



INFERNAL MACHINE REBUILD



AN ADVENTURE SUPPORTING EXTRA LIFE

A fallen clock tower holds components from an ancient artifact. Upon discovery of the components, competing agents look to launch expeditions to uncover additional components scattered across distant places—and times. The now-lost Temple of Moloch and the construction site of the legendary Tomb of Horrors are two of those locations. However great the risks, finding the components demands the effort, for whoever does so can reassemble the fabled *Infernal Machine of Lum the Mad*!

Adventure design by Bart Carroll

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N SUPPORT OF EXTRA LIFE 2019, WE'RE pleased to present the following adventure scenario. *Infernal Machine Rebuild* can be run as a standalone adventure or connected to last year's *Lost Laboratory of Kwalish*.

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This adventure is designed for five characters of 5th to 10th level.

BACKGROUND

Eons ago, a planar craft of unknown origin crashed within the Barrier Peaks. The scholar Kwalish would later find this craft, converting it into his laboratory and studying its technology to fuel his own experiments. However, Kwalish was not the first explorer to do so.

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A NOTE FROM THE D&D TEAM

Starting in 2017, the D&D team has added several projects to the DMs Guild in support of Extra Life (including *One Grung Above*, *The Lost Kenku*, *The Tortle Package*, and last year's *Lost Laboratory of Kwalish*). Funds raised from their sale went to this extremely worthy cause—and for 2019, you'll find even more projects made available on the DMs Guild throughout the year.

As part of these efforts, it's our privilege to contribute the following adventure to the cause. We hope you enjoy *Infernal Machine Rebuild*. And you have our sincere thanks for your support of Extra Life and Children's Miracle Network Hospitals.

Earlier expeditions also chanced upon the crash site, and although most parties perished while delving through the craft, a few managed to recover rare objects never conceived by even the greatest minds of this world. Many of these objects were subsequently lost over time—and most resulted in the deaths of their owners along the way. But a few persisted, controlled by those able to glean some partial understanding of their operation.

Among the most important of these relics was the planar craft's central command console, used to guide

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its flight through space and time. Legend of this object grew as it fell into the hands of a warlord and came to be known as a most powerful artifact: the *Infernal Machine of Lum the Mad* (so named after its last owner). Yet with the defeat of Baron Lum, his *Infernal Machine* was said to have been destroyed as well.

Currently, the archdevils Zariel and Bel both have designs on rebuilding Lum's infernal machine. Zariel is the present master of Avernus, the first layer of the Nine Hells. Bel is the deposed former master of that layer. But to rebuild the infernal machine, both devils require a number of missing components—former control buttons vital to the machine's operation. Zariel and Bel have both planted agents in the world, tasking those agents with finding adventurers to track down and claim these components. Once the *Infernal Machine of Lum the Mad* is complete, whichever devil controls it plans to use the machine to claim final dominion over Avernus.

ADVENTURE SUMMARY

While journeying through fey woods, the characters must choose whether to help a trio of (supposed) dryads or a unicorn, with each faction blaming the other for the woods' corruption. Either way, the characters come across a fallen clock tower containing a strange set of magical components, which appear to manipulate time within a localized area.

Discovery of these components leads to an invitation to meet one of two agents: Lynx Creatlach or Sir Ursas. Both are in competition with each other to collect all such missing components, in order to reassemble the *Infernal Machine of Lum the Mad*. Each agent pledges to use the *Infernal Machine* against devilish forces plaguing the world—but each secretly plans to give it to their own patron archdevil. Both ask for the characters' help, looking to hire them to undertake expeditions to retrieve the missing components.

Once the characters are involved, they are provided the resources to travel to two legendary locations of the past to recover the *Infernal Machine* components believed to be there. First is the Tomb of Horrors, in the period while the infamous dungeon is still under construction. There, they meet the tomb's architect, Moghadam, who oversees the site with an iron hand. The second location is the Temple of Moloch in the same era. The temple is run by Moghadam's chief rival, Thessalar—the inventor of the thessalhydra and many other grotesque monsters, including the owlbear.

The characters must navigate the perils of both locations, manipulate time, and manage untrustworthy agents to return with as many of the missing components as they can. And even then, they must contend with the agents who hired them, and ensure that a completed *Infernal Machine of Lum the Mad* does not fall into the wrong hands!

WHO'S WHO

This adventure explores two locations of the distant past, and as such, features artifacts and figures from the deepest history of D&D.

The demilich Acererak and his tomb are familiar from 1978's original *Tomb of Horrors* and 2017's *Tomb of Annihilation*. But this adventure also features Tarnhem, Acererak's balor father, and Moghadam, the tomb's architect, both of whom first appeared in the era of 1998's *Return to the Tomb of Horrors*.

The Temple of Moloch derives from the sample dungeon map appearing in the first edition *Dungeon Masters Guide* of 1979, and includes the famed statue of Moloch featured on the cover of the first edition *Players Handbook* from 1978. This version of the dungeon features Thessalar, a figure rumored to have created many of the game's strange monsters—including the thessalhydra, which appeared in the first edition AD&D *Monster Manual II* and 2019's *Stranger Things Starter Set*.

As for the centerpiece of the adventure, the artifact known as the *Infernal Machine of Lum the Mad* first appeared as the *Machine of Lum the Mad* back in 1976, in original D&D's *Supplement III: Eldritch Wizardry*. But of course, you are free to modify or swap out any of these elements of D&D canon with artifacts and NPCs more relevant to more recent official storylines, or for better resonance with your own home campaign.

RUNNING THE ADVENTURE

To run this adventure, you need the D&D fifth edition core rulebooks—the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

Most of the monsters that appear in the adventure are from the *Monster Manual*, along with a number of creatures from other books (including *Volo's Guide to Monsters* and *Mordenkainen's Tome of Foes*) plus a number of new creatures and NPCs. For easy reference, all the stat blocks for the creatures in the adventure can be found in appendix B. When a creature's name appears in bold type, that's a visual cue pointing you to its stat block in that appendix. Full information on creatures from the *Monster Manual*, *Volo's Guide to Monsters*, and *Mordenkainen's Tome of Foes* can be found in those books.

Spells and equipment mentioned in the adventure are described in the *Player's Handbook*. Magic items are described in the *Dungeon Master's Guide*. Where new spells and magic items appear in the adventure, the text directs you to their descriptions in appendix C.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under specific circumstances, as described in the text.

ADVENTURE HOOKS

You can bring the characters into this adventure in any way that makes sense for your campaign. Make use of any of the following suggestions, or use them as inspiration.

LOST LABORATORY OF KWALISH

You can make use of this adventure in conjunction with 2018's Extra Life adventure *Lost Laboratory of Kwalish* in one of two ways. If you want to use *Infernal Machine Rebuild* as a prelude to *Lost Laboratory of Kwalish*, the conclusion of this adventure can involve the characters learning that one of the functions of the *Infernal Machine* leads to Kwalish and his hidden laboratory, thought to be within the Barrier Peaks.

As a continuation of *Lost Laboratory of Kwalish*, you can use the legendary inventor as a replacement for this adventure's agents, Lynx Creatlach and Sir Ursas. Kwalish has long researched legends about the missing components of the *Infernal Machine* scattered across the world. Reaching out to the characters, he tasks them with recovering the missing components, with Lynx Creatlach and Sir Ursas serving as rivals along the way. Kwalish can then send the characters out to investigate the manor of one or both agents, wanting to know how far along each agent is in their reconstruction of the *Infernal Machine*.

BALDUR'S GATE: DESCENT INTO AVERNUS

If you're playing through or using events from *Baldur's Gate: Descent into Avernus* in your campaign, you might tie that campaign to this adventure in a number of ways.

To enter Candlekeep in *Baldur's Gate: Descent into Avernus*, the characters need a book or scroll that isn't already in the library's vast archives. The hags in chapter 1 of this adventure possess just such a scroll, which the characters hear about as rumors that lead them to the fey woods. Alternatively, once in Candlekeep, Sylvira Savikas or one of the monks might ask the characters to investigate the corruption of the fey woods as a side quest.

The hags of chapter 1 might also be in contact with Mad Maggie. Instead of working for either agent, the characters could be tasked with collecting the missing components for Mad Maggie's outpost. And if the characters are already in Avernus, Lynx Creatlach and Sir Ursas might be operating more openly, and could task the characters with collecting the missing components directly for Bel or Zariel.

DRAGON HEIST OR DUNGEON OF THE MAD MAGE

As a continuation of *Waterdeep: Dragon Heist*, Volo or Laeral Silverhand could ask the characters to investigate a corrupted fey wood located in the nearby mountains. Or one of the missing components might be found in the Vault of Dragons, with the various factions of *Waterdeep: Dragon Heist* replacing the agents in this adventure.

You might choose to place chapter 4's Temple of Moloch somewhere in Halaster's dungeon of Undermountain, whether as part of this adventure scenario or as part of a *Waterdeep: Dungeon of the Mad Mage* campaign.

CHAPTER 1: THE UNICORN AND THE HAGS

Traveling through fey woods, the characters find themselves surrounded by dangerous, corrupted trees. "Rescued" by a trio of hags disguised as dryads, the characters might choose to help them rid the woods of a supposedly evil unicorn. Alternatively, they might meet the unicorn—actually a good creature under assault by the hags that needs their help to fight back. Either way, they encounter a fallen clock tower holding mysterious magical components that can alter the flow of time.

CHAPTER 2: AN INVITATION EXTENDED

Two agents, Lynx Creatlach and Sir Ursas, compete to hire the characters onto an expedition. Both seek additional components to rebuild the fabled artifact, the *Infernal Machine of Lum the Mad*—and are looking to history to find them. The characters choose which of two legendary locations in the ancient past to use as the starting point for their search for the components.

CHAPTER 3: CONSTRUCTION OF HORROS

Traveling to the distant past, the characters explore a version of the Tomb of Horrors still under construction. To obtain the missing components, they must contend with the tomb's architect, Moghadam, and disrupt the evil ceremony that keeps a powerful balor imprisoned.

CHAPTER 4: TEMPLE OF MOLOCH

The characters explore the ancient Temple of Moloch, also known as the laboratory of Thessalar, creator of numerous monsters. To obtain the components, they must contend with Thessalar, his lizardfolk guards, and the temple's monstrous denizens.

CHAPTER 5: FINAL SHOWDOWN

The characters return to the present with any components recovered. The agent who receives the components installs them in their framework for the *Infernal Machine of Lum the Mad*, while the other agent launches a raid to seize the machine. The characters are forced to determine who retains possession of this powerful artifact.

CHAPTER 1: THE UNICORN AND THE HAGS



HICHEVER HOOK YOU CHOOSE, THE ADVENTURE begins while the characters are traveling through a remote fey wood. If *Infernal Machine Rebuild* is played in combination with *Lost Laboratory of Kwalish*, this could be part of the thick band of woods surrounding the pass leading into the Barrier Peaks, known to be infused with the power of the Feywild. The High Forest in the Forgotten Realms campaign setting, the Svalich Woods in Barovia, or Xen'drik in Eberron also make excellent starting points.

BACKGROUND

A large section of a fey-infused woodland has fallen under the control of a coven of green hags. Using dark gardening techniques, the hags have grafted myconids into the trees of the wood, creating dangerous hybrids and a spreading corruption.

Opposing the hags' evil is a female unicorn named Banrion. After years of skirmishes, the hags have driven Banrion to an isolated pinnacle of rock. This pinnacle stands among the ruins of an ancient city that once housed the *Infernal Machine*, until Baron Lum the Mad discovered and claimed it for himself. A fallen clock tower still holds some of the machine's components, which retain enough power to manipulate time.

WHO DWELLS HERE?

In addition to mundane animals, these woods are populated by numerous fey creatures (including dryads, pixies, sprites, and satyrs). These fey have taken sides in the conflict between the unicorn and the hags, with those corrupted by the hags having gained control over the woods.

THE THREE MOTHERS

The three **green hags** are intent on capturing the unicorn, Banrion, and corrupting the entirety of the woods. Over time, they have taken on characteristics of certain animals. Mother Stag, their leader, has enormous

HAG COVEN

Three hags form a coven, which results in heightened power. For higher-level characters, run the hags with their coven benefits to make a hard encounter. For lower-level parties, consider removing the coven's Shared Spellcasting. This feature is something the hags gain only after capturing Banrion.

If Banrion joins the fight against the hags, consider providing them a few additional allies to help balance things out. Such allies might include an additional **redcap** alongside Olitor, or a **myconid sovereign** from the hags' garden.

antlers growing from her head, on which she hangs herb pouches, charms, and dozens of lit candles. Mother Skunk has wide, white streaks in her long black hair. Mother Mole can hardly see, and constantly sniffs the air to find her way about.

Whenever they are encountered, the hags disguise themselves with illusions, making them resemble kindly dryads with their featured animal characteristics.

The trio's hag eye is carried by a **redcap** named Olitor, who uses it to spy on their behalf. Olitor is likewise disguised as a small, disheveled satyr.

BANRION THE UNICORN

As the guardian of the fey woods, the **unicorn** Banrion has grown weary in her losing battle against the hags, and remains effectively confined to the rocky plateau that is her lair. She defends her home forcefully, and assumes that any characters approaching her position are the hags' hired sellswords.

THE FEY WOODS

The characters' journey through the fey woods takes them through the following locations. There is no map for this section of the adventure, so you are free to place these locations anywhere and to use any appropriate forest battle maps for combat.

DANGEROUS PATHWAYS

As the characters travel deeper into the woods, they find themselves traversing winding pathways that seem to slowly close in from all sides. At the place where the hags' corruption begins to take hold, the plants have become living traps. Read or paraphrase the following to set the scene:

Your path through the woods descends along a ridgeline, with the trees crowding together under a dense canopy above. The ground is littered with fallen nuts. Tree trunks are coated in thick patches of fungus, and a musty smell fills the air. Yet despite the rising gloom, vivid sunbeams still shine between the trees.

SUSPECT FEY

At the edge of the corrupt woods, a successful DC 12 Wisdom (Perception) check spots a number of corrupt fey (**sprites**, **pixies**, and **satyrs**) watching the characters' progress. If the check is 14 or higher, or if any character with a passive Wisdom (Perception) score of 14 studies the fey after they've been spotted, the fey appear mean and grubby. The fey run off if they are noticed, shouting with barely disguised menace to "enjoy our sunny woods."

SINISTER SUNBEAMS

At some point, the hags attempt to trap the characters—so that they can then facilitate their rescue. To do so, they cause the sunbeams shining through the trees to subtly shift around the characters. A successful DC 14

Intelligence (Nature) or Wisdom (Perception) check notices that the sunbeams are moving in an unnatural way.

HAZARDS AND HINDRANCES

The sunbeams act as tripwires, which can trigger a number of possible hazards. Choose from the following (or make up your own effects) depending on your preferred style of play.

Treatant Beardown. Any movement causes the characters to automatically cross a sunbeam, which awakens Grandfather Oak. This corrupted treatant has several mycomids grafted onto its body. Grandfather Oak uses the **treatant** stat block with the following change:

- The treatant has the following action option: **pacifying spores (3/day)**. The treatant ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The treatant attacks using its Animate Trees action to add even more danger to the fight. After 3 rounds of combat, Mother Stag approaches and pretends to drive the treatant away. See “Offer of Help” below.

Perilous Exploration. As the party continues on through the woods, the characters must succeed on three DC 14 group Dexterity checks to avoid crossing the sunbeams. Each character gains a +2 bonus to their check if a ranger or druid is with the party. A failed check triggers a random effect. Roll a d4 to determine the effect, which targets the character or characters with the lowest check:

1. Heavy, spiked nuts the size of mace heads fall from the trees, dealing 2 (1d4) bludgeoning damage.
2. Arboreal fungus releases a cloud of toxic spores in the area. The character must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.
3. Arboreal fungus releases a cloud of confusion spores. The character must succeed on a DC 12 Constitution saving throw or have disadvantage on the next ability check they make.
4. A torrent of falling spiked nuts and both types of spores assails the character.

Stopping to rest does not forgo the need to make a group check, as the sun moves across the sky and the sunbeams shift around. If the characters move through the woods at night, the moonbeams function in the same way.

After the third group check, Mother Stag arrives to “assist” the characters. See “Offer of Help” below.

A Friendly Voice. Olitor the **redcap** (wrapped in the illusion of a diminutive satyr) appears, and warns the characters about the dangers of the sunbeams. He asks them to wait for Mother Stag, who arrives shortly thereafter.

The shifty Olitor tries to engage the characters in conversation, wanting to learn as much about them as possible. Any character who touches Olitor, or who succeeds on a DC 16 Intelligence (Investigation) check while watching him carefully, notices details that give

I CALL GORGON SPIT!

The hags are not to be trusted, and characters (not to mention players) are often wise to be suspicious even at the best of times. You can adjust the encounters with the dryad-hags according to the players’ reactions as you see fit. For example, if the characters are too wary to follow Mother Stag back to the cottage, she can make her appeal immediately and give them the bridle and the crowns in the woods. Or if the characters travel to the cottage and suss out the hags’ true nature, the hags might try to threaten the characters into capturing Banrion, or claim that the unicorn is a greater evil—one that might destroy the woods if left unchecked. Especially if the hags’ story of Banrion being an evil unicorn seems too unbelievable, the hags can claim that Banrion is a **nightmare** in fey disguise.

Seeing through the hags’ illusions without touching them requires a successful DC 20 Intelligence (Investigation) check. But a character who touches one of the hags does not automatically sense that the creature’s form is false. The hags’ clothing, their hair, and features such as Mother Stag’s antlers are all real. Only by touching a hag’s skin can a character detect a difference between the illusory form and the real creature beneath it—and the hags attempt to prevent such contact.

If the characters attack and destroy the hags, the cottage can contain a crude map indicating the location of the clock tower bridge if the characters are likely to seek out such a mysterious site on their own. Or one of Banrion’s fey servants (a **satyr**, a knightly **sprite** mounted on a **stirge**, and so forth) can be patrolling the area around the hag’s cottage, and will invite the characters to meet Banrion in gratitude for them dealing with the hag threat.

the illusion away. If detected in this way, Olitor claims to have pressing business and departs.

OFFER OF HELP

At some point, Mother Stag arrives on the scene, playing the part of a helpful dryad. Read or paraphrase the following:

You hear the sound of a singing voice approaching, heralding the arrival of an elderly dryad bearing the features of a stag. Enormous antlers grow from her head, on which hang innumerable herb pouches and charms, as well as dozens of lit candles set on the antlers’ points.

“I am Mother Stag,” the dryad says. “Please do not think unkindly of our woods.” As she walks toward you, she easily steps through the troublesome sunbeams without fear. “Things here were not always this way, and it troubles me that good travelers should suffer in a place they should instead find tranquil.”

Mother Stag offers to lead the characters to her tree cottage for soothing tea and a brief respite from their weary journey. As long as they journey with her, Mother Stag’s power keeps the nefarious magic of the sunbeams at bay. She also admits that if the characters are willing, she would like to ask them for much-needed help.

Change of Plans. If the characters decide to not accompany Mother Stag to the cottage—or if they attack and kill her before the offer is even made—they can



THE THREE MOTHERS

continue through the woods on their own. Call for three more group checks to navigate the sunbeams, after which the characters either come upon the tree cottage or the clock tower bridge, as you determine.

TREE COTTAGE OF THE THREE MOTHERS

Mother Stag's cottage stands an hour's walk deeper into the woods. While the characters travel with her, they have no trouble with the sunbeams.

Within a clearing, three massive trees have grown together, their trunks entwining overhead. A hollow between them forms the interior of a dwelling, with thick branches acting as its roof. Dense patches of mushrooms grow in garden plots around this unique domicile.

"Our cottage," Mother Stag says. "Our dryad trees—some of the last in these woods that haven't yet succumbed to Banrion's corruption."

Mother Stag introduces Mother Skunk and Mother Mole, as well as their helper, Olitor (if the characters have not already met him). In their illusory guise as dryads, they offer the characters shelter and delicious food, as well as a healing tea that fully heals any damage or effects from the hazards activated by the sunbeams.

When the characters have partaken of any aid they wish to take, Mother Stag explains that the woods

protected by the three mothers have fallen under the influence of an evil unicorn.

"Just as goodly deities assign unicorns to protect sacred places," Mother Stag explains, "Banrion serves an evil god, who sent her to corrupt these peaceful woods. Since her arrival, the dark-hearted unicorn has hunted goodly fey into near extinction, with the help of evil creatures that now serve her."

THE DRYADS' OFFER

The three mothers offer to serve as guides, leading the characters safely through the woods to their original destination. But in exchange, they ask for assistance in defeating this evil unicorn. They do not want Banrion killed, however. Instead, if the characters can capture the unicorn, Mother Stag claims that they can undo her corruption—and perhaps even convert her to more goodly ways. (In reality, the hags wish to capture the unicorn and force her to become their servant and mount.)

BRIDLE OF CAPTURING

To help the characters in this task, the three mothers have corrupted a *bridle of capturing* (see appendix C), which can control the unicorn and allow it to be led back to them. (Even though the bridle normally targets only beasts, the hags' magic allows this bridle to target Banrion specifically.)

CROWNS OF THE FOREST

The dryad-hags also lend each character a woven crown of willow branches—an uncommon magic item called a *crown of the forest*. They insist that the crowns be worn at all times for the characters' own safety, claiming (truthfully) that the crowns will allow the characters to see the sunbeam tripwires and step safely through them. However, the crowns also intensify the hags' illusion of themselves as dryads and Olitor as a satyr, make the unicorn Banrion appear to be a fiendish, haggard beast, and make the fey in the unicorn's care appear as vicious kobolds.

While wearing a crown, a character automatically fails any Intelligence (Investigation) check made to see through an illusion. An illusion that is touched still has its true nature revealed. However, a character wearing the crown has such a strong sense that the illusion is real that they might not know which of their senses to believe.

If a crown is closely examined by a character who succeeds on a DC 20 Intelligence (Nature) or Wisdom (Perception) check, or with a *detect magic* spell cast using a 3rd-level or higher spell slot, the nature of its magic is discovered.

THE MOTHERS' GUIDANCE

The dryad-hags lead the characters toward the clock tower bridge, but are too frightened of the unicorn to approach any closer. They leave Olitor to guide the characters the rest of the way. The satyr-redcap leads the characters to the edge of the ruins before sneaking off to hide and spy on their progress.

TREASURE

The cottage contains brewer's supplies, cook's tools, 250 gp, five potions (of your choice), and a *pot of awakening* (see appendix C).

CLOCK TOWER BRIDGE

As the characters make their way toward Banrion's lair, they come across the ruins of an old clock tower, which make an unusual and dangerous bridge.

The trees part to reveal the ruins of an ancient city. All that remains are worn flagstones covered in moss and lichen, toppled blocks of weathered stone, and a former tower fallen and now lying stretched across a fifty-foot-wide chasm.

The chasm fully circles an isolated plateau of rock at its center. More ruins rise atop this plateau, including sections of walls held together by the roots of stunted trees. On the near side of the chasm, the base of the fallen tower can be seen, reduced to a broken section of its former ground floor.

RUINS

This city once housed the *Infernal Machine* before Lum the Mad conquered those who dwelled here and took the machine with him when he departed. A successful

DC 12 Intelligence (Investigation) check reveals faded carvings on the stone blocks depicting stylized aspects of daily life (hunting, worship, warfare, and so forth, with humanoid figures dressed in archaic styles of clothing). Graven lines (representing silver wires) are seen throughout the image. Any character who follows the lines discovers that they converge at a huge central representation of a massive magical-mechanical device—the *Infernal Machine*.

FALLEN CLOCK TOWER

The collapsed structure crosses the 100-foot-deep chasm and appears extremely unstable. (Banrion can teleport across the chasm, but does so only rarely. Because she can teleport only once per day, she is wary of being stuck on the other side if the hags' servants are nearby.) The foundation of the tower still rests on the forest side of the chasm—and holds the instrument panel that formerly operated the tower's time mechanism.

The characters can attempt to cross over using the fallen tower as a bridge, or they might discover the controls within the foundation that allow the bridge to be stabilized.

MANUAL CROSSING

A character can attempt to cross the chasm using the exterior of the fallen clock tower as a bridge, or using its interior as a tunnel. Either way, the character must succeed on two DC 14 Dexterity (Acrobatics) checks to safely cross. Characters who are roped together gain no benefit for these checks, but are in a better position to help each other if one falls.

On a first failed check, pieces of the tower crumble and fall 100 feet to the bottom of the chasm, but the character is unharmed. On a second failed check, more crumbling rock trips up or batters the character, who takes 4 (1d8) bludgeoning damage and falls. A character who is not roped to another character or some solid part of the tower falls 100 feet, taking 10d6 bludgeoning damage.

If failed checks cause significant sections of the tower to crumble, you might decide that the DC of the check to climb across increases, or that checks are made with disadvantage.

USING THE CONTROLS

Within the foundation of the tower on the near side of the chasm, an instrument panel is built into the wall. Characters who have seen the planar craft in *Lost Laboratory of Kwalish* recognize the design of the panel, as well as the silver wires that connect it to the rest of the tower structure.

A successful DC 10 Intelligence (Investigation) or Wisdom (Perception) check notices two gemstone-like buttons lying on the ground nearby, one a deep red and one a light blue, and both made of some unknown material. The buttons are two of the missing components of the *Infernal Machine of Lum the Mad*, as the characters will discover.

Two empty slots in the panel once housed the components before they fell loose. A successful DC 12 Intelligence (Arcana) check identifies the components as

associated with the transmutation school of magic—and specifically, with the transmutation of time. If the components are placed back in the panel, a successful DC 14 Intelligence (Arcana) check allows them to be used to adjust a localized time field surrounding the tower in either direction.

Forward and Back. The red component allows the time field to be adjusted toward the future. If the check to do so is successful, the tower begins to rapidly age and crumble. If advanced too far, or if any check made to operate the red component is failed by 10 or more, the tower collapses into the valley with a resounding crash.

The blue component allows the time field to be adjusted toward the past. If the check to do so is successful, the tower begins to revert back to its original condition. If this process is stopped before the tower returns to its standing position, it becomes a stable bridge that can be crossed without ability checks.

Adjusting the time field affects only the tower. Other creatures and objects that might happen to be in or on the tower at the time remain unaffected.

BANRION'S LAIR

The rocky plateau beyond the chasm holds the crumbled shell of an ancient castle. Banrion the unicorn makes her home here, along with a number of goodly fey who shelter in a network of tiny tunnels within the ruins. Having long been hunted by the hags and their evil servants, these fey—including sprites, pixies, and good boggles and satyrs—are too weak and terrified to help in any fight.

The **unicorn** Banrion defends her home and its inhabitants with her life. If the characters threaten or attack her here, she fights to the finish, refusing to teleport away. But if the characters have peaceful intent (most likely because they saw through the dryad-hags' ruse, or they simply want to assess Banrion's nature themselves), they can approach unarmed and announcing themselves. With appropriate roleplaying or a DC 16 Charisma (Persuasion) check, Banrion accepts that the characters mean her no harm. If the hags are still at large, she beseeches the characters to help her defeat them.

BANRION'S OFFER

If the characters agree to fight the hags, Banrion joins them. But she asks that before the fight, the characters help escort the fey living in the ruins across the bridge, then manipulate the fallen clock tower back to its standing position. This seals off her plateau defensively, denying it to the hags in case she falls. (If she survives, the unicorn remains able to teleport across the chasm.) In this way, the characters discover the tower's controls if they have not already.

If asked, Banrion knows only that the clock tower was once part of an ancient city. She describes its controls as "a magical machine of gems and silver," but has not approached too closely for fear of the magic it radiates. As for who built the city, she cannot say, as it fell to ruin even before her time.

WHO'S WHO

In D&D canon, Lum the Mad discovered an artifact of unknown origin (reimagined in this adventure as technology from a crashed planar craft) and used it to conquer large territories in Greyhawk's world of Oerth. Opposing him was his former general, Leuk-O, who discovered a second artifact—a "relic of a visiting race of space travelers." This magic suit of powered armor became known as the *Mighty Servant of Leuk-O*.

TREASURE

If the stones and small tunnels beneath the plateau are searched, a successful DC 14 Intelligence (Investigation) check uncovers ten lengths of silver wire carefully twisted by the fey into delicate sculptures honoring Banrion. As art objects, the sculptures are worth 50 gp each.

AFTERMATH

If Banrion is bridled, she must obey the characters as they deliver her to the dryad-hags. Assuming the characters don't uncover the hags' deception (or if they don't care), the unicorn's fate is a sad one, as the woods fall under the Three Mothers' corruption.

In this event, some time after the characters depart, they are visited by a knightly **sprite** on a **stirge** mount, who has hunted the party down to demand a duel by combat. He explains what the characters have really done, and offers to lead the characters back to the woods to right their wrongs if they can be persuaded to.

If the characters defeat the hags, Banrion returns to prominence and drives the rest of the wicked fey out of the woods. Before the characters depart, she asks them to once more use the panel at the clock tower bridge, adjusting time back toward the past. Combined with her own magical influence, this allows the unicorn to separate the myconids from the trees, returning the woods to their former condition.

COMPONENTS

With the hags defeated, Banrion has no further need for the clock tower panel's magical power. She insists that the characters take the two components, both as a reward and as items worthy of magical study. (She is also keen to ensure that the panel can never be used again to adjust time, in case doing so causes the hags or their corruption to return).

If the characters research the components or the ancient city, a successful DC 18 Intelligence (Arcana or History) check leads to the discovery that the city was the site from which Lum the Mad seized the great artifact that bears his name—and that the two components were once part of that artifact.

Regardless of whether the characters take the missing components, their activity in the woods is eventually noted by spies of the two agents, Lynx Creatlach and Sir Ursas (introduced in chapter 2). If Olitor survives, the no-longer-disguised redcap is one of those spies, and has quietly worked for Lynx for years even while serving the hags.

CHAPTER 2: AN INVITATION EXTENDED



FTER THE CHARACTERS RETURN FROM THE woods (or at any appropriate time depending on which adventure hooks you've used), the party is sought out by two competing agents. Lynx Creatlach and Sir Ursas are both searching for any missing components from the *Infernal Machine of Lum the Mad*, and their spies have returned with news of the characters' knowledge or possession of the components from the clock tower. The agents look to meet with the characters, acquire the components they've found, and engage them to help find more.

If you did not run chapter 1, or if the party bypassed the clock tower entirely, you can have the agents simply contact the characters based on their reputation. Recovering the missing components is not a task for the faint of heart, and Lynx and Sir Ursas are looking for capable adventurers to help them.

BACKGROUND

Two archdevils—Zariel and Bel—have longed battled for control over Avernus, the first layer of the Nine Hells. To advance their cause, both archdevils plan to rebuild the *Infernal Machine of Lum the Mad*, then incorporate that artifact into a powerful infernal war machine. To this end, both devils have placed competing agents into the world, tasking them with collecting as many of the missing components of the *Infernal Machine of Lum the Mad* as possible.

These agents, Lynx Creatlach and Sir Ursas, know of one another and of their competing agendas. They each desire to meet the characters separately, hoping to engage them to collect more of the needed missing components.

Through their own research of legends, ancient texts, journals, and the like (as well as spying on one another), both agents have located additional missing components. However, recent expeditions to the locations described in these texts has proven fruitless, with the missing components revealed as lost, destroyed, or locked away beyond mortal reach. Each agent now desires to launch a new expedition to these locations—but to a different time in the past when the missing components might still be recoverable.

THE TWO AGENTS

The two agents reside in or close to the characters' current city or home base. If you are playing through *Baldur's Gate: Descent into Avernus*, you can arrange for both agents to reside in Baldur's Gate, where they seek the characters out after they arrive. Lynx and Sir Ursas both send couriers to deliver invitations to their respective manors.

SPECIAL DELIVERY

The two agents remain engaged in a constant war of espionage against one another. Even their couriers (both neutral human **spies**) compete to deliver their respective invitations first. Roll on the Courier Conflict table to determine the outcome of the couriers' mission.

COURIER CONFLICT

d100 Result

01–12	Lynx's courier (dressed entirely in white) arrives well ahead of Sir Ursas's courier. After delivering the invitation, the courier warns them against Ursas's courier (who is dressed entirely in black), and asks for help setting traps against the courier's arrival.
13–24	Lynx's courier arrives just ahead of Sir Ursas's courier. After delivering the invitation, the first courier waits nearby to ambush the second, in a location obvious to the characters.
25–37	Lynx's courier arrives and Ursas's never shows. Lynx's courier has already murdered their rival and hastily stashed the body, which is easily and eventually found in the area by the characters (along with the second invitation).
38–50	As 01–12 above, only Ursas's courier arrives well ahead of Lynx's.
51–62	As 13–24 above, only Ursas's courier arrives just ahead of Lynx's.
63–74	As 25–37 above, only Ursas's courier arrives and Lynx's never shows.
75–90	Both couriers arrive at the same time, and begin fighting immediately.
91–00	Both couriers have killed each other, with the characters stumbling across their bodies and both invitations.

INVITATION

Each invitation extends a formal welcome to the characters and a request to meet in person. The contents are short on details beyond the agent's name, but the invitation promises a lucrative reward for services rendered that will benefit all good and free folk, and includes a map to the respective agent's manor.

Due haste is also advised. Each invitation makes it clear that another, less scrupulous agent is interested in the characters as well, and cautions them against the machinations of this rival.

(Though both agents serve their patron archdevils with fierce loyalty, they are oddly loath to reveal the truth of the other agent's master and their rival's fiendish nature, for fear of their own master and nature being revealed in turn.)

ASSIGNMENT

When first met, each agent extends the same offer. If the characters have not already determined so on their own, the agent explains that the components they found originated in the *Infernal Machine of Lum the Mad*. They then offer to pay for those components already in the characters' possession, and to pay a handsome bounty

for the recovery of any additional components—2,000 gp for each component (negotiable up to 4,000 gp, especially if there's a competing offer from the other agent in play).

If the characters accept, the agent they strike the deal with provides them with information on where to seek the next missing components, as well as a special construct guide programmed to transport them through space and time to reach the site.

LYNX CREATLACH

Presenting herself as a tiefling rogue, Lynx Creatlach talks of how she retired as an adventurer to use her assembled fortune and collected antiquities in the service of nobler causes. Chief among those causes is the defeat of the servants of the archdevil Bel. An eccentric diletante, Lynx has had her thick horns intricately carved and inlaid with sigils and figures in silver, including multiple images of her namesake lynx. She has also lost one eye from old adventuring misfortunes, replacing it with a glass eye of hazy crystal. Several of her teeth have also been replaced with precious stones and metals.

In truth, Lynx is an active agent of Zariel but is no longer among the living. Rather, she's a lawful evil undead tiefling, with her skeleton specially crafted to retain her former skills and intellect, and bonded to an equally special flesh golem that she wears as a costumed skin. (If you are playing through *Baldur's Gate: Descent into Avernus*, this setup was one of Mad Maggie's creations while the hag was in Zariel's employ.) Beneath this golem costume, Lynx's bones are carved and silver-scribed in the same manner as her horns. She uses her skull, which is locked and accessed from inside the back of her mouth, as a container for her most private treasures.

LYNX'S MANOR

Lynx resides in a narrow, multistory house in a fine part of the city. While she claims ownership of the place, she has merely taken over the manor from its current owner. That owner (whose identity is left to your determination) is kept alive and bound within an extradimensional prison, treated as a permanent *Leomund's tiny hut* held inside a permanent *rope trick* spell that can be opened only by Lynx. When the rope from the spell hangs down, it is disguised as a curtain pull in the manor library.

If the characters accept Lynx's invitation, she meets them while strolling the long hallways of her manor, the walls of which are filled with fine paintings. Rather than noting their artists or subjects, however, Lynx describes each painting based on where she stole it from.

Servants. The house is also occupied by a dozen servants—all **cultists** of Zariel disguised in stolen livery.

LYNX'S GOAL

Lynx states that she seeks the missing components in order to complete her version of the *Infernal Machine of Lum the Mad*. Her plan is to use the powerful artifact to counteract the forces of the archdevil Bel working within Baldur's Gate. She admits a rivalry with Sir Ursas, who she says considers Lynx a criminal for her past adventuring ways and now constantly seeks to thwart her. Lynx further states that Sir Ursas wants the missing components for his own lost cause of leading a war

THE RIGHT HEROES FOR THE JOB

The need to send adventurers back in time can dovetail nicely with the characters' collection of the components in part 1 of the adventure. The ability of those components to manipulate time might be the key that allows Lynx or Sir Ursas to upgrade their construct servants with time travel capability. This gives the agents even more reason to want to bring the characters into their fold, and makes them even more eager to deal for the characters' components.

in the Nine Hells, which would invariably result in the components falling into diabolical hands.

As she talks with the characters, Lynx relates that several of the missing components are mentioned in various legends surrounding the Tomb of Horrors, but recent expeditions sent to the tomb have all failed to return. Lynx believes that an expedition should instead be sent to an earlier time in the tomb's construction, when the missing components are known to be there. She further theorizes that existing components of the *Infernal Machine* (either those the characters have brought to her, or those already in her possession) could allow time to be manipulated in some localized fashion within the tomb.

Lynx is aware that Sir Ursas has knowledge of other missing components that might relate to an ancient Temple of Moloch.

MECHANICAL GUIDE

Lynx has pulled a component from her version of the *Infernal Machine* and installed it in a magical construct resembling a silvery skeleton with decorative wings, nicknamed Eludecia. (If you connect this adventure to *Lost Laboratory of Kwalish*, the construct has been built from one of Kwalish's old designs.) If the characters possess any missing components, she asks to buy those so that they can be added to the construct as well.

See the "Mechanical Guides" section below for information on Eludecia's statistics. The construct travels with the characters, and can magically teleport them to either the Tomb of Horrors or the Temple of Moloch, transporting the party to either location in the distant past.

SIR URAS

The warrior Sir Ursas strikes an imposing figure—a massive, muscular warrior with one arm replaced with a grizzly bear's paw grafted at the elbow. He grows his dark hair long and shaggy, his eyes are bloodshot, and his complexion is consistently ruddy as if from some combination of exercise, exertion, and bellowing at subordinates. Ursas proudly claims to be the very figure depicted in *A Paladin in Hell*—a painting that has become famous throughout Faerûn—and that he lost his arm on that expedition, fighting the forces of the archdevil Zariel.

However, Sir Ursas is hardly the honorable knight he presents himself as. He is secretly a warrior in the service of Bel, and has sworn vengeance against all those who would oppose Bel and the archdevil's struggle to reclaim Avernus—especially followers of Zariel.

See appendix B for Sir Ursas's stat block.

A PALADIN IN HELL



SUTHERLAND

SIR URASAS'S MANOR

Sir Ursas resides in a veritable stronghold located outside the city limits. Its grounds are surrounded by a vast and intricate hedge maze under a permanent *guards and wards* spell. Any creature navigating the maze on their own without guidance must succeed on a DC 18 Wisdom saving throw or become disoriented and lost. Such creatures are unable to find their way to the manor, as all paths appear to only exit the maze.

If the characters accept his invitation, Ursas meets them at the maze's entrance and guides them to an ornate gazebo in a hidden courtyard to talk.

Servants. The stronghold is also occupied by a dozen mercenaries—all **cultists** of Bel who appear as burly and brutish fighters.

SIR URASAS'S GOAL

Ursas states that he seeks the missing components in order to complete his version of the *Infernal Machine of Lum the Mad*. When complete, the powerful artifact will allow him to finish the military campaign he started long ago, letting him return to Avernus and take on the forces of Zariel. Further, he is open about his rivalry with Lynx. He claims that the retired rogue is after the missing components only to add them to her collection of stolen rarities, and that she has no intention of putting them into the service of good.

As he talks with the characters, Sir Ursas relates that several of the missing components are mentioned in legends surrounding an ancient Temple of Moloch. Recent expeditions there have found the temple ruined and looted, and the missing components are long gone. Ursas believes that an expedition should instead be sent to an earlier time in the temple's history, when the missing components are known to be there. He further theorizes that existing components of the *Infernal Machine* (either those the characters have brought to him, or those already in his possession) could allow time to be manipulated in some localized fashion within the temple.

Ursas is aware that Lynx has knowledge of other missing components that might relate to the Tomb of Horrors.

MECHANICAL GUIDE

Sir Ursas offers the characters the services of a magical construct built to resemble a smaller version of the *Mighty Servant of Leuk-O*, and which is nicknamed Luke. The construct is powered by one of the *Infernal Machine* components Ursas has collected. If the characters possess any missing components, he asks to buy those so that they can be added to the construct as well.

See the “Mechanical Guides” section below for information on Luke’s statistics. The construct travels with the characters, and can magically teleport them to either the Temple of Moloch or the Tomb of Horrors, transporting the party to either location in the distant past.

EXPEDITION OPTIONS

This adventure is designed to provide plenty of options for you as the DM, and to help give the players a strong sense of agency and choice.

AGENTS

The characters can ally themselves with either agent, whether choosing to deal with the first agent they meet, or meeting both before making a choice. They might even meet with both in order to play one against the other. They might distrust both agents and ally with neither, instead undertaking the adventure on their own to capture the missing components and prevent them falling into the wrong hands. In the latter case, you simply need to arrange for them to gain access to their own mechanical guide, whether through theft, purchase, or an alternative patron (such as Kwalish).

LOCATIONS

Depending on which agent they ally themselves with, the characters will initially travel to either the Tomb of Horrors or the Temple of Moloch. If you want to focus on only one location in the adventure, that’s fine. But plot hooks and NPC interactions at each location give you lots of opportunity to inspire or compel the characters to travel to the second location, either after or in conjunction with exploring the first location.

MECHANICAL GUIDES

Each mechanical guide is programmed to teleport through space and time to the adventure’s set locations, effectively dropping the characters at the start of chapter 3 or chapter 4. Each guide can return to its agent’s manor at any time.

Each guide is an unaligned Medium construct with AC 20, 50 hit points, and a speed of 20 feet. It has no attacks, and has a +0 modifier for all its ability scores.

Each guide has 6 charges, and regains 1d6 expended charges daily at dawn. Teleporting itself and the party to either adventure locale or back to its home manor costs a guide 1 charge. A guide can also be commanded to spend 1 or more charges to manipulate time in the local area at either adventure location. See “Manipulating Time” below for more information.

All damage dealt to a guide can be restored during a long rest with a successful DC 14 Dexterity check using thieves’ tools or tinker’s tools. A damaged guide can also be restored to full hit points by the use of a *mending* spell or similar magic. If reduced to 0 hit points, the guide is destroyed and no longer functions—possibly stranding the characters in the distant past. Chapter 3 and chapter 4 each offer appropriate suggestions for how the characters might repair or replace a destroyed guide.

Each guide follows the party and obeys all the characters’ commands. If two characters issue commands to the guide at the same time, you decide how the commands are resolved.

WORKING BOTH SIDES

If the characters meet with both agents, they might agree to work for both without the other agent knowing. In that case, it’s possible that they acquire both mechanical guides. You can decide whether the programming of the two constructs causes them to bicker and one-up each other—or whether each guide attempts to sabotage and destroy its counterpart. Or you might decide that

they develop a mutual respect for each other, perhaps even becoming friends as a result of their shared adventures. If on friendly terms, a guide can restore any damage dealt to its counterpart during a short rest, by willingly sacrificing parts for the other.

MANIPULATING TIME

The ability to manipulate time at either the Tomb of Horrors or the Temple of Moloch is a fun part of the adventure, so make sure the players are clear on the parameters for doing so. The following information reflects what the characters learn from the mechanical guide they work with:

- The *Infernal Machine* components placed into the mechanical guides allow the characters to order a guide to spend 1 or more charges to alter time within individual areas of the Tomb of Horrors and the Temple of Moloch. If the localized time in an area at either site can be altered, that area's description has a "Manipulating Time" section, detailing the effects that result when a mechanical guide spends charges to alter the flow of time in that area.
- A guide spends 1 or more charges using its action. Commanding a guide to spend a charge requires no action.
- Neither the characters nor the agents know in advance which rooms are subject to localized time effects, which areas can be affected by multiple charges, whether spending charges advances or rewinds time, or if the effects will be helpful, harmful, or simply wondrous in nature. Ultimately, some amount of experimentation might be necessary.

By spending 1 or more charges in an area, a mechanical guide alters the flow of time within that area in a limited way. As time flows forward or backward, the characters see the area and its occupants move like ghosts into the future or the past, then settle back into the normal time frame once more. As was seen at the clock tower in chapter 1, this time manipulation affects only the immediate area and that area's original inhabitants. The characters, any creatures accompanying them, and any creatures that enter the area while time is shifting are not affected.

For example, having a mechanical guide spend 1 or more charges in a specific room might cause that room's occupants to move to a different location, as local time speeds forward or back to a point when those occupants are going on or off duty, starting or ending a rest period, and so on. The characters and other outside observers see the affected occupants retreating or advancing in time, but cannot interact with them.

Once the affected creatures arrive at their new time and location, they start acting as they normally would from that point forward. This means that creatures going back in time have their memories revert, such that they forget any interactions with characters in the area they just left. Likewise, time-manipulated creatures will suddenly "discover" characters if they encounter them in the area where they return to normal time.

By manipulating time in either adventure locale, NPCs and monsters can be moved into new positions so that combat can be avoided (even if that combat is

already underway). Likewise, characters who fail badly in negotiations with NPCs can try to wind back the clock to replay those negotiations as desired.

CHAPTER 3: CONSTRUCTION OF HORRORS



HE TOMB OF HORRORS IS ONE OF THE most legendary dungeons in the multiverse. Shaped by the demilich Acererak as a testing ground for would-be heroes—and as a place to steal the souls of those heroes whose skills were found wanting—the tomb has claimed countless lives over millennia, and even some of the most hardened adventurers would think twice about entering those deadly halls. But by going back into the past, the characters have a chance to explore a version of the Tomb of Horrors that few have ever seen, and to engage one of the world's deadliest dungeons on their own terms.

BACKGROUND

According to legend, Acererak was a tiefling fathered by a balor named Tarnhem. In his youth, he studied spellcasting under Vecna, and has since become an archmage of surpassing evil. While researching the means to achieve lichdom, Acererak built a number of dungeons and tombs, including his famed Tomb of Horrors. Those dungeons were created partly as a means to draw out and defeat those adventurers driven to seek and destroy him—and partly to claim those adventurers' souls to feed his phylactery.

Even after Acererak eventually became an archlich whose dark plots would threaten the world, he left behind the Tomb of Horrors as a monument to his greatness. But in its earliest stages, the tomb was a very different sort of place.

By traveling to the Tomb of Horrors in the past, the characters arrive with the place still under construction. The artificer Moghadam serves as the tomb's chief architect, overseeing its construction in initial areas dug out by enthralled umber hulks and refined by master artisans. As part of the unprecedented levels of magic used to create the deadly traps in the Tomb of Horrors, Moghadam has installed several of the missing components from the *Infernal Machine of Lum the Mad* at the site. These components are used to draw magical energy from the life force of creatures sacrificed on Acererak's orders—including the archmage's own father, the balor Tarnhem.

Over the years of the tomb's construction, Moghadam and his rival artificer, Thessalar, have competed fiercely against each other's endeavors. Moghadam takes pleasure in having lured away several sculptors from Thessalar's temple to help with the tomb's construction. He has also recently sent a party of thieves and a master gemsmith to his rival's temple, instructing them to steal the temple's two most famous gems—set into the eyes

of a great statue of Moloch—for use in the creation of Acererak's jeweled demilich skull. Unfortunately, those thieves have failed to return, and are presumed captured by Thessalar.

WHO DWELLS HERE?

This version of the Tomb of Horrors takes place in the distant past, when various legendary figures of in-game history (Acererak included) still operate as mere mortals. Several of such figures have been included as NPCs, but you should not treat this adventure's approach to those characters as canon. Rather, use them to flesh out this particular adventure in "what-if" fashion. Alternatively, if you prefer not to populate the adventure with such prominent names, you can substitute those characters with unnamed general NPCs who can fill the same roles.

Some of the NPCs in this section of the adventure (including Moghadam) are a much more potent threat than characters of the lower levels suggested for the adventure can safely deal with. The players should be forewarned that their characters should treat with such legendary figures carefully—a warning that is repeated by whichever agent the characters are dealing with.

MOGHADAM

A legendary evil human artificer, Moghadam has long sought out interesting challenges for his immense intellect. As such, he considers the design of the Tomb of Horrors to be his masterwork. If questioned about his motivations, he claims that Acererak took his family hostage, and will not release them until Moghadam completes his work. The truth is that the artificer has no family. He delights in creating despair, and works on the tomb in the hope that his name will go down alongside Acererak's in legend.

Moghadam competes with a rival artificer named Thessalar, who operates out of a temple dedicated to Moloch some distance away. Moghadam has lured away several of Thessalar's expert sculptors to come work on the tomb, promising them great wealth that he has no intention of paying. More recently, the architect sent his own expert gemsmith along with a group of thieves to the Temple of Moloch, so that they might steal the gemstone eyes from its most famous statue. However, the thieves were captured, and Moghadam is now without the gemstones or his gemsmith, and plots the means to seize both.

See appendix B for Moghadam's stat block.

NOLZUR

Fated to one day become a spellcaster of great renown, Nolzur (a neutral male human **master thief**) has not yet begun to hone his magical art in this time, but has already started a specialization in alchemy that will one day lead to the crafting of such items as his famed *Nolzur's marvelous pigments*. In this age, Nolzur most recently studied with Thessalar, learning secrets of alchemy and infusing his own blood with strange and dangerous properties. Moghadam learned of all this and captured Nolzur. He is now held in the tomb, with his blood used as a base material for magic pigments.

WHO'S WHO

According to game lore, Nolzur belonged to the Company of Seven, a famed group of adventurers whose names are immortalized in spells, artifacts, and magic items such as *Keoghtom's ointment*, *Quaal's feather token*, *Heward's handy haversack*, and *Tasha's hideous laughter*. Nolzur was a noted thief, illusionist, and alchemist, most famous for creating *Nolzur's marvelous pigments*.

PENTIVAL

A lawful good male half-dragon paladin in the service of Pelor, Pentival ventured to the tomb worksite along with several fellow paladins, drawn by rumors of a powerful balor bound there. Acererak spread these rumors, relying on combat between Pentival and Tarnhem to weaken them both, after which he could capture and imprison them for his own purposes.

Pentival uses the **half-red dragon veteran** stat block, but has the form of a gold dragon. He can be found in the chapel of evil (area 14), forced to take part in the evil ceremony there. Though Pentival has been forced to watch his fellow paladins succumb one by one to the ceremony, he has so far held out, his devotion somehow keeping him alive.

PHENEX

An **incubus** cleric of Vecna, Phenex came to this world by way of the jungles of Chult. He first occupied an abandoned temple filled with girallons, where Acererak found and recruited him with promises of power and glory.

Although Phenex remains fanatically loyal to Vecna (even to the point of removing one of his eyes and his left hand), Acererak finds him useful to his own cause as well. (The mortal Acererak still ostensibly pledges his own faith to Vecna at this time.) Since arriving at the tomb along with many of his girallons, Phenex has magically grafted on a second set of arms, making him resemble something of a girallon himself.

TARNHEM

A powerful **balor** and Acererak's father, Tarnhem has been tricked into imprisonment by his son. Above all else, the demon desires his freedom, and is willing to promise anything to those who can offer it to him.

MISSING COMPONENTS

The missing components of the *Infernal Machine* at this location can be found in the chapel of evil (area 14), worked into the altar. They resemble the components found at the clock tower in chapter 1, being gemstone-like buttons made of some unknown material, all a deep sapphire blue.

MECHANICAL GUIDE

If the characters' mechanical guide is lost or destroyed while they explore the Tomb of Horrors, you can make use of a number of options to keep the characters from remaining stranded in the past. Moghadam might offer to repair or rebuild the guide for a suitable price, and Thessalar makes the same offer if an overland trek

is made to reach him. (The sculptors in the tomb possess maps showing the way to the Temple of Moloch.) Tarnhem might also be able to help restore a fallen guide using his powerful fiendish magic, but only if the characters are willing to make a deal with the demon and free him.

EXPLORING THE TOMB

Compared to the original *Tomb of Horrors* adventure, this version of the tomb is still in the early stages of its construction. Areas 1 to 18 match the well-known maps of the tomb closely, but the sections of the tomb beyond those areas have not yet been constructed.

Numbered locations are keyed to the map on page 18.

HILLSIDE

From the characters' arrival point, a busy vista unfolds at the construction site.

Construction of the Tomb of Horrors is well underway, focused on three tunnels being dug into the north end of a flat-topped hill covered in ugly weeds, thorns, and briars. An active workers' camp occupies the north end of the hill, above the tunnels.

The rocky hill into which the tomb is being built is approximately six hundred feet wide, nine hundred feet long, and sixty feet high. Characters who ascend the hill to search the top discover a number of large black rocks dumped there. (The rocks will later be placed into the pattern of a grinning humanoid skull). A successful DC 18 Intelligence (Arcana, Nature, or Religion) check identifies the rocks as the remains of living creatures that have been reshaped to stone by dark magic. (These are the remains of worshipers from area 14.)

ENTRANCE PORTALS

The three openings across the north side of the hill lead to areas 1 to 3. With a successful DC 12 Wisdom (Perception) check, characters atop the hill can observe umber hulks and their handlers traveling to and from area 2, and humanoid workers moving to and from area 3. Area 1 appears deserted.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes several workers to emerge from inside the tomb, hauling a large black rock to add to the pile atop the hill.

WORKERS' CAMP

A number of tents along the north side of the hill house the tomb's workers, their food storage, equipment depots, latrines, and so forth. These workers include two dozen neutral dwarves split into two gangs. A surly, browbeaten lot, they have no interest in who the characters are or what their business at the tomb is. If talked to, they grumble about their poor food and lack of pay, with the two groups blaming each other for every worksite mishap and grievance. They flee into

the tomb if threatened, but fight with picks and shovels if cornered.

Each worker uses the **cultist** stat block with the following changes:

- They are neutral, have a speed of 25 feet, and speak Common and Dwarven.
- They have darkvision out to a range of 60 feet.
- They have advantage on saving throws against the poisoned condition and resistance to poison damage.
- They have a +4 bonus to Intelligence (History) checks related to the origin of stonework.
- Their attacks with picks or hammers are treated as a scimitar attack that deals bludgeoning or piercing damage.

UMBER HULK HANDLERS

Three neutral evil dwarf **cult fanatics** wear spiky leather armor and serve as handlers for the pair of umber hulks found in area 2. They know certain command words that magically compel the hulks' obedience. The handlers carry long hooked poles to prod the hulks, and which are also enchanted to magically open and close the stone slab in area 2.

If approached, the handlers refer characters to Moghadam in area 1. If combat breaks out, they flee to area 2 and release the umber hulks, ordering them to dispose of the intruders. They step up to fight for themselves only if all else fails.

TREASURE

Little of value can be found in the camp aside from personal effects. These effects include several letters offering high wages for construction workers, signed by Moghadam.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes a number of the dwarves to erupt into squabbling, allowing the characters to approach any of the tomb entrances without notice.

1. OFFICE OF THE ARTIFICER

This entrance opens up to a large stone chamber. At the far end, an intense-looking man stands behind a large stone table covered in a dense layer of plans, drawings, and other documents. Tiny wax golems, their heads all lit wicks of flame, flit about the place, keeping the objects under his gaze well illuminated.

The man raises his head and intones: "So, you've come to engage in this grand endeavor. Are you miners, sculptors, artists? Or, I suspect, something else entirely?"

Moghadam the artificer manages the design and construction of the Tomb of Horrors from this office. He knows he has nothing to fear from the characters, and has little personal loyalty to Acererak. As such, he is happy to listen to any tale the characters tell, and to entertain any deal they might offer.



MOGHADAM'S BARGAIN

Moghadam knows about the *Infernal Machine* components in the tomb, and is quick to negotiate with the characters for them. In truth, he has no intention of parting with them and looks to subvert any deal, ideally by luring the characters to the evil chapel (area 14).

The artificer talks of having a number of tasks that the characters can help him with, and says he will trade the components for either of the following:

- The characters must travel to the Temple of Moloch (see chapter 4) to rescue the gemsmith Seodra and any surviving thieves sent there. They must then help those operatives complete their mission to steal the gemstone eyes from the temple's greatest statue.
- The characters can instead travel to the temple to facilitate a prisoner exchange, taking Nolzur and some of the sculptors working the tomb to exchange for the gemsmith.

The distance between the Tomb of Horrors and the Temple of Moloch is left to your determination, as are the details of the overland journey. If you don't want to play out that journey, the characters' mechanical guide can use its teleportation ability to take them to the temple.

If the characters have already been at large within the tomb and caused trouble, Moghadam might decide he's better off being rid of them. In that event, he might offer to trade the components in exchange for the characters meeting with Phenex and assisting in his ceremony (expecting that the priest will dispense with them), or recapturing the balor if the characters' actions have freed it (hoping that the resulting battle finishes the characters off).

If the characters enter into a deal with Moghadam, he writes them a magic pass that allows them to travel the tomb without being attacked by the girallons therein. Moghadam can communicate telepathically with anyone carrying a pass, and can teleport into an unoccupied space next to anyone carrying a pass.

TREASURE

The stone tablet here is the first piece of stone cut for the tomb's excavation. It holds a number of important documents of Moghadam's creation, including the master map of the tomb. This map features a notation in Undercommon: "The true master of the tomb is he who plans its construction."

Characters who have a chance to look around this area can also find calligrapher's supplies; a forgery kit; *spell scrolls* of *arcane lock*, *glyph of warding*, and *legend lore*; a *wand of secrets*; and a strongbox containing 30 pp.

2. UMBER HULK PEN

Before its eventual conversion into a false tomb entrance, this tunnel is being used to house a mated pair of umber hulks used as labor for the tomb's construction. During the day, they carve out tunnels for the tomb. At night and while their handlers take breaks, they are kept behind a 10-foot-thick stone block that is magically slid across the tunnel.

CREATURES

The two **umber hulks** have symbols magically scribed on their mandibles by Moghadam, placing them under the effect of a permanent *dominate monster* spell. Their handlers (at area B when the characters first arrive) know the command words that compel the hulks into service.

Unless ordered otherwise, the umber hulks stay in this area, defending themselves if necessary. If the characters are at the tomb site long enough, they might witness the umber hulks carving out new areas of the dungeon in the blank part of the map.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the umber hulks to either return here to rest if they are elsewhere, or to depart for the tomb to begin work, opening or closing the stone slab accordingly.

3. ENTRANCE TO THE TOMB

This broad tunnel is currently being shaped into the tomb's elaborate entryway. This is an active site, featuring a number of artisans working by lantern light to plaster the walls and paint them with bright, colorful murals. Other artisans are covering the floor in an elaborate mosaic featuring a distinct winding path of red tiles, some of which cross over a series of open pits.

This area is noisy with the sounds of hammering and stone cutting coming from the west (areas 8 and 10). If the umber hulks are digging, a rumbling can also be heard to the east. But even over all that, the characters can hear a rhythmic chanting coming from the south (carried from the chapel of area 14 by the magic of Phenex's ceremony).

CREATURES

Twelve neutral tiefling muralists work here, constantly mixing fresh pigments to be applied to the plaster walls. A muralist uses the **cultist** stat block with the following changes:

- It knows the *thaumaturgy* cantrip.
- It has resistance to fire damage.
- It has darkvision out to a range of 60 feet.
- It speaks Common and Infernal.

A successful DC 14 Wisdom (Perception) check made by any character looking over the pigments being prepared identifies the ingredients as including impossibly bright-red blood. If questioned, the muralists talk of working in the tomb in the service of its art, which transcends all other concerns. They direct the characters either to Moghadam or onward to Phenex in response to any other questions.

MURALS

If the murals are examined, read the following (from the original *Tomb of Horrors*):

The scenes painted show fields with kine grazing, a copse with several wolves in the background, slaves (human, orc, elf, and strange human-animal mixture: pig-human, ape-human, and dog-human) going about various tasks. Certain of the frescoes show the rooms of some building: a library filled with many books and scrolls, a torture chamber, a wizard's workroom. Chairs, windows, boxes, bales, doors, chests, birds, bats, spiders, and all manner of things are shown on the walls.

LOOKING SOUTH

The muralists' lantern light illuminates the north half of this area. The details of area 6 are visible only when characters with darkvision or a light source move close enough to the end of the hall.

OPEN PITS

In several places, the winding mosaic path crosses over a series of open pits yet to be covered and concealed. The first four pits are each 10 feet deep and empty except for refuse.

The pit leading to area 7 is 30 feet deep and contains a ladder. Characters who watch this area long enough see the muralists periodically climb down into this pit, then later return with vials of bright-red blood (claimed from Nolzur in area 7) to be mixed into new pigments.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes one of the muralists to descend the southernmost pit to collect more blood from Nolzur (held in area 7). If Nolzur has been rescued, the muralists report this to Moghadam, who rallies available workers to hunt for the missing thief.

4. SIDE ENTRANCE

This section of the wall has not yet been plastered or painted over, leaving an open doorway leading west. The pit before the doorway is crossed by a series of wooden planks.

5. CONTROL ROOM

Through a stone archway, several banks of panels and instruments can be seen lining the walls. They crackle with sparks of eldritch energy, their dials and controls moving of their own volition.

Commissioned by Acererak, the wizard Tuerny built these controls for the balor's prison in area 6. A successful DC 12 Intelligence (Arcana or Investigation) check identifies a number of silver wires that lead from these controls into area 6 and are attached to the imprisoned balor.

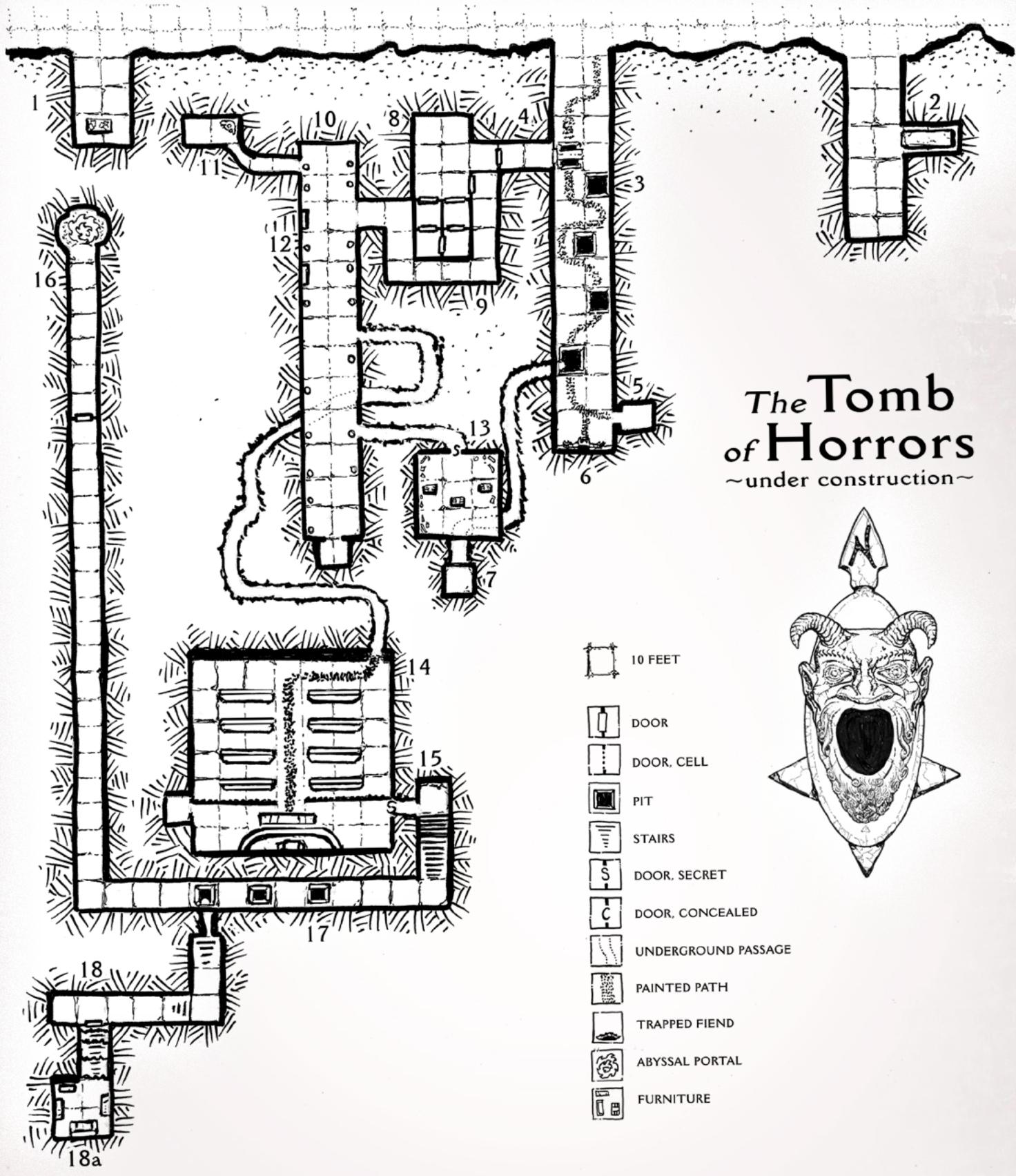
Anyone attempting to disrupt the controls or the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The controls and the wires are self-repairing, and cannot be severed or destroyed. However, if the ceremony is disrupted, the controls here can be set to free the balor.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area drains more energy from the balor, causing him to fall unconscious in area 6.

WHO'S WHO

The wizard Tuerny was the creator of the long-lost artifact called the *Iron Flask of Tuerny the Merciless*, used to trap demons, devils, and other creatures. This artifact later became the model for the lesser-but-still-legendary magic of the *iron flask*. According to lore, Tuerny became a nalfeshnee demon before vanishing from history.



6. CAPTIVE BALOR

At the end of this hall, some sort of horrible binding process is underway. A balor is held against the wall, pressed in against the stonework design of a great green devil's face. A black sphere holds the demon in place, and appears to be slowly draining away its essence.

The balor Tarnhem is bound here by the magic of Acerarak, who has fashioned a device from a *sphere of annihilation* that slowly drains away Tarnhem's essence to fuel the magical workings of the tomb.

A successful DC 12 Intelligence (Investigation) check identifies a number of silver wires attached to the Balor and running to the control room (area 5). Anyone attempting to disrupt the controls or the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The controls and the wires are self-repairing, and cannot be severed or destroyed.

BARGAINING WITH TARNHEM

If the characters are free to speak with Tarnhem, the balor asks them to disrupt the ceremony in the chapel (area 14), and then set the controls in area 5 to release him. To convince them to do so, the fiend promises anything within his power. As a show of good faith, he can relate how to safely open the treasure chests in area 13, and how his weapons have been taken to the chapel (area 14) and worked into the altar there.

Tarnhem uses the **balor** stat block with the following changes:

- While held, Tarnhem is incapacitated but can still speak.
- Until he recovers his weapons from the chapel, his Longsword and Whip actions are replaced by the following action option: **Fist of Retribution**. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit*: 13 (2d4 + 8) bludgeoning damage plus 7 (2d6) fire damage.

If released, Tarnhem upholds any agreement he made to not harm the characters. He instead focuses his wrath on Moghadam and Phenex, hunting both down before vanishing into the rift to the Lower Planes in area 16.

If the balor is released, the sphere binding him becomes a *sphere of annihilation* and is unmoored. It travels throughout the tomb at random, though is confined by the tomb's magic to stay within its rooms and corridors rather than boring through the walls. This sphere can be controlled as normal while within the tomb, but it cannot leave.

If Tarnhem is not freed, the balor is eventually drained away to become part of a horrible monument. His life force fuels the black sphere in the mouth of the great green devil face in this area when the Tomb of Horrors is complete.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area reverts Tarnhem to an earlier period before so much of his life force was drained, awakening him if he is unconscious.

7. FORSAKEN PRISON

A narrow crawl space leads here from the southernmost pit in the entrance hall (area 3). At the bottom of a 10-foot drop at the end of the crawl space, a miserable cell holds a solitary prisoner. The artisan Nolzur (a neutral male human **master thief**, but he is reduced to 1 hit point) has been captured and held here, his alchemical blood continually drained to create the magic pigments used to paint the tomb's murals. The muralists drain him with tools crafted from the beaks of stirges, keeping him barely alive with healing magic.

Nolzur is too weak to escape on his own, but if rescued and provided healing and nourishment, he gladly aids the characters in any way. This includes telling the characters the general layout of the Temple of Moloch, and revealing Thessalar's vulnerability to magic potions and salves that restore hit points (see "Who Dwells Here?" in chapter 4).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes one of the muralists to arrive here to collect more blood, for use in either area 3 or 10. Spending 2 charges also restores a measure of health to Nolzur, equivalent to the effect of a *cure wounds* spell.

8. SCULPTORS' WORKROOM

This workspace is used by a number of neutral human sculptors creating objects for use in the tomb. Five are present when the characters first enter this area, watched over and assisted by a **girallon**. The sculptors (use the **cultist** stat block) traveled here from the Temple of Moloch under the false promise of fabulous payment for helping construct the tomb. They have since found themselves unable to leave.

The sculptors seek assistance to escape the tomb, and provide whatever information they know in exchange for aid. They can relate how the rest of the sculptors (in area 10) are devising a means of escape using a set of superior mason's tools hidden there, and that these tools can also weaken the eidolon in the Temple of Moloch (see area 25 in chapter 4). They also know that the muralists are loyal to Moghadam and cannot be trusted.

The rhythmic chanting magically carried into area 3 grows louder in this area.

NOLZUR'S GIFT

If the characters help him escape from the Tomb of Horrors, Nolzur later sends them a set of his *Nolzur's marvelous pigments*, which magically arrives wherever and whenever they end up after the adventure is done. The delivery also contains a small, unpainted miniature figure representing each character. Each figure is a tiny clockwork device. If painted and kept on hand, the figures secretly animate to help the characters with small tasks whenever they sleep.

CREATURES

Under the command of Phenex (area 14), the **girallon** has been ordered to obey the sculptors as they work, but to not allow them to leave the tomb. The creature carries torches in two hands to provide light for the sculptors. With the other two, it holds out hammers, chisels, and other tools as needed.

The girallon challenges the characters unless they bear one of Moghadam's magical passes. In combat, it uses the implements it holds as weapons. Use the statistics for the girallon's claw attack, but a hammer attack deals bludgeoning damage and a chisel attack deals piercing damage. A torch attack deals bludgeoning damage plus 2 (1d4) fire damage.

TREASURE

The girallon wears a golden armband (worth 250 gp) on one of its left arms, scribed by Moghadam with magical symbols that place the creature under the effect of a permanent *dominate monster* spell. Phenex (area 14) knows the command words that compel the girallon into service.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the girallon to leave. Roll a d4. On a 1–2, the girallon checks in with Moghadam in area 1. On a 3–4, it goes to see Phenex in area 14.

9. ARTISANS' CHAMBERS

This connected series of rooms are currently being used as small apartments and storerooms for the muralists and sculptors laboring inside the tomb. The rooms are small, sparse, and minimally furnished.

The rhythmic chanting magically carried into area 3 grows louder in this area.

TREASURE

These areas contain only personal effects, including several invitations sent from Moghadam for employment at the tomb and offering exorbitant wages. As well, one of the artisans has a map showing the overland route from the Temple of Moloch to the Tomb of Horrors.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes 1d4 + 1 artisans to either return here from their labors, or depart for their work.

10. GREAT HALL OF SPHERES

This area is being crafted into a second grand hall. Like the entrance hall, it is a busy and noisy work site. A number of artisans are plastering the walls and painting them with bright, colorful murals that include large spheres of different colors. Other artisans work at stone cutting. Watching over them all is a massive four-armed girallon, helping to light the area by holding torches in each of its hands.

CREATURES

Five neutral human sculptors (use the **cultist** stat block) originally from the Temple of Moloch are here creating stonework for the tomb. Desperate to escape, they are working on a secret plan.

Eight neutral tiefling muralists are plastering and painting, as well as covering the floor with inlaid tiles. They use the same statistics and respond to questions in the same way as the muralists in area 3.

The **girallon** is under orders to obey the workers but not to allow them to leave the tomb. It challenges the characters unless they bear one of Moghadam's magical passes, using the torches as weapons. Use the statistics for the girallon's claw attack, but a torch attack deals bludgeoning damage plus 2 (1d4) fire damage.

MURALS

If the murals are examined, read the following (from the original *Tomb of Horrors*):

The walls are being painted with figures of animals, strange signs and glyphs, and humanoids posing with spheres of different colors.

Golden Sphere. Only one of the spheres has special significance: a golden sphere located in the northwest corner that covers the entrance to area 11. The entrance can be noticed behind the sphere, whose magic does not yet fully conceal it. However, that magic prevents anyone carrying any gold or wearing any clothing that is gold in color from passing through the sphere.

Open Passageway. One section of the east wall has not yet been plastered or painted over, revealing the passageway to the chapel (area 14). The rhythmic chanting magically carried into area 3 grows louder still at the entrance to the passageway. A successful DC 14 Wisdom (Perception) check identifies the chanting as belonging to some sort of ritual involving enchantment magic.

TREASURE

The girallon wears a golden armband (worth 250 gp) on one of its left arms, scribed by Moghadam with magical symbols that place the creature under the effect of a permanent *dominate monster* spell. Phenex (area 14) knows the command words that compel the girallon into service.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the girallon to leave. Roll a d4. On a 1–2, the girallon checks in with Moghadam in area 1. On a 3–4, it goes to see Phenex in area 14.

11. ESCAPE ROOM

The sculptors have utilized this side chamber to plan their escape, though none of them are present when the characters first come here.

The room is occupied by a life-sized sculpture of a winged girallon. Once it is finished, the sculptors plan to animate the statue using the information from half a *manual of stone golems* in their possession. The manual

was torn in half and taken from the Temple of Moloch, where the other half still resides. If brought to life, the statue uses the **stone golem** stat block, and the sculptors use it to attack the tomb's girallon guards and flee.

If the characters earn the trust of the sculptors, the sculptors estimate completing the statue will take three days. They ask the characters to help buy them this time.

TREASURE

The partial *manual of stone golems* is hidden beneath a pile of rocks in the corner of the room, and can be found with any search of the area. Even incomplete, it is worth 500 gp.

Additionally, the sculptors store a set of superior mason's tools here. These tools grant advantage when used to make an appropriate crafting check, and are worth 500 gp.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area either brings the statue one day of work closer or further from completion (a 50 percent chance for either).

12. FALSE DOORS

To gain time to complete their statue in area 11, the sculptors spend much of their time building, destroying, and rebuilding a number of false doors here in the great hall. Two such doors are marked at area 12 on the map.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area creates or removes a false door at random.

13. CHAMBER OF THREE CHESTS

This treasury holds resources for the construction of the tomb, including precious metals and gemstones stored here for safekeeping. A number of bones from former prisoners and creatures lie heaped about these materials, acting as magical guardians for three chests—one made of gold, one made of silver, and one made of oak.

The three locked chests can be opened with a successful DC 14 Dexterity check using thieves' tools. However, doing so triggers this area's protective magic.

CREATURES

Opening the gold chest causes the bones in the room to assemble into a **giant skeleton**. Opening the silver chest results in the bones becoming a **skeletal juggernaut**. Opening the oak chest creates a **skeletal swarm** from the bones. If more than one chest is opened, these monsters each assemble in turn, with the next appearing when the previous threat is destroyed. However, if all three chests are opened simultaneously, the bones remain inanimate.

TREASURE

Panels meant for the tomb's walls are stored here. Each panel is approximately 2 feet wide and 3 feet long, weighs 20 pounds, and is crafted from various materials of differing value:

- Twenty gleaming copper panels (worth 25 gp each)
- Twenty silver panels (50 gp each)

- Ten panels of rare woods inlaid with ivory (150 gp each)
 - Five panels of ivory with gold inlaid (500 gp each)
- The three chests hold the following:
- The gold chest has four *potions of greater healing*, a *potion of flying*, and a *potion of poison*.
 - The silver chest contains *spell scrolls of guards and wards*, *summon lesser demons* (see appendix C), and *teleportation circle*; and a *wand of web*.
 - The oak chest holds 278 pp, ninety-seven small gems (worth 10 gp each), and a peridot (5,000 gp).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes any currently active animated skeletal creature to grow weaker or stronger. Roll a d4. On a 1–2, the creature halves its hit points. On a 3–4, the creature doubles its hit points.

14. CHAPEL OF EVIL

The chanting heard throughout the tomb originates in this chapel, whose pews are filled with more than two dozen worshipers—and, oddly, with two large chunks of rough black stone. The chapel appears dedicated to Vecna, decorated with artwork and symbols in honor of the god of evil secrets. The worshipers, all humanoid, appear exhausted as they continue their chant. As you watch, one of them collapses—and is suddenly and horrifically petrified into another chunk of black stone.

At the far end of the chapel, a handsome priest stands behind an altar block that glows an opalescent blue. The priest is missing his left eye and hand, but has a second set of arms grafted to his body. All three of his arms gesture as if directing the worshipers like a conductor. Two girallons flank him, each of them also missing an eye and hand.

The priest smiles and gestures for you to enter the chapel and take a seat. And the chanting fills your mind with a desire to obey ...

CREATURES

The roughly thirty humanoids here (use the **cultist** stat block) include loyal cultists pressed into service, workers being punished, and captured prisoners. None of the worshipers (except Pentival; see below) can take any actions beyond continuing to chant as long as the priest, Phenex, commands them.

Pentival. One of the prisoners includes the lawful good half-dragon paladin Pentival. Drawn to the temple by rumors of its bound balor, Pentival and his party were quickly captured. All his friends have succumbed to the magic of the temple and been transformed into black rock, but Pentival has so far held out. Of all the worshipers, he alone can communicate with the

characters, quickly explaining who he is and the nature of the ceremony.

If freed, Pentival joins the characters for the remainder of their time at the tomb. He uses the **half-red dragon veteran** stat block, but has the form of a gold dragon. However, he insists on keeping Tarnhem imprisoned, and on attempting to destroy Moghadam.

Phenex. An **incubus** cleric of Vecna, Phenex directs the dark ceremony here. As long as he commands the worshipers (using a bonus action each round), they maintain their chant.

In combat, Phenex first orders the girallons to attack. As needed, he then uses his Charm action to force a character or Pentival to defend him. Due to his fanatic devotion, Phenex does not use his Ethereallness action to escape a fight, but remains in the chapel to the bitter end.

Girallons. The two girallons that protect Phenex have each had a left hand and eye removed. They use the **girallon** stat block but can make only three claw attacks as part of their multiattack action.

CEREMONY

As long as the worshipers chant, the ceremony fueling the balar's prison (area 6) remains active. They continue to chant while they are physically able and while Phenex commands them. The ceremony fuels Phenex as well, allowing him to maintain it without need for sustenance or sleep.

Anyone entering the chapel while the ceremony is underway must succeed on a DC 15 Wisdom saving throw or fall under an effect equivalent to a *mass suggestion* spell. While a character is under this effect, Phenex can direct them to sit and join the ceremony. Any character who does so takes up the chant, and has their Constitution score reduced by 1 each round on initiative count 0. A character reduced to 0 hit points while under this effect dies and has their body and all possessions transformed into a chunk of black rock (see below). A character under the effect of the ceremony can make another saving throw at the end of each turn, ending the effect with a success.

(This version of the ceremony is more potent than that suffered by the other worshipers, who would otherwise have all turned to black rock by now. Phenex is concentrating his magic in an effort to defeat the characters.)

If Phenex is defeated, any remaining worshipers immediately cease chanting and collapse into exhausted unconsciousness. Once a character is freed from the ceremony and out of combat, their hit point maximum is restored at a rate of 1 hit point per round. Anyone transformed into a black rock unfortunately remains in this condition.

BLACK ROCKS

When a worshiper's life energy has been drained by the ceremony, they are transformed into a large black rock, carried out of the tomb, and set on the hillside (where they'll eventually form the image of a grinning skull). A *greater restoration* or *wish* spell can end the petrified condition for one victim, restoring them and their gear.

ALTAR

This block of strange material glows with an inner light of opalescent blue, owing to the missing components of the *Infernal Machine of Lum the Mad* wired into its workings. There are three such components, each a deep sapphire blue. Removing one component safely requires a successful DC 14 Dexterity check using thieves' tools, jeweler's tools, or tinker's tools.

In addition, Tarnhem's flaming whip and lightning-imbued longsword have also been worked into the altar. On a failed check to remove a missing component, these weapons cast a *lightning bolt* or a *fireball* at the character making the check (a 50 percent chance for either spell; save DC 16 for both). If Tarnhem is freed, he comes here directly to recover these weapons, and is the only creature that can do so. Anyone else attempting to claim them automatically triggers a *lightning bolt* or a *fireball*.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area reverts one of the black rocks back to a living worshiper.

15. SECRET DOOR

A secret door here leads to a hallway beyond. The door is unlocked and can be found with a successful DC 18 Wisdom (Perception) check.

16. RIFT TO THE LOWER PLANES

The ceremony that summoned Tarnhem resulted in an unstable rift to the Lower Planes opening up in this area. The far end of the hallway is scribed with glyphs and sigils, and leads to an open fiery pit—a portal to the Abyss. The unstable magic of the portal prevents any creature that is not a fiend from stepping through it. If Tarnhem is freed, he eventually comes this way and escapes.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes a ripple in the rift's magic, allowing a creature to pass through it into the tomb. Roll a d6. On a 1–5, treat this effect as a *summon lesser demons* spell. On a 5–6, treat it as a *summon greater demon* spell. (See appendix C for both those spells.) Pick one character at random to be treated as the summoner.

17. FLOODING PIT

The corridor beyond the secret door at area 15 contains three open 10-foot-deep pits. Lying at the bottom of each pit, a number of skeletons are shackled to the walls. In addition, the outline of a door on the south wall of each pit can be seen.

FLOODING TRAP

The first two pits are trapped, such that anyone trying the false door at the bottom causes a stone slab to slide across the opening, the skeletons to animate (see below), and the pit to begin filling with water. It takes 5 rounds to completely fill a pit, leaving no air space at the top. After one hour, the slab opens and the water drains away.

A successful DC 20 Strength check allows a character inside or outside the pit to pry the slab open, allowing escape from the pit. A character proficient with mason's tools can also make a DC 18 Dexterity check using those tools, cracking open the slab on a success.

CREATURES

The first pit contains four humanoid **skeletons**. The second contains two umber hulk exoskeletons (use the **minotaur skeleton** stat block, but treat its greataxe attack as a claws attack and its gore attack as a mandibles attack). The third looks like it contains the skeleton of a large wolf-headed humanoid, but a successful DC 13 Wisdom (Perception) check reveals that the creature is a mix of humanoid and animal bones. The bones do not animate.

When either of the first two pits are sealed, the skeletons within animate. They remain shackled to the walls, but attack any character in the pit to hinder any attempt to escape from the flooding chamber.

TRUE DOORWAY

The third pit contains an actual door leading to area 18.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area opens one closed pit at random, or closes one pit at random if all the pits are open.

18. GUARDIAN DOOR

A mithral door in the stone wall resembles the figure of a flattened tortle, its arms and legs extended to the four corners, and its shell carved with a complete map of the tomb. Its head is turned in profile, its eye set with a gleaming gem.

When any character approaches the door, the tortle's head animates and intones: "Are you the master?"

OPENING RIDDLE

The door unlocks automatically for Moghadam or Seodra the gemsmith. To anyone else, it repeatedly asks, "Who is the master?" The correct answer to the question can be found in Moghadam's office (area 1): "The true master of the tomb is he who plans its construction." With any answer other than that phrase or the name "Moghadam," the door replies that the speaker is not the master and refuses to open.

SOUL GEM

The door's eye is gem set with a smaller version of one of a demilich's soul gems. The gem can be removed only by a character proficient with jeweler's tools who succeeds on a DC 13 Dexterity check using the superior jeweler's tools found in area 31 of chapter 4. A successful check removes the soul gem, which destroys the gem and unlocks the door.

A character who attempts to remove or destroy the gem in any other way must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage.



MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the door to intone: "The master does not resort to feeble manipulations of a clock to open this door. You are not the master."

18A. GEMSMITH'S WORKSHOP

Seodra, a master gemsmith in the employ of Moghadam, maintains her workshop here, although she is currently a prisoner in the Temple of Moloch (see chapter 4).

Beyond the door, a series of overlapping curtains embroidered with a pattern of silvery spiderwebs drape across a stairway leading down.

CURTAINS

The first three curtains are sheets of thick webbing that function as the product of the *web* spell. The fourth is a disguised **trapper** kept by Seodra as a pet, and which attacks anyone who passes by it except Seodra and Moghadam.

Once the characters move beyond the curtains, read:

This workshop features a number of tables covered in jeweler's tools and materials—including three large diamonds. Set against the back wall is a couch upholstered in golden cloth, on which rests a headless body outfitted in elaborate robes.

When the first character descends the stairs, the body rises to its feet.

COMPLETING THE SKULL

If Seodra has all six diamond teeth (the three in the Tomb of Horrors, along with the three she has with her in area 31 of chapter 4), the jeweled eyes from the great statue in the Temple of Moloch (area 25 of chapter 4), and the silver skull (also in area 31 of chapter 4), she will have all she needs to complete Acererak's demilich skull.

The magic of the ritual that creates the skull shrinks down the great rubies of Moloch's eyes to fit the silver skull. The last stage of the ritual involves placing the finished skull atop the manikin in area 18a. The spirit of the archmage Acererak then possesses the manikin and transforms it into an **eye of fear and flame**. If the characters are present, they can treat with Acererak in this form.

The eye of fear and flame attacks at once if the characters are known to have undertaken any actions against Moghadam, the tomb, or its workers. If not, and if Acererak is impressed with their adventuring acumen, the archmage promises to grant a great boon in exchange for some measure of service necessary for the completion of his tomb. The details of the service are left to your determination. The boon can be the equivalent of a *wish* spell, though whether or not Acererak fulfills any promise is left to you to decide.

CREATURE

The body is a **greater zombie**, used by Seodra as a manikin and animated assistant. It automatically stands up whenever anyone enters the workshop, but does not attack unless Seodra's gems are touched (see below).

TREASURE

In addition to a set of jeweler's tools, one worktable contains plans for crafting the jeweled silver skull of a demilich. The three large diamonds (worth 1,000 gp each) have already been cut and fashioned into teeth. These are meant for the skull currently in Seodra's possession (see chapter 4).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the manikin to approach the table and indefinitely pantomime searching for its missing head. Spending 2 charges causes it to search briefly, then settle back down to the couch, where it remains inert until anyone new enters the workshop.

CHAPTER 4: TEMPLE OF MOLOCH

EHE TEMPLE OF MOLOCH IS AN ANCIENT SITE steeped in magic, and the former home of a legendary artificer. Thessalar was a master alchemist and creator of monsters, whose own blood was said to possess dire magical properties. The artificer's mad plots, thirst for power, and pursuit of lichdom eventually left the temple a ruin long ago. But the characters now find themselves back in that long ago, facing off against the artificer and his host of monstrous guardians in pursuit of the missing components of the *Infernal Machine of Lum the Mad*.

Having come back in time, the characters have a unique opportunity to explore a site now lost to memory—and to lay claim to its legendary riches.

BACKGROUND

The Temple of Moloch was said to have begun as a series of caverns where the elemental princes Olhydra and Ogrémoch once battled, and in so doing, opened a rift to their respective Elemental Planes. This rift between the Plane of Water and the Plane of Earth resulted in a stream flowing through the caverns, which carries with it gemstones of extreme size and quality—particularly rubies. When ancient peoples came upon these gems, their greed led them to gather as many as possible, and to build a temple at the site to honor Moloch. They built an ornate statue to the exiled archdevil, and set two of the largest ruby gemstones for its eyes.

Centuries later, one of the high priests of the temple, an artificer named Thessalar, was so seduced by power and authority that he slew most of his fellow cultists in a bloody ceremony, then took control of the temple for himself. Thessalar repurposed the chambers of the temple for his own experiments, creating numerous monsters that bore his name (including the thessalhydra), as well as unnatural beasts such as the owlbear that would one day spread across the world.

Several of the missing components of the *Infernal Machine of Lum the Mad* made their way to the temple through the years. At the time the characters visit, Thessalar has installed these components in his lab equipment, channeling their magic for the purpose of endless mutation.

Over the years that were the height of Thessalar's power in the temple, the artificer's chief rival was the artificer Moghadam, architect of the Tomb of Horrors. Moghadam recently lured away several sculptors from Thessalar's temple to help construct his tomb, with false promises of vast salaries. To add insult to injury, Moghadam then sent back a party of mercenary thieves and a master gemsmith to steal the temple's most famous gems—the eyes of the great statue of Moloch that is the centerpiece of the site. These thieves came under the pretense of delivering animal subjects for Thessalar's experiments, but were captured. The gemsmith Seodra is now forced to labor for Thessalar, while the thieves are the subjects of dark experiments. All are desperate to escape.

WHO DWELLS HERE?

As with the Tomb of Horrors, this version of the temple takes place in a period of the distant past, and incorporates rare elements of D&D lore. You are, of course, free to use or not use such elements—Thessalar, the creation of the owlbear, and so forth—as you see fit. You can easily substitute Thessalar or any other NPCs in the adventure with characters specific to your campaign, or with general NPCs who can fill the same roles.

Several of the temple's residents (including Thessalar, his thessalkraken, and the eidolon) are a much more potent threat than characters of the lower levels suggested for the adventure can safely deal with. The players should be forewarned that their characters should

treat with such legendary figures carefully—a warning that is repeated by whichever agent the characters are dealing with.

ANDRAS AND STOLOS

One of Thessalar's most loyal assistants, Andrastolos was the subject of many of the artificer's early magical trials. In a grand experiment, Andrastolos's body and mind were split across two separate beings: Andras and Stolos. Although they both operate in the temple, their split nature and the memory of who they once were disturbs Andras and Stolos so much that they seek each other's ruin. The only thing that keeps both from killing the other is a desperate belief that their original natures might somehow be restored.

ANDRAS

Andras is a neutral evil male human **assassin** with the head of a giant snowy owl. Though he retains his full intellect, his speech is hindered, resembling the hoots and clicks of an owl. Cruel and sadistic, Andras has been installed as the temple's torturer. When the characters arrive, he is overseeing the interrogation of Moghadam's thieves and their wererat leader, Mack Francache. See area 9 for Andras's full statistics.

STOLOS

A reverse of Andras, the neutral Stolos possesses the head of an aging man atop the body of a giant owl. Garulous and inquisitive, Stolos has been installed as the temple's warden, overseeing the prison and the unfortunate creatures held there. Stolos is a **warlock of the Great Old One**, but see area 11 for his full statistics.

ARD-SAGART

Under Thessalar, the high priests of the temple are chosen from sculptors who craft such perfect statues that the temple's resident eidolon (containing the spirit of the first high priest) selects them for its use. As the temple's current high priest, Ard-Sagart (a lawful evil male human **warlock of the fiend**) believes that the wayward sculptors who left for the Tomb of Horrors have caused the temple to lose favor with Moloch. He is eager to rectify this situation by recovering as many gemstones as possible from the temple's waters as tribute.

BARBATOS

The ranger Barbatus (a neutral evil male human; see appendix B for his stat block) uses his tracking, stealth, and combat prowess to trap creatures for selfish gain. He has long worked for Thessalar, trapping animals and monsters to be used in the temple's experiments. As part of his wages, Barbatus has undergone his own experimentation, with Thessalar wiring items made from living creatures directly into the ranger's body.

Barbatos is always accompanied by his animal companion, a **hell hound** named Sadie III.

MACK FRANCACHE

This neutral **wererat** thief is the leader of the band sent to the temple by Moghadam, and charged with stealing the ruby eyes from the temple's great statue of Moloch.

Having failed in his assignment, Francache now languishes in the temple's torture chamber.

SEODRA

A lawful neutral female genasi from the Quasi-elemental Plane of Mineral, Seodra is a gemsmith who studied under Xagy, the mysterious figure who crafted such masterpiece artifacts as *Queen Ehliissa's Marvelous Nightingale*. Seodra accompanied Mack Francache and his thieves to the temple, as her expertise was needed to steal the gem eyes of the great statue of Moloch without damaging them. With the gems in hand, Seodra would have been able to craft the jeweled skull of a demilich for Acererak. Unfortunately, she was captured along with the rest of the thieves, and is now forced to work for Thessalar—crafting the same jeweled skull for his own use. See area 31 for her statistics.

THESSALAR

As an artificer, Thessalar is vainglorious, egotistical, and utterly ruthless in furthering his research. His career began as a priest in the service of Moloch, where he rose through the ranks before eventually taking over the temple as a working laboratory. Most of his experiments have involved the pursuit of new forms of life, resulting in such creatures as the thessalhydra and the owlbear. In recent years, he has also researched the prolonging of life—namely his own. Thessalar hopes that by becoming a lich, his research and experiments can continue indefinitely.

Over time, Thessalar has subjected himself to so many of his own experiments that his blood has taken on alchemical and magical properties. He regularly uses it as the basis for many of the reagents used throughout his labs. As a side effect, although Thessalar is now immune to poison and the poisoned condition, any magical liquid or salve that restores hit points acts as a poison against him if applied to a piercing or slashing weapon.

Several of Thessalar's prized sculptors have been lured away from the temple by Moghadam, his rival artificer, with promises of false payment to help construct the Tomb of Horrors. Worse, the sculptors took with them their best tools and half a *manual of stone golems*. Both items were part of Thessalar's plans to craft a powerful stone golem and send it against Moghadam and his tomb. More recently, Moghadam ordered a group of thieves to assault the temple and steal the gemstone eyes from its great statue of Moloch. Thessalar captured the thieves and put the gemsmith accompanying them to work, but the temple still remains on alert against intruders.

See appendix B for Thessalar's stat block.

WHO'S WHO

Little is known regarding Xagy—except as a partial anagram for 'Gygax,' and for her role in crafting *Queen Ehliissa's Marvelous Nightingale*, one of the artifacts appearing in the first edition *Dungeon Masters Guide*. When operated, this magical-mechanical marvel would shoot eye rays of different colors and effects, and produce songs able to work magical wonders.

MISSING COMPONENTS

The missing components of the *Infernal Machine* at this location can be found in various laboratory chambers throughout the temple. Removing the components deactivates various controls within these chambers, disrupting experiments and freeing creatures.

The components resemble those found at the clock tower in chapter 1, being gemstone-like buttons made of some unknown material and of various colors. The missing components are disbursed as follows:

Area 9. One component, speckled gold

Area 14. One component, cloudy orange

Area 15. Three components, all emerald green

Area 16. One component, light purple

Area 22. One component, hazy yellow

MECHANICAL GUIDE

If the characters' mechanical guide is lost or destroyed while they explore the Temple of Moloch, you can make use of a number of options to keep the characters from remaining stranded in the past. Thessalar can repair or rebuild the guide for a suitable price, as can Moghadam if an overland trek is made to reach him. (The sculptors in the temple possess maps showing the way to the Tomb of Horrors.) Alternatively, replacement parts for the guide might be recovered from the bottom of the underground lake at the end of the adventure—if the characters are able to deal with the thessalkraken!

EXPLORING THE TEMPLE

The temple is divided into two main sections. Areas 1 through 23 are the working laboratories where Thessalar resides and operates, along with many lizardfolk guards. Areas 24 through 39 make up the temple section, largely inhabited by priests and others who care for the temple's statues as well as its living demigod, the thessalkraken. That creature dwells in a deep subterranean lake beyond areas 30 and 39.

Numbered locations are keyed to the map on page 29.

TEMPLE APPROACH

From the point at which the characters arrive outside the temple, they find themselves within striking distance of a small, isolated village. The villagers—quiet, nervous folk—can provide lodging, meager supplies to trade, and directions to the temple.

From the village, a two-mile trek along a seldom-used road ends at the edge of a fen.

A general bleakness hangs over this area, with only a few clumps of brush and tamarack sprouting here and there. Through this, a narrow causeway leads out to a low mound, upon which stand the outer walls of what must be the temple.

The upper levels of the temple are abandoned and falling to ruin, as Thessalar focuses his activities in the dungeons below. Once the characters cross

the causeway, they easily spot a stone staircase leading down.

NEVER ALONE

As the characters explore the Temple of Moloch, keep in mind that this is an active, living dungeon filled with guards, servants, and monsters. Different areas provide information on lizardfolk guards heading out on patrol and monsters potentially breaking free and running amok. When that happens, keep a rough idea of where those guards and monsters might be heading, and let the characters hear or see them as they skulk about. Not every encounter with a wandering monster or patrol needs to end in combat, but knowing that they don't have free run of the dungeon will help keep the characters on their toes.

In addition to those potential encounters, two unusual monsters also patrol the temple complex, and can be encountered at any time, wandering through any corridors or rooms—a thessalhydra and another creation of Moghadam's known as the thessalheart construct.

THESSALHYDRA

When the characters first enter the temple, roll a d4. On a 1–2, the temple's guardian **thessalhydra** is patrolling the laboratory section (areas 1 to 23). On a 3–4, it patrols the temple section (areas 24 to 39). There are no fixed mechanics for encounters with the thessalhydra, but feel free to have it show up in the distance whenever the characters need incentive to keep moving. The thessalhydra ignores lizardfolk guards and known servants of Thessalar, but attacks all other creatures on sight. Accustomed to inspiring fear, and having grown somewhat lazy in its guardian role, it is usually content to let foes flee from it rather than pursuing.

Each time the characters finish a long rest in the temple, the thessalhydra leaves its current zone and takes up a patrol in the other zone. The thessalheart construct switches to the opposite zone (see below).

THESSALHEART CONSTRUCT

The **thessalheart construct** is a strange magical-mechanical device that struts about like a chicken, and which features a human heart beating madly behind its glass front. The construct always wanders the zone opposite to the thessalhydra's zone, and for good reason.

The human heart that sits within the construct is magically connected to the thessalhydra, tapping into the power of the *Infernal Machine* components as it roams, and feeding that power to the monster as restorative energy. Whenever the thessalhydra is taken to 0 hit points, it stays dead for 1 hour before returning to life with full hit points. Destroying the construct or claiming all the *Infernal Machine* components is the only way to end this effect.

The thessalheart construct has a telepathic bond to Thessalar, who becomes aware of the characters through the construct's senses if they encounter it as they wander. If encountered, the construct gets close enough to identify the characters, then attempts to flee to protect itself.



1. ENTRY CHAMBER

Stairs from the surface lead down to this damp vaulted chamber. The floor is strewn with bones and rubble. The ceiling is supported by arches meeting at the twenty-foot-high domed peak, and is obscured by thick webs. Corridors lead off to the east, south, and west, with the west ending at a heavy oak door with bronze fittings.

ARROW SLIT

Any character who succeeds on a DC 16 Wisdom (Perception) check notices an arrow slit concealed in a gap in the stairwell stones. The guards in area 5 watch the stairs through this slit, giving them a warning of the characters' approach.

OAK DOOR

Anyone who listens at the door to the west and succeeds on a DC 12 Wisdom (Perception) check hears a moaning that rises and fades away (caused by strong breezes

in area 2). Opening the door causes the breeze to fill this corridor, creating the effect of a *gust of wind* spell.

CREATURE

The webs on the ceiling conceal a mutated giant spider with the beak of a giant owl (use the **grell** stat block). This creature escaped from Thessalar's labs and has been allowed to lair here to watch over the entrance. The lizardfolk have nicknamed it "Thacko."

TREASURE

A character who searches the chamber and succeeds on a DC 12 Wisdom (Perception) check finds 19 sp and a small ruby (worth 20 gp) inside a lizardfolk skull.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the guards in area 5 to change shifts, allowing the characters to pass through here without being noticed. Spending 2 charges also causes Thacko to grow younger or older. Roll a d4. On a 1–2, the creature halves its hit points. On a 3–4, the creature doubles its hit points.

2. WATER ROOM

This natural cavern provides fresh water for the temple from the cold and fast-flowing stream along its western edge. The stream enters from the north along a tunnel, and exits to the south in the same manner. A cold wind blows from the south tunnel, generated above the subterranean lake the stream flows into (accessed via area 30 or area 39).

Numerous barrels, casks, and buckets are stored here, all used to collect fresh water.

POOL

The stream forms a small pool 7 feet deep at its center, which is home to numerous small, white blindfish and crayfish. An unusual mineral formation occupies the bottom of the pool. With a successful DC 15 Wisdom (Perception) check, a character identifies the formation as a limed-over skeleton.

TUNNELS

The tunnel to the north has no air space within it, and leads back to the underground spring that is the stream's source. The tunnel to the south is higher, leaving an ample air space along which the brisk wind is channeled. Characters can make an arduous journey along the south tunnel to the underground lake (see that section at the end of the adventure), encountering hazards and monsters as you determine.

SKELETON

The skeleton is the remains of the temple's first high priest (whose spirit now resides as the eidolon in area 25). If the skeleton is examined by a creature in the water, a successful DC 15 Wisdom (Perception) check reveals a key in its hand. (This fits the secret door leading to the treasure vault in area 38.) The key can be easily claimed, but doing so disturbs the skeleton and causes a cylindrical object to dislodge from it. This object is carried off by the stream unless any character in or out of the water succeeds on a DC 18 Dexterity check to snag it.

TREASURE

The watertight ivory tube dislodged by the skeleton contains a vellum map of the temple complex. However, slow seepage has blurred all but a small portion, so that the map now shows only area 1; area 2; the passage to area 3, with that area only a smudge; and the passage to area 26, starting about 20 feet south of the secret door in area 3.

MANIPULATING TIME

Having a mechanical guide spend 1 or more charges in this area creates a 10 percent cumulative chance for a ruby (worth $1d10 \times 10$ gp) to wash into view from upstream, as well as a 25 percent cumulative chance for 1d4 **lizardfolk** to arrive on assignment to bring more water into the temple.

Additionally, if 2 or more charges are spent, enough of the lime flakes off the skeleton in the pool that it can be identified without an ability check.

3. EMPTY CEREMONIAL CHAMBER

This chamber resembles a larger version of the entry, with arches meeting at the twenty-five-foot domed peak of the ceiling. A nine-foot-tall wooden platform stands against the south wall, on which several bodies lie wrapped in funeral shrouds.

The wooden platform is used as a dais for religious rites. The faithful are brought here after death, blessed, and then carried to their final resting place in the subterranean lake (where they are consumed by the thessalkraken). The bodies currently upon the platform are four lizardfolk slain during the capture of Moghadam's thieves, as well as one of those thieves (a female human).

SECRET DOOR

Seven small knobs of stone protrude from the south wall at the level of the platform. A character who succeeds on a DC 12 Intelligence (Investigation) or Wisdom (Perception) check notices which three knobs show the most wear. Pressing those knobs in any order opens the secret door.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area results in four **lizardfolk** guards and a **lizardfolk shaman** opening the secret door to the south and conveying the bodies down the south corridor before vanishing from sight.

4. GUARDROOM

Since Moghadam's thieves came to the temple, Thesalar has had the temple on heightened alert and guards stationed around the entrance at all times.

CREATURES

Eight **lizardfolk**, a **lizardfolk shaman**, and the shaman's **two-headed crocodile** companion rest in this area. If they are alerted to intruders by the lizardfolk in area 5, they head directly for area 1 to challenge them.

SECRET TUNNEL

A secret trapdoor in the floor opens to an access tunnel leading to area 5. It can be found with a successful DC 12 Wisdom (Perception) check.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the guards to change shifts, leaving for the barracks (area 6). Spending 2 charges reverses time and causes them to instead head into the temple complex to search for Moghadam's thieves, believing the thieves have just arrived. You determine where the guards might be encountered as a result.

Temple of Moloch



10 FEET

DOOR

DOOR, CELL

PIT

STAIRS

SECRET DOOR

CONCEALED DOOR

STATUE OF MOLOCH

5. WATCH ROOM

The guards here are companions of the force resting in area 4. They are on active duty, watching the stairs down into area 1.

CREATURES

If the four **lizardfolk** stationed here spot intruders, two of them travel through the secret tunnel to alert the guards in area 4 and join their hunt. The other two remain here to watch for additional foes descending the stairs, but head out in pursuit of the characters if their allies don't return within a few minutes.

ARROW SLIT

An arrow slit opens up in a gap in the stairwell stones, and provides a view of any creatures descending the stairs into area 1.

SECRET TUNNEL

A secret trapdoor in the floor opens to an access tunnel leading to area 4. It can be found with a successful DC 12 Wisdom (Perception) check.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the guards to change shifts, leaving here for the barracks (area 6). Spending 2 charges causes them to instead head into the temple complex to search for Moghadam's thieves, believing the thieves have just arrived. You determine where the guards might be encountered as a result.

6. BARRACKS

This cluttered chamber serves as a barracks for Thesalar's lizardfolk servants. Crude sleeping pallets line the walls, and the place has a foul smell.

CREATURES

Eight **lizardfolk** are off duty here, sleeping or leisurely playing at a rudimentary board game using dice and small stones as playing pieces. If they have been alerted to trouble by the lizardfolk in areas 4 or 5, they head into the temple to challenge intruders.

PRISONER

A gruesome scene plays out along the east wall. One of Moghadam's thieves hangs from manacles there, dead, torn open, and with his innards hanging out, having been given to the lizardfolk to consume.

TREASURE

A successful DC 14 Intelligence (Investigation) check made to search through the lizardfolk's possessions uncovers 25 cp, 55 sp, and 10 gp.

In addition, twelve uncut rubies (worth 50 gp each) are being used as pieces for the board game. A successful DC 12 Wisdom (Perception) check reveals that the board resembles a partial map of the temple, showing areas 1 to 22.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the guards to change shifts, leaving for areas 4 and 5. Spending 2 charges also brings the prisoner back to life. Little Gadai is a lawful neutral human **spy**. He joins the characters if allowed to, seeking to rescue and rejoin the other thieves to complete their original mission. His knowledge of the temple is limited to areas 1 through 6.

7. STORAGE AREA

This is a general storage area for the temple, holding crates, sacks, and barrels filled with typical goods in support of temple operations (foodstuffs, cloth, oil, tools, and so forth).

Characters who search this area thoroughly might make an unusual discovery with a successful DC 14 Intelligence (Investigation) check, allowing one check per character. Use the Storage Area Discoveries table to determine what a character discovers, or as inspiration for unusual discoveries of your own.

MANIPULATING TIME

Having a mechanical guide spend 1 or more charges in this area has a 20 percent cumulative chance that 1d4 **lizardfolk** guards arrive to fetch more supplies for the temple. They attack intruders at once.

8. OFFICE OF THE TORTURER

Characters approaching this area from the north can see activity through the open doorway to area 9, but can't make out any details until they advance beyond the corridor leading into area 8.

This chamber serves as the office and apartment of Andras, the temple's torturer and rival of the warden. It holds a bed, a desk, and mundane gear. The desk contains notes on tortured prisoners and any information they've revealed (including the fact that the recently captured thieves were sent by Moghadam). If he is not at work in area 9, Andras will be found here.

TREASURE

A successful DC 14 Intelligence (Investigation) check made to search the desk uncovers several papers stolen from Stolos (see area 11), which discuss the split nature of Andras and Stolos.

In addition, a locked strongbox can be found under Andras's bed. It can be opened with a successful DC 15 Dexterity check using thieves' tools, but contains an easily noticed poison needle trap. A failed check triggers the trap, which deals 1 piercing damage and delivers a dose of blood of the lycanthrope poison (see appendix C). The strongbox can be smashed open with a successful DC 20 Strength check.

The strongbox holds treasure collected from Andras's recent victims—110 sp, 55 gp, 10 pp, five rubies (worth 100 gp each), and a vial of *mummy rot antidote* (see appendix C).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes Andras to return here from area 9 and prepare to rest.

STORAGE AREA DISCOVERIES

d100 Discovery

- 01–05 A pile of moldy sacks is contaminated with toxic mold. The character who discovers them must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.
- 06–15 A tiny mimic is disguised as a sack. The mimic deals half damage with its pseudopod and bite attacks, and has only 1 hit point.
- 16–25 A small box holds one *gauntlet of ogre power* and one *boot of striding and springing*. There is no sign of either item's missing mate unless you want to have it found elsewhere in the adventure.
- 26–35 A live parrot in a wicker cage (captured by Barbatus and stashed here pending use in laboratory experiments). The bird claims their name is 'Hector.'
- 36–45 A small barrel holds a live **boggle**, bound, gagged, and marinating in their own excreted oil. This is the former partner of the boggle steward in areas 36 and 37, who betrayed and left this boggle here in order to pose as both stewards and reap twice the salary. You decide whether this boggle bolts and flees the dungeon if rescued, or whether they accompany the characters to seek vengeance.
- 46–55 A cookbook written in Goblin sits in a cast iron skillet that can be used as a mace. The skillet is engraved in Goblin with the words: PUT IN FIRE FOR COOKING.
- 56–65 A small book is found, colorfully illustrated and offering a variety of rumors and advice regarding monsters and dungeons, information on various items of specialized adventuring gear, and short pieces of fiction.
- 66–70 An empty sack is an uncommon magic item that spits out a random mundane object once per day. Select these items from the trinkets table in chapter 5 of the *Player's Handbook*, or choose any random nonmagical item.
- 71–80 A long piece of oilcloth wraps up a number of missing levers to an *apparatus of Kwalish* (to be found in area 29).
- 81–85 A small sack is revealed to be a *bag of beans* containing six beans.
- 86–90 A piece of parchment hidden under a crate appears to be a magic treasure map. If the map is not followed to its end within 30 days, it rewrites itself as an entirely new map and any copies made of it turn blank. There is a 50 percent chance that the map leads to an actual treasure. If not, it leads to a dangerous monster with no treasure.
- 91–96 A sack holds a common magic item and 1d4 potions, all of your choice.
- 97–99 A leather case holds an uncommon magic item and 1d4 scrolls, all of your choice.
- 00 A box holds a rare magic item of your choice.

9. TORTURE CHAMBER

The characters can hear what's happening in this area before they see it. Read the following if any character approaches within 30 feet of the open doorway:

A low groaning rises from this chamber, whose open doorway provides a hint of its source. This is a torture chamber, filled with racks, implements of pain, and other foul devices.

As the characters enter, read the following, making adjustments as necessary if Andras is not here:

Two prisoners and a frantic rat lie strapped to tables, and are being worked on by a humanoid figure with the head of a snowy owl. Silver wires connect the tables to a complex control panel standing between them.

ANDRAS

The result of one of Thessalar's grand experiments, Andras has the body of a male human and the head of a massive snowy owl. Like that of any owl, his head can rotate almost fully around for 360-degree vision.

The prisoners are two of Moghadam's thieves, who Andras is pressing for additional information as to their raid and Moghadam's plans. However, the torturer is almost impossible to understand, with his speech resembling the hoots and clicks of an owl. Conversing with Andras requires a successful DC 10 Wisdom (Insight) check or a *speak with animals* spell, but the torturer speaks to the characters only in bold threats. In combat, Andras uses weapons coated in blood of the lycanthrope poison (see appendix C). He uses the **assassin** stat block with the following changes:

- He is neutral evil, and can speak and understand Common and Giant Owl.
- Andras has advantage on Wisdom (Perception) checks that rely on hearing or sight.
- The poison effect on his shortsword and light crossbow attacks is replaced with the following: If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Andras carries keys that open the concealed door leading to area 23.

PRISONERS

Mack Francache, the neutral **wererat** leader of Moghadam's thieves, is the unwilling subject of one of Thessalar's sadistic experiments, conducted by Andras. His lycanthropic blood is being drained for study by Thessalar, who has already discovered ways in which it might be weaponized (see "Poisons" in appendix C).

The silver wires connect Francache to a lawful neutral female human **bandit captain** named Big Gadai (sister to the dead thief in area 6) and a normal rat. As Andras operates the controls to this strange torture device, he

causes Francache's lycanthropy to transform the rat into a duplicate of Big Gadai, to the pain and horror of everyone involved. When the rat is in human form, it insists that it is the real Big Gadai, as does the real Big Gadai.

Francache bargains with the characters for his freedom, promising anything he can in return—including knowledge of the Tomb of Horrors. (His previous assignment for Moghadam was to spy on its workers while in rat form.)

CONTROL PANEL

The control panel is covered with dials, switches, and buttons—including a speckled gold button recognizable as one of the missing components of the *Infernal Machine*. Removing this component deactivates the controls and releases the restraints on the tables, freeing Francache, Big Gadai, and the rat.

Anyone attempting to disrupt the controls or the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The controls and the wires are self-repairing, and cannot be severed or destroyed.

CONCEALED DOOR

Located at the back of an empty iron maiden, this locked door leads to area 23, and is used by Andras to check on the clones there. It can be detected with a successful DC 14 Wisdom (Perception) check. Without the key carried by Andras, its lock can be picked with a successful DC 18 Dexterity check using thieves' tools, or it can be forced with a successful DC 18 Strength check.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes Andras to return to his quarters (area 8) to rest. If Andras and Stolos are both at this location, spending 3 charges results in both transforming back into their original forms—the human Andrastolos and his giant snowy owl companion. If restored to normal, Andrastolos uses Andras's statistics but his alignment reverts to neutral. He is endlessly grateful to the characters, providing any information about the temple he can (he is familiar with areas 1 through 23), and offering to guide the party as needed.

10. PRISON CELLS

Characters entering this area can see activity through the open doorway to area 11, but can't make out any details until they advance. If the characters engage in any noisy or noticeable activity here (including advancing down the corridor with light sources), Stolos emerges from area 11 to investigate.

A long hallway leads past six cell doors, alternating three on each side. Five of the doors are constructed from iron bars, with the exception of what appears to be a glass door at the end.

The doors to the cells are locked, and Stolos (in area 11) has the keys. They can also be unlocked with a successful DC 16 Dexterity check using thieves' tools, or forced open from outside the cell with a successful DC 20 Strength check.

PRISONERS

The cells are occupied as follows:

10a. Three **lizardfolk** here are being punished for various transgressions. Mean-tempered and suspicious, they nonetheless offer information regarding the temple in exchange for their freedom, knowing their fate is otherwise horrible experimentation. They are likely to turn against the party at the first opportunity.

10b. Two of Moghadam's thieves (both lawful evil **spies**) are incarcerated here, one wounded and one near death, and both desperate to be freed. They are periodically taken out for interrogation in area 9, and are aware that experiments performed on them have created clones of themselves. They vehemently claim to be the real thieves.

The two join the characters if allowed, seeking to rescue and rejoin the other thieves to complete their original mission. Their evil nature inspires them to betray the characters if doing so works to their advantage.

10c. This cell is currently empty.

10d. This cell contains magically created duplicates of the thieves in 10b. They also claim to be the real thieves. (At your determination, these might be the real thieves, with the duplicates in 10b unaware of their true nature.)

10e. Two **doppelgangers** are being held here for study and as eventual experimental subjects. They attempt to look like Mack Francache, Seodra the gemsmith, or anyone else they've seen pass through the cell area in order to escape.

10f. This cell is sealed off behind a padlocked sheet of transparent glassteel—a resilient magical material as strong as metal—to prevent the escape of the **adult oblex** inside. The oblex can still use its Eat Memories action and Sulfurous Impersonation trait to create copies of anyone approaching too closely.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes one of the cell doors (chosen at random, excluding cell F) to rust with age and weaken. In this state, a door can be forced opened with a successful DC 10 Strength check from either side.

11. OFFICE OF THE WARDEN

Adjust the following text if the characters attract Stolos's attention as they approach this area.

The end of the cell hallway opens up to an office. A most unusual figure is seen behind a large desk strewn with papers—a huge white owl with the head of an aging man, seated atop a large, ornate bird stand. The figure reads while turning pages with a talon, muttering curses about, "That damned thumb-screwer, Andras."

STOLOS

The result of the same experiment that produced Andras (area 9), Stolos has the head of a male human atop the body of a giant snowy owl. He readily converses with the characters even if their initial appearance is suspicious, asking them friendly questions with the aim of discovering if Moghadam sent them.

If asked about his unusual appearance, Stolos angrily admits that he and Andras derived from a singular human subject and his giant snowy owl companion years before. The two hybrid creatures now have an intense hatred for one another, owing to a mutual disgust for their split nature.

Stolos offers to work with the characters if they harm or impede Andras (most easily by freeing the prisoners being tortured in area 9). His only real aim is for the characters to sow chaos before the temple's guards invariably deliver them back into his custody.

Stolos uses the **warlock of the Great Old One** stat block with the following changes:

- He is neutral evil.
- He has a flying speed of 30 feet.
- Replace his dagger attack with the following attack:
Talons. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) slashing damage.

Stolos carries the keys to the cells in area 10.

TREASURE

A successful DC 14 Intelligence (Investigation) check to search the desk uncovers a box of nine *paper birds* (see appendix C) used to send messages to Thessalar.

In addition, a locked strongbox can be found under the desk. It can be opened with a successful DC 15 Dexterity check using thieves' tools, but contains an easily noticed poison gas trap. A failed check triggers the trap, which sprays a dose of dust of the mummy poison (see appendix C) at the character making the check. The strongbox can be smashed open with a successful DC 20 Strength check, but doing so targets each character within 5 feet of the strongbox with dust of the mummy poison.

The strongbox holds the treasure collected from Stolos's current prisoners—45 gp, 23 pp, ten small rubies (worth 25 gp each), a *ring of water walking*, and a vial of *blood of the lycanthrope antidote* (see appendix C).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes Stolos to leave and check on the cells in area 10. If Andras and Stolos are both at this location, spending 3 charges results in both transforming back into their original forms. See area 9 for details.

12. OWL LABORATORY

Whenever anyone enters this area, a huge cacophony of shrieks and hooting is raised from the animals kept here. The walls of the room are lined with cages filled with **owls**—one pair each of barn owls, horned owls, screech owls, and snowy owls. Against one wall, a huge cage holds a **giant owl**. In addition, several terrariums hold live mice, lizards, and small snakes used as food for the owls. Various cabinets hold prepared owl food,

supplies, and implements for both the care and dissection of these creatures.

Any character who feeds the owls or succeeds on a DC 14 Wisdom (Animal Handling) check can successfully quiet them.

BARBATOS

The neutral evil human ranger Barbatus is either here or in area 13 (a 50 percent chance for either; see appendix B for his stat block), accompanied by his **hell hound** companion, Sadie III. He carries keys to the cages in this area and area 13. Arrogant and cruel, Barbatus threatens and taunts the characters before attempting to capture them for Thessalar. If they prove too powerful, he flees and sets up hit-and-run ambushes for them as they continue to explore the temple.

A successful DC 12 Wisdom (Perception) check made while Barbatus is in combat identifies a number of silver wires connecting the ranger's cloak and backpack. If Barbatus is defeated, examining his body reveals that the backpack holds a troll's still-beating heart, while his cloak incorporates the feathery antennae of several rust monsters. The silver wires connect those living tissues to the ranger's own heart, providing his unique features. This setup is made permanently inoperable if Barbatus is slain.

Anyone attempting to disrupt the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The wires are self-repairing, and cannot be severed or destroyed.

OWLS

If the owls are freed, they try to escape, flying out to area 1 and up the stairs. If Barbatus is still in the room when the owls escape, they attack him first.

A character who succeeds on a DC 18 Wisdom (Animal Handling) check can convince at least one of the owls (of your choice) to remain with the party for the duration of the adventure. Feeding the owls first provides advantage on this check.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes all the cage doors to rust with age and weaken, allowing the owls to break free. There is a 50 percent chance that the giant owl also ages into an undead version of itself that attacks until destroyed. The skeletal, rotted creature uses the **giant owl** stat block with the following changes:

- It has the undead type instead of the beast type.
- It has vulnerability to bludgeoning damage.
- It is immune to poison damage and the poisoned condition, and is immune to exhaustion.

13. BEAR LABORATORY

Whenever anyone enters this area, a low growling rises from the animals kept here. A number of large, sturdy cages house one pair each of **black bears**, **brown bears**, and **polar bears**. In addition, shelves and cupboards throughout the room hold dried fish, dried berries, and grubs as food for the bears, along with tools and supplies.

Any character who feeds the bears or succeeds on a DC 14 Wisdom (Animal Handling) check can successfully quiet them.

BARBATOS

The ranger Barbatos is either here or in area 13 (a 50 percent chance for either), accompanied by his **hell hound** companion, Sadie III. See appendix B for his stat block, and area 12 for more information.

BEARS

If the bears are freed, they scatter throughout the temple, attacking anyone they see before eventually making their way to area 1 and up the stairs. If Barbatos is still in the room when the bears escape, they attack him first.

A character who succeeds on a DC 20 Wisdom (Animal Handling) check can convince at least one of the bears (of your choice) to remain with the party for the duration of the adventure. Feeding the bears first provides advantage on this check.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes all the cage doors to rust with age and weaken, allowing the bears to break free. There is a 50 percent chance that both polar bears also age into undead versions of themselves that attack anyone in the room until destroyed. Each skeletal, rotted bear uses the **polar bear** stat block with the following changes:

- It has the undead type instead of the beast type.
- It has vulnerability to bludgeoning damage.
- It is immune to poison damage and the poisoned condition, and is immune to exhaustion.

14. MAIN LABORATORY (NORTH)

Depending on how they move through this area, the characters might see into area 16 at the same time. See that area for additional details.

A massive L-shaped laboratory space is filled with creatures strapped down to tables or chained to the floor, all attended to by lizardfolk workers. In this north wing of the lab, two tables hold terrified-looking fishfolk of some kind, connected by silver wires to other tables holding stoic-looking lizardfolk. More silver wires connect the tables to a complex control panel standing between them.

The experiment underway in this area involves transferring and enhancing the amphibiousness of locathah prisoners to Thessalar's loyal lizardfolk guards. (The artificer's aim is to establish a permanent population of lizardfolk in the underground lake to uncover more of the gems there.)

CREATURES

Four **lizardfolk shamans** work here as lab managers, overseeing two **lizardfolk renders** connected to a pair of **locathah**. If attacked, the shamans release the

renders to take on the characters, then one shaman flees to alert the rest of the laboratory section of the temple (areas 1 through 23).

If the locathah are freed, they attempt to flee for area 2, hoping to escape the temple via the river. However, a successful DC 16 Charisma (Persuasion) check can convince them to remain with the characters for the duration of the adventure, as long as they can access fresh water every 4 hours.

CONTROL PANEL

The control panel is covered with dials, switches, and buttons—including a cloudy orange button recognizable as one of the missing components of the *Infernal Machine*. Removing this component deactivates the controls and releases the restraints on the tables, freeing all the creatures in this area.

Anyone attempting to disrupt the controls or the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The controls and the wires are self-repairing, and cannot be severed or destroyed.

TREASURE

Any search of the room finds two vials of thessal toxin poison (see appendix C), whose polymorph capabilities are being used to facilitate the experiments here.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the lizardfolk renders on the tables to devolve back into standard **lizardfolk**.

15. THESSALAR'S LABORATORY

Adjoining the main laboratory, Thessalar's private lab is the site of the artificer's most challenging experiments.

Amazing instruments of complex design fill this laboratory, all seemingly engaged in active experimentation. Facing the doorway is a wooden desk, its legs resembling four small dryads whose outstretched hands are clasped together to support a desktop littered with thick tomes, alchemical vessels, and a complex control panel.

An ancient male human sits behind the desk, with a homunculus perched on his shoulder. "More of Moghadam's mercenaries, I presume?" the figure asks wearily. "I still haven't disposed of the last poor souls the so-called master of the tomb sent here." The homunculus then pulls the alchemist's face into an expression of wry contempt.

THESSALAR

The imperturbable artificer Thessalar readily converses with the characters, albeit with a domineering attitude. His starting assumption is that they've been sent by Moghadam, and he wants to learn as much about his rival's machinations as he can. See appendix B for his stat block.

GRAND EXPERIMENTS

If the characters poke around the room while speaking with Thessalar, they can take in some of the experiments on display. These include the following, along with whatever other odd and wondrous examples you might think of:

- Orreries display unknown planets and various models of the planes.
- Glass piping connects tanks holding strange liquids and materials, all in an ongoing state of transmutation.
- A miniaturized human lies in apparent stasis in a windowed glass case.
- A vermiform pseudodragon twists and crawls about inside a large crystal tank.
- A colony of ants is constructing an elaborate city system in a huge glass tank—complete with an ant lion larva to which tiny insect victims are being sacrificed.

THESSALAR'S BARGAIN

Thessalar knows about the *Infernal Machine* components in the temple, and appears to entertain the notion of bargaining with the characters for them. In truth, he will never part with them as long as they fuel his experiments, and he looks to subvert any deal by eventually feeding the characters to the thessalkraken in the subterranean lake.

In exchange for the components in his possession, Thessalar proposes any of the following options:

- The characters can travel to the Tomb of Horrors (see chapter 3) to recover Seodra's plans for crafting the jeweled skull of a demilich, as well as the remaining jeweled teeth (both in area 18a of the tomb). This will allow the captured gemsmith to complete the skull for Thessalar instead.
- The characters can instead travel to the tomb to either facilitate a prisoner exchange (offering Seodra for Thessalar's missing sculptors), or to disrupt its construction by stealing Moghadam's plans for the tomb.

The distance between the Temple of Moloch and the Tomb of Horrors is left to your determination, as are the details of the overland journey. If you don't want to play out that journey, the characters' mechanical guide can use its teleportation ability to take them to the tomb.

If the characters have already caused trouble in the temple, or if Thessalar suspects they will, he might just task them with the “easy challenge” of collecting gemstones from the temple's subterranean lake as replacements for the missing components—without mentioning the thessalkraken that dwells there.

HOMUNCULUS

Resembling an impish version of Moloch (complete with small ruby eyes worth 100 gp each), Thessalar's homunculus assists with the artificer's experiments, and acts as a conduit for the complicated weave of magic in the Temple of Moloch. If the homunculus is destroyed, the eidolon in the main temple (area 25) must immediately use its Incorporeal Movement trait to enter the nearest available sacred statue, where it remains trapped. If no sacred statues are available, the eidolon is destroyed.



THESSALAR

Thessalar's **homunculus** uses the normal stat block with the following change:

- The homunculus has the following additional attack option: **Acidic Spittle**. Ranged Weapon Attack: +4 to hit, range 30 ft., one target. Hit: 5 (1d6 + 2) acid damage.

CONTROL PANEL

The control panel on the desk is covered with dials, switches, and buttons—including three emerald-green buttons recognizable as missing components from the *Infernal Machine*. Removing these missing components deactivates the controls and releases the **pseudodragon** and the ant swarm (use the **swarm of insects** stat block), which attack the nearest creatures until destroyed.

TREASURE

The table is, in fact, crafted from four dryads, all subject to a diminution effect and subsequently petrified. If the characters have the ability to undo this state for all of them, the dryads are grateful to them. They promise a favor of your determination, then leave the temple for the nearby woods where they once dwelled.

If this area is searched, a successful DC 14 Intelligence (Investigation) check uncovers research notes regarding Thessalar's experiments, including his creation of the various thessalbeasts and the owlbear. The miniaturized human in stasis is described as a prototype phylactery, and is part of the artificer's research into lichdom. Other notes mention Nolzur's apprenticeship and the experiments with his blood (see area 7 of chapter 3) and how the silver wires can be used to attach the organs of creatures to other hosts (including Barbatos in areas 12 or 13, and the ettin in area 35).

In addition, this area contains alchemist's supplies, an herbalism kit, two vials each of thessal toxin poison and *thessal toxin antidote* (see appendix C), a box of ten *paper birds* (appendix C), and a strongbox containing three exceptional rubies worth 500 gp each.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area has no effect on Thessalar or his homunculus, but one of the experiments in the lab randomly advances as you determine. For example, using 1 charge might cause the pseudodragon to age into an undead pseudo-dracolich form, the miniature human to revert into a miniature baby that wakes from stasis and starts crying, and so forth.

16. MAIN LABORATORY (SOUTH)

Depending on how they move through this area, the characters might see into area 14 at the same time. See that area for additional details.

A massive L-shaped laboratory space is filled with creatures strapped down to tables or chained to the floor, all attended to by lizardfolk workers. In this west wing of the lab, two owlbears are chained to the floor, connected by silver wires to a third creature that appears to be a two-headed owlbear. More silver wire connects their restraints to a complex control panel standing between them.

The experiment underway in this area involves creating a two-headed owlbear by infusing an owlbear—a classic creation of Thessalar's—with ettin's blood.

CREATURES

Four **lizardfolk shamans** work here as lab managers, overseeing the process by which two **owlbears** are fueling the creation of a new creature—a **two-headed owlbear** nicknamed Bear-Bear (see appendix B for its stat block). If the lizardfolk shamans are attacked, they release the owlbears and the two-headed owlbear to take on the characters, then flee to alert the rest of the laboratory section of the temple (areas 1 through 23).

If the owlbears or their two-headed kin are freed, the cruel experiments performed on them have pushed them all to the breaking point. They ignore each other but attack any other creatures they can see.

CONTROL PANEL

The control panel is covered with dials, switches, and buttons—including a light-purple button recognizable as one of the missing components of the *Infernal Machine*. Removing this component deactivates the controls and releases the restraints on the tables, freeing all the creatures in this area.

Anyone attempting to disrupt the controls or the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The controls and the wires are self-repairing, and cannot be severed or destroyed.

TREASURE

Any search of the room recovers two vials of thessal toxin poison (see appendix C) and a vial labeled "Distilled Ettin Blood" (worth 25 gp to an alchemist), all used to facilitate the experiments here.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the owlbears' chains to rust with age and weaken, even as the owlbears age into undead versions, break free, and attack until destroyed. Each of the skeletal, rotted creatures uses the **owlbear** or **two-headed owlbear** stat block with the following changes:

- It has the undead type instead of the monstrosity type.
- It has vulnerability to bludgeoning damage.
- It is immune to poison damage and the poisoned condition, and is immune to exhaustion.

17. MIDDEN

As the characters approach this area, a foul stench begins to rise. When the door is opened, read:

The stench from the chamber beyond the door delivers a punch like an angered demigod. The floor slopes toward an open pit at its center, and is covered in a layer of waste, blood, and viscera.

The temple residents bring their refuse to this filthy chamber, including organic waste from the various laboratories. The foul debris here is ankle deep at the edges of the chamber, rising to knee deep closer to the center where the floor slopes toward the pit (area 18).

Upon entering this area, a character must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour. Each character who moves across the floor must succeed on a DC 12 Dexterity check or fall prone at the end of their move. If the check fails by 5 or more, the character slides 5 feet closer to the pit.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes a lizardfolk to appear here with a bucket of waste to dispose of. The lizardfolk ignores the characters, expecting that anyone hanging out in the midden must have some good reason to do so.

18. DISPOSAL PIT

This open pit collects the waste thrown into the midden (area 17), where it feeds the **otyugh** that dwells in the pit. If any creature moves within 5 feet of the pit, the otyugh clammers out and attacks.

MANIPULATING TIME

Having a mechanical guide spend 1 charge within 5 feet of the pit evolves the otyugh into a **neo-otyugh**, which leaves the pit and attacks any creatures it can see. If the characters flee, the neo-otyugh begins to roam the temple, attacking all creatures as it looks to establish itself as the new ruler of the site.

19. SITTING ROOM

Serving as Thessalar's private study, this area is richly furnished with ornate tables, chairs, and cabinets all carved from expensive stone. A fireplace along the west wall is carved to resemble a smaller version of the famed statue of Moloch in the main temple (area 25).

TREASURE

With successful DC 14 Intelligence (Investigation) checks made to search this area, the characters can uncover several items of interest:

- A vial of thessalotoxin poison (see appendix C)
- A tiny **mimic** in the shape of a jewelry box; the mimic deals half damage with its pseudopod and bite attacks, and has only 1 hit point
- Three rubies (worth 200 gp each)
- A piece of river crystal (400 gp)

In addition, designs can be found for Thessalar's homunculus, indicating how it was crafted from a sliver of the statue of Moloch, and hinting that its destruction will disrupt the eidolon in area 25.

20. THESSALAR'S BEDROOM

Thessalar's private sleeping quarters are richly furnished with an ornate bed, chests filled with clothes, and other personal effects. A fireplace along the east wall resembles a smaller version of the famed statue of Moloch in the main temple (area 25).

TREASURE

A successful DC 12 Intelligence (Investigation) check made to search this area uncovers a key to the treasure vault in area 38 (set with a small ruby worth 20 gp). In addition, journal entries hint at Thessalar's immunity to poison and his vulnerability to magic potions and salves that restore hit points.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes Thessalar to return here from his private lab (area 15) and prepare to rest. His homunculus remains in the lab to clean up experiments in progress, providing the characters with a window of opportunity to deal with it alone if they so choose.

21. ELITE GUARD BARRACKS

This damp chamber is filled with dry straw sleeping palettes, and houses the guards responsible for the protection of Thessalar's apartments and laboratories.

CREATURES

Three **lizardfolk renders** are stationed here. They attack any intruders to subdue them, then drag them before Thessalar in area 15.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area reverses time and causes the lizardfolk to head into the temple complex to search for Moghadam's thieves, believing the thieves have just arrived. You determine where the guards might be encountered as a result.

22. ALCHEMICAL LAB

This laboratory space is filled with worktables holding tubing, glassware, and all manner of alchemical experiments. All the various experiments are connected by silver wires to a complex control panel.

CONTROL PANEL

The control panel is covered with dials, switches, and buttons—including a hazy yellow button recognizable as one of the missing components of the *Infernal Machine*. Removing this component deactivates the controls and shuts down all the experiments underway here.

TREASURE

Any search of this area recovers a set of alchemist's supplies, a set of glassblower's tools, and a set of tinker's tools. In addition, a successful DC 14 Intelligence (Arcana) check identifies two vials of thessalotoxin poison, one vial of *blood of the lycanthrope antidote*, one vial of *mummy rot antidote*, and one vial of *thessalotoxin antidote*. See appendix C for all these items.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area advances the experiments underway here, producing three identical vials of liquid. One is water, one is a *potion of poison*, and one is a potion chosen by you.

23. BODY TANKS

If the characters have met Thessalar already, they recognize the bodies in the tank as the artificer. Adjust the following read-aloud text accordingly:

This chamber holds a half-dozen floor-to-ceiling glass tanks, four of which are filled with a light-blue fluid in which the body of an elderly male human is suspended. Three of the bodies appear lifeless and inert. The fourth looks toward you and mouths silent words.

Thessalar maintains several clones in tanks of preserving chemicals here, prepared by the spell of the same name and awaiting his use. Three clones are inert. The fourth has managed to gain a degree of sentience from its proximity to the magic of the missing components of the *Infernal Machine*, and mouths its demand to be set free. If freed, it claims to be the true Thessalar and that the artificer in area 15 is an impostor.

Any freed clone uses the same stat block as Thessalar (see appendix C) but lacks his special equipment and his homunculus.

CONCEALED DOOR

Located at the back of an empty tank, this locked door leads to area 9. It can be detected with a successful DC 14 Wisdom (Perception) check. Without the key carried by Andras, its lock can be picked with a successful DC 18 Dexterity check using thieves' tools, or it can be forced with a successful DC 18 Strength check.

MANIPULATING TIME

Having a mechanical guide spend 1 or more charges in this area causes one clone per charge to gain sentience, awaken, and demand to be set free. If all four are awakened, Thessalar arrives to investigate.

24. HALLS OF STATUES

This series of long hallways are each lined with statues created by the temple's sculptors through the ages. Many depict Moloch, but other archdevils, demon lords, and former high priests of the temple are also represented. A successful DC 12 Intelligence (Religion) check identifies any statue's specific subject, including several statues of Demogorgon, Asmodeus, Dagon, Bel, Zariel, Mammon, and Semuanya.

SACRED STATUES

Ten of the statues in this area are large enough to serve as **sacred statues**. The eidolon in area 25 can enter and animate those statues as needed (see appendix B).

The sacred statues can be attacked to destroy them, preventing the eidolon from animating them. When not occupied by the eidolon, each statue has AC 17, 50 hit points, resistance to piercing and slashing damage, and immunity to poison and psychic damage. A sacred statue is also vulnerable to the set of superior mason's tools found in area 11 of chapter 3. A character proficient with mason's tools can use the superior set to destroy a sacred statue with a successful DC 13 Dexterity check.

MANIPULATING TIME

Having a mechanical guide spend 1 or more charges in this area causes one sacred statue per charge to age and crumble to rubble, as long as the statue is not occupied by the eidolon.

25. MAIN TEMPLE

The north end of this vaulted chamber is entirely filled by the temple's famed statue of Moloch. The impressive figure rises twenty-five feet high, nearly touching the ceiling. Its hands hold a massive burning brazier, illuminating the chamber with an eerie flickering glow. The brazier's fire reflects brightly within the facets of the statue's massive ruby eyes.

STATUE OF MOLOCH

The eyes of the statue are the largest rubies ever recovered from the underground lake, and were cut and faceted by the temple's first priests. With a successful DC 12 Intelligence (Arcana) check or a *detect magic* spell, a character discerns that the gem eyes are a focal point for the magic of the temple, and are magically connected to the various control panels making use of the missing components from the *Infernal Machine of Lum the Mad*. A successful DC 12 Wisdom (Perception) check made to examine the gems reveals that they are connected to the statue with silver wires similar to those seen in Thessalar's labs.

The gems can be removed with a successful DC 20 Dexterity check using thieves' tools. However, doing so deactivates any control panel still utilizing components from the *Infernal Machine* in the temple (in areas 9, 14, 15, 16, and 22). This disrupts the experiments and frees the bound creatures in all those areas.

The eidolon in this area (see below) can enter the statue to transform it into a **sacred statue**. The statue can be attacked to destroy it, preventing the eidolon from animating it. When not occupied by the eidolon, the statue has AC 17, 50 hit points, resistance to piercing and slashing damage, and immunity to poison and psychic damage. The statue is also vulnerable to the set of superior mason's tools found in area 11 of chapter 3. A character proficient with mason's tools can use the superior set to destroy the statue with a successful DC 13 Dexterity check.

If the sacred statue is destroyed, the eidolon can enter one of the other appropriate statues in area 24.

ALCOVE

In the east wall, a narrow corridor leads to a tiny chapel room where the temple's first high priest communed with Moloch. After the priest's death, Moloch rewarded their faithful service by transforming him into the **eidolon** that still resides here.

If the characters desecrate any part of the temple, including tampering with or examining the statue's gemstone eyes, the eidolon enters the sacred statue of Moloch and attacks.

CONCEALED DOOR

In the southeast corner of this area, a door concealed behind a tapestry leads to the guardroom (area 34). A fight between the characters and the eidolon (in or out of the sacred statue) is heard by the guards, who rush up to investigate.



STATUE OF MOLOCH

TREASURE

Notwithstanding their value to Moghadam and Thessalar, the statue's gemstone eyes are worth 5,000 gp each.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area forces the eidolon to either enter or leave the sacred statue. Doing so causes the eidolon to attack if it is not already in combat with the characters.

26. WORKSHOP

The temple's sculptors labor in this workshop, which is filled with tables and benches covered in tools and raw materials for the crafting and repair of statuary.

CREATURES

The five human sculptors here (use the **cultist** stat block) work feverishly to cover for the absence of the colleagues who left for the Tomb of Horrors. If the characters talk to them, the sculptors assume they were sent from the tomb as well, and ask about their missing colleagues. The sculptors share that Thessalar has captured the thieves sent out by Moghadam, including the gemsmith in area 31). They also know about the eidolon in area 25, and that this area of the temple is guarded by a two-headed giant called "the Demogorgon" (in area 35).

TREASURE

In addition to ten rubies (worth 50 gp each) being worked into statues, this area contains two sets of jeweler's tools and mason's tools, as well as half a *manual of stone golems*. This is the torn matching half of the half manual held by the sculptors in area 11 of chapter 3. Even incomplete, it is worth 500 gp.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the sculptors to leave and return to their dormitory (area 33).

27. WORKSHOP AND STORAGE

This area holds a large kiln, which is constantly lit and used for the crafting of statues, homunculi, and other objects for the temple. Tools, chunks of stone, and lumps of clay wrapped in cloth are scattered about.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the homunculus in area 15 to return here (its place of origin).

28. PRIVATE CHAPEL

The temple's high priest resides in these small quarters, which contain a bed, personal effects, ceremonial robes, and religious instruments of office. A fireplace along the northeast wall is carved to resemble a smaller version of the famed statue of Moloch.

ALCOVES

The larger alcove to the south of this area holds a pile of sacred stones for the construction of a powerful stone golem. This stone supposedly fell from Ogrémoch's body during the fight against Olhydra that carved out the first of the temple caverns. The smaller alcove holds the golem under construction. Thessalar hopes to recover his sculptors, their superior mason's tools, and their half of the *manual of stone golems* to complete this golem and send it out against Moghadam.

HIGH PRIEST

Ard-Sagart (a lawful evil male human **warlock of the fiend**) is here when the characters arrive, praying before the fireplace. With the loss of the sculptors in Thessalar's service, he believes the temple has lost favor with Moloch. To remedy this, he has requested more lizard-folk to brave the underwater lake and collect gemstones as tribute. He is preparing to bless the next volunteers.

SECRET DOOR

A secret door to the underground lake is hidden within the fireplace, and can be detected with a successful DC 16 Wisