spinning, that can be broken into multiple sessions, this egg cracks and becomes useless.

## EGG OF OPENING

*Wondrous item, rare*

This is a hollow metal egg with typical dimensions and weight. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The egg issues a clear tone, and one lock or latch on the object opens unless

the sound can't reach the object. If no locks or latches remain, the object itself opens.

The egg can only be used once before cracking and becoming useless.

## EGG OF PURE GOOD

*Wondrous item, very rare (requires attunement by a creature of good alignment)*

This egg is a mighty symbol of goodness. A creature that is neither good nor evil in alignment takes 3d6 radiant damage upon touching the egg. An evil creature takes 4d6 radiant damage upon touching the egg. Either sort of creature takes the damage again each time it ends its turn holding or carrying the egg.

If you are a good cleric or paladin, you can use the egg as a holy symbol, and you gain a +1 bonus to spell attack rolls while you hold it.

The egg can be hurled at any one creature within 60 feet of you. If the target is of evil alignment, a flaming fissure opens under it. The target must succeed on a DC 15 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence, and the egg disperses into motes of golden light and is destroyed.

## EGG OF SECRETS

*Wondrous item, uncommon*

While holding the egg you can use it as an action and if a secret door or trap is within 30 feet of you, the egg pulses and is drawn towards the one nearest to you. After doing so the egg cracks and can't be used again.

## EGG OF SLAYING

*Weapon (egg), very rare*

An egg of slaying is a smooth, iron egg that functions as a sling bullet meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *eggs of slaad slaying* and *eggs of blue slaad slaying*. If a creature belonging to the type, race, or group associated with an egg of slaying takes damage from the egg, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 bludgeoning damage on a failed save, or half as much extra damage on a successful one.

Once an egg of slaying deals its extra damage to a creature, it becomes a nonmagical egg.

## DRIFTEGG

*Wondrous item, uncommon*

This small ovoid of thick glass weighs half a pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated egg rise into the air and float no more than 5 feet off the ground. The egg hovers in this way until you or another creature grasp it. If you move more than 60 feet from the hovering egg, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the egg sinks gently to the ground, becomes inactive, and its light winks out.

## ENCHANTED EGG +1, +2 OR +3

*Weapon (egg), uncommon (+1), rare (+2), or very rare (+3)*

This smooth, stone egg functions as a sling bullet. You have a bonus to attack and damage rolls made with this egg. The bonus is determined by the rarity of the ammunition. It retains its magic, even after hitting a target.

## EVERSMOKING EGG

*Wondrous item, uncommon*

The shell of this egg has the color, texture and warmth of a fire salamander's scale. When you use an action to crack it open, a cloud of thick smoke pours out in a 60-foot radius from the egg. The cloud's area is heavily obscured. Each minute the radius increased by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists for 10 minutes after reaching its maximum radius. A moderate wind (11 to 20 miles per hour) can disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

The egg can only be used once.

## FIERY EGG

*Wondrous item, uncommon*

This egg is always a bright, fiery red in color. When shattered, this egg produces an explosion of flame. Each creature in a 5-foot-radius centered on the egg must make a DC 15 Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites flammable objects in the area that aren't being worn or carried.

## HARD-BOILED EGG (ADAPTED FROM THE BOOK OF MARVELOUS MAGIC)

*Wondrous item, uncommon*

This item appears to be a normal painted hen's egg but is very hard to break. If you strike the egg with a full blow from any weapon or spell (treat as AC 9), the egg shatters bestowing a special protection upon you. You receive a +3 bonus to your AC and a +2 bonus to all saving throws, both effects lasting for 1 minute.

## IMMOVABLE EGG

*Wondrous item, uncommon*

This iron egg has buttons on either end. It is comprised of two separate halves that can be unscrewed from one another. Once separated, you can use an action to press a button, which causes the respective egg-half to become magically fixed in place. Until you or another creature uses an action to push the button again, the egg-half doesn't move, even if it is defying gravity. The egg-half can hold up to 8,000 pounds of weight. More weight causes the egg-half to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the egg-half up to 10 feet on a success.

## KEOGHTOM'S EGG

*Wondrous item, uncommon*

This egg, when cracked open, contains 1d4+1 doses of a thick yolk mixture that smells faintly of eggs.

As an action, one dose of the yolk can be swallowed or applied to the skin. The creature that receives it regains 2d8+2 hit points, ceases to be poisoned, and is cured of any disease.

The yolk expires within 1 hour of opening the egg.

## MULTICOLOR EGG (ADAPTED FROM RONIN CHALLENGE)

*Wondrous item, common*

You may spend an action to consume this egg, healing 2d4+2 hit points.

## OTILUKE'S EGG

*Wondrous item, rare*

This is an egg of shimmering glass. You may use an action to break the egg, encasing yourself in an egg-shaped forcefield as per *Otiluke's resilient sphere*. The egg-shaped forcefield lasts for 1 full minute.

## PINK EGG (ADAPTED FROM RONIN CHALLENGE)

*Wondrous item, uncommon*

If you throw this egg onto a fire source, it explodes in a brilliant flare of light. All creatures looking towards the fire source must make a DC 13 Constitution saving throw. On a failure, a creature is blinded for 5 rounds.

## ROTTEN EGG (ADAPTED FROM THE LAND BEYOND THE MAGIC MIRROR)

*Wondrous item, uncommon*

This egg, when shattered, casts the *stinking cloud* spell centered on the egg's point of impact. The saving throw DC is 13..

10% of these eggs, when shattered, instead produce a *cloudkill* effect. The saving throw DC against these eggs is 15.

## SENDING EGGS

*Wondrous item, uncommon*

Sending eggs come in pairs (and count as two eggs towards a Turnover total), with each egg painted to match the other so that the pairing is easily recognized. While you touch one egg, you can use an action to cast the *sending* spell from it. The target is the bearer of the other egg. If no creature bears the other egg, you know that fact as you use the egg and don't cast the spell.

Once *sending* is cast through the eggs, they can't be used again. If one of the eggs in a pair is destroyed, the other one becomes nonmagical.

## SOFT-BOILED EGG (ADAPTED FROM THE BOOK OF MARVELOUS MAGIC)

*Wondrous item, uncommon*

This item appears to be a normal painted hen's egg. If you spend an action to break the egg, the egg shatters bestowing a special protection upon you. You receive a +2 bonus to your AC and a +1 bonus to all saving throws, both effects lasting for 10 rounds.

## SOVEREIGN EGG

*Wondrous item, legendary*

This yolkless egg is filled with a viscous, milky-white substance that can form a permanent adhesive bond between any two objects. An egg has enough substance for a single use.

A single use of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent*, a *universal egg*, *oil of ethereality*, or a *wish* spell.

## THUNDEROUS EGG

*Wondrous item, uncommon*

When shattered, this egg produces a deafening thunderous boom. All creatures within 10 feet of the egg must make a DC 15 Constitution saving throw. If it fails, they are deafened for 5 rounds.

## UNIVERSAL EGG

*Wondrous item, legendary*

This yolkless egg is filled with a milky liquid that has a strong alcohol smell. You can use an action to crack the egg and pour the liquid onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue* or the contents of a *sovereign egg*.

# APPENDIX B: MONSTERS AND NPC'S

## BLOODBEAK

Medium beast, unaligned

**Armor Class** 13

**Hit Points** 33 (6d6 + 12)

**Speed** 20 ft., fly 10 ft.

**STR** 14 (+2)

**DEX** 12 (+1)

**CON** 14 (+2)

**INT** 4 (-3)

**WIS** 12 (+1)

**CHA** 8 (-1)

**Skills** Perception +3, Athletics +4

**Senses** passive Perception 13

**Languages** --

**Challenge** 1 (200 XP)

**Rage.** On his turn Bloodbeak can enter a rage as a bonus action. While raging, Bloodbeak has advantage on Strength checks and Strength saving throws, has a bonus +2 to damage, and resistance to bludgeoning, piercing, and slashing damage. Bloodbeak's rage lasts for 2 rounds. Once he has raged two times he must finish a long rest before he can rage again.

**Reckless Attack.** Before making a melee attack Bloodbeak can decide to throw caution to the wind and attack recklessly. Doing so gives him advantage when attacking with his beak attack, but attack rolls against him have advantage until his next turn.

## ACTIONS

**Beak.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8+2) slashing damage.

## MARJORAM THE KIND

Medium humanoid (human), neutral good

**Armor Class** 10 (16 with barkskin)

**Hit Points** 13 (3d8)

**Speed** 30 ft.

**STR** 10 (+0)

**DEX** 11 (+0)

**CON** 10 (+0)

**INT** 12 (+1)

**WIS** 17 (+3)

**CHA** 11 (+0)

**Skills** Animal Handling +5, Medicine +5, Nature +3

**Senses** passive Perception 13

**Languages** Common, Druidic, Sylvan

**Challenge** 1 (200 XP)

**Great Berries.** When Marjoram casts the *goodberry* spell, his berries heal 2 hit points rather than the usual 1 hit point.

**Spellcasting.** Marjoram is a 3rd-level spellcaster.

His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Marjoram has the following druid spells prepared:

Cantrips (at will): *guidance*, *shillelagh*

1st level (4 slots): *cure wounds*, *entangle*,  
*goodberry*, *speak with animals*

2nd level (2 slots): *barkskin*, *flaming sphere*

## ACTIONS

**Quarterstaff.** Melee Weapon Attack: +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

## NECROTIC SLIME

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 18 (4d8)

**Speed** 10 ft., climb 10 ft.

**STR** 15 (+2)

**DEX** 6 (-2)

**CON** 11 (+0)

**INT** 4 (-3)

**WIS** 6 (-2)

**CHA** 2 (-4)

**Skills** Stealth +2

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, bludgeoning, cold, fire, piercing, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

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

**Languages** --

**Challenge** 1/2 (100 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

**Consume Soul.** The ooze can engulf the corpse of any Large or smaller creature. After 1 day the flesh of the creature is completely dissolved, leaving behind a pristine skeleton. While dissolving the flesh the ooze feeds upon the soul of the creature. Creatures consumed this way cannot be raised by anything less than a *true resurrection* spell.

**Skeletal Control.** If the ooze is in the same square as an inanimate skeleton then it can choose to engulf and animate that skeleton. The animated skeleton has statistics as per a normal **skeleton** of its type. Damage dealt to the animated skeleton is split evenly between the ooze and skeleton. Once the skeleton is reduced to 0 hit points it is broken beyond use and the ooze must seek another host. If the ooze is reduced to 0 hit points, then any skeleton it animates is rendered inert.

Neither the ooze nor the skeleton are actual undead and are immune to any effects that target undead.

## SEVERED FIST OF HILLGIANT CHIEFTAIN, DIRT-FIST KILLCRUNCH

*Small undead, neutral evil*

**Armor Class** 10

**Hit Points** 22 (3d8+9)

**Speed** 30 ft.

**STR** 21 (+5)

**DEX** 10 (+0)

**CON** 16 (+3)

**INT** 5 (-3)

**WIS** 10 (+0)

**CHA** 4 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Common and Giant but can't speak

**Challenge** 1/2 (100 XP)

**Turn Immunity.** The swarm is immune to effects that turn undead.

### ACTIONS

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**Smash.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 10 (1d10+5) bludgeoning damage.

## SEVERED HAND OF MONK SLAYER, BROTHER

### MILARJOI

*Tiny undead, neutral evil*

**Armor Class** 15

**Hit Points** 12 (5d4)

**Speed** 30 ft., climb 30 ft.

**STR** 13 (+1)

**DEX** 16 (+3)

**CON** 11 (+0)

**INT** 5 (-3)

**WIS** 15 (+2)

**CHA** 4 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Common but can't speak

**Challenge** 1/2 (100 XP)

**Flurry of Blows (Recharge 5-6)** Immediately after taking the Attack action on its turn, the severed hand can make two Punch attacks as a bonus action.

**Patient Defense (Recharge 5-6)** The severed hand can take the Dodge action as a bonus action for its turn.

**Deflect Missiles.** The severed hand can use its reaction to deflect the missile when it is hit by a ranged attack weapon. When it does so, the damage it takes from the attack is reduced by 1d10+8.

**Turn Immunity.** The swarm is immune to effects that turn undead.

### ACTIONS

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

## SEVERED MAGE HAND

*Tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 12 (5d4)

**Speed** 20 ft., climb 20 ft.

**STR** 13 (+1)

**DEX** 14 (+2)

**CON** 11 (+0)

**INT** 15 (+1)

**WIS** 10 (+0)

**CHA** 4 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Common but can't speak

**Challenge** 1/4 (100 XP)

**Counterspell.** If a creature within a 30 foot range is casting a spell a spell of 3rd level or lower the severed hand may use its reaction to makes a DC 10 + the spell's level Intelligence check. On a success, the creature's spell fails and has no effect.

**True strike.** The severed hand can use its action to cast the *true strike* spell upon a target within 30 feet. On its next turn, it gains advantage on its first attack roll against the target.

**Turn Immunity.** The severed mage hand is immune to effects that turn undead.

### ACTIONS

**Finger of Flame.** *Ranged Weapon Attack:* +3 to hit, range 30 ft., one target. *Hit:* 5 (1d10) fire damage.

## SEVERED HAND OF TARKEN TARG

*Tiny undead, neutral evil*

**Armor Class** 14

**Hit Points** 2 (1d4)

**Speed** 30 ft., climb 20 ft.

**STR** 13 (+1)

**DEX** 18 (+4)

**CON** 11 (+0)

**INT** 10 (+0)

**WIS** 10 (+0)

**CHA** 4 (-3)

**Skills** Sleight of Hand +8, Stealth +8

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Common but can't speak

**Challenge** 0 (10 XP)

**Turn Immunity.** The severed hand of Tarken Targ is immune to effects that turn undead.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning or slashing damage (claw's choice).

## SKELETON, CAVE BEAR

*Medium undead, lawful evil*

**Armor Class** 10

**Hit Points** 16 (3d8+3)

**Speed** 40 ft., climb 30 ft.

**STR** 15 (+2)

**DEX** 10 (+0)

**CON** 13 (+1)

**INT** 2 (-4)

**WIS** 8 (-1)

**CHA** 5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** --

**Challenge** 1/2 (100 XP)

### ACTIONS

**Multiattack.** The skeleton makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) slashing damage.

## SKELETON, OGRE

*Large undead, lawful evil*

**Armor Class** 10

**Hit Points** 45 (7d10+14)

**Speed** 40 ft.

**STR** 19 (+4)

**DEX** 8 (-1)

**CON** 15 (+2)

**INT** 5 (-3)

**WIS** 7 (-2)

**CHA** 5 (-3)

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** poison

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** --

**Challenge** 2 (450 XP)

### ACTIONS

**Greatclub.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.



## SLATIVUS THE WICKED

*Small humanoid (gnome), neutral evil*

**Armor Class** 10

**Hit Points** 13 (4d6 - 5)

**Speed** 20 ft., swim 40 ft.

**STR** 10 (+0)

**DEX** 10 (+0)

**CON** 8 (-1)

**INT** 22 (+6)

**WIS** 14 (+2)

**CHA** 6 (-2)

**Skills** Arcana +8, Deception +1

**Senses** passive Perception 12

**Languages** Common, Gnomish

**Challenge** 3 (700 XP)

**Grim Harvest.** Once per turn when Slativus kills one or more creatures with a spell of 1st level or higher, he regains hit points equal to twice the spell's level or three times its level if the spell belongs to the School of Necromancy. He does not gain this benefit for killing constructs of undead.

**Swift Animation.** When a living Medium or Small humanoid within 30 feet of Slativus dies, he can use an action on his next turn to cast *animate dead* on the humanoid's corpse, instead of using the spell's normal casting time.

**Spellcasting.** Slativus is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Slativus has the following wizard spells prepared:

Cantrips (at will): *chill touch, light, mage hand, minor illusion*

1st level (4 slots): *false life, mage armor, magic missile, ray of sickness, unseen servant*

2nd level (3 slots): *gentle repose, mirror image, phantasmal force, ray of enfeeblement*

3rd level (2 slots): *animate dead, vampiric touch*

### ACTIONS

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

## SWARM OF CRAWLING CLAWS

*Medium swarm of tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 36 (8d8)

**Speed** 20 ft., climb 20 ft.

**STR** 15 (+2)

**DEX** 14 (+2)

**CON** 11 (+0)

**INT** 5 (-3)

**WIS** 10 (+0)

**CHA** 4 (-3)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, exhaustion,

frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** Understands Common but can't speak

**Challenge** 1 (200 XP)

**Grasping Hands.** If the swarm starts its turn in the same space as another creature then that creature must make an opposed Strength check against the swarm. Should they fail, they are pulled to the ground by the grasping claws and receive the prone condition.

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

**Turn Immunity.** The swarm is immune to effects that turn undead.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 9 (2d6+2) bludgeoning or slashing damage (swarm's choice) or 5 (1d6+2) bludgeoning or slashing damage (swarm's choice) if the swarm has half of its hit points or fewer.



## SWARM OF RAGING CHICKENS

Medium swarm of tiny beasts, unaligned

**Armor Class** 10

**Hit Points** 15 (5d8 - 7)

**Speed** 15 ft., fly 15 ft.

**STR** 9 (-1)

**DEX** 11 (+0)

**CON** 9 (-1)

**INT** 2 (-4)

**WIS** 10 (+0)

**CHA** 3 (-4)

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** piercing, slashing

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

**Languages** --

**Challenge** 1/4 (50 XP)

**Reckless Attack.** Before making a melee attack the swarm can decide to throw caution to the wind and attack recklessly. Doing so gives the swarm advantage when attacking with its beaks attack, but attack rolls against the swarm have advantage until their next turn.

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

### ACTIONS

**Beaks.** *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) slashing damage or 3 (1d6) slashing damage if the swarm has half of its hit points or fewer.

## XYBLEX, THE APOSTLE OF JUIBLEX

Medium humanoid (bullywug), neutral evil

**Armor Class** 11

**Hit Points** 22 (4d8 + 4)

**Speed** 20 ft., swim 40 ft.

**STR** 12 (+1)

**DEX** 12 (+1)

**CON** 13 (+1)

**INT** 0 (+0)

**WIS** 16 (+3)**CHA** 7 (-2)

**Skills** Religion +2, Medicine +5

**Senses** passive Perception 13

**Languages** Bullywug, Common

**Challenge** 2 (450 XP)

**Amphibious.** Xyblex can breathe air and water.

**Speak with Frogs and Toads.** Xyblex can communicate simple concepts to frogs and toads when he speaks in Bullywug.

**Swamp Camouflage.** Xyblex has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

**Standing Leap.** Xyblex's long jump is up to 20 feet and his high jump is up to 10 feet, with or without a running start.

**Regeneration.** Due to his trollskin cloak, Xyblex regains 3 hit points at the start of his turn. If Xyblex takes acid or fire damage, this trait doesn't function at the start of his next turn. Xyblex only dies if he starts his turn with 0 hit points and doesn't regenerate.

The trollskin cloak is grafted onto Xyblex's back and loses its powers upon his death.

**Spellcasting.** Xyblex is a 4th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Xyblex has the following cleric spells prepared:

Cantrips (at will): *light, guidance, sacred ooze* (as *sacred flame* but with acid damage instead of radiant damage)

1st level (4 slots): *bane, create or destroy water, healing word, shield of faith*

2nd level (3 slots): *augury, hold person, protection from poison*

## ACTIONS

**War Cudgel of the Festering One (+2 Club of Solidified Slime).** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage plus 5 (1d10) acid damage and is afflicted by green slime. This cudgel dissolves into a pool of green slime when Xyblex dies.

# APPENDIX C: MAGIC

## ITEM

### CATMANDU

*Weapon (short sword), rare (requires attunement)*

You gain a +1 bonus to attack and damage rolls made with this magic weapon. It flashes a dark red anytime it scores a blow that reduces a creature to 0 hit points or less.

**Seek Quarry.** You always know the direction of the creature you most recently wounded with Catmandu. This property lasts for 24 hours after the wound was made or until it has been healed.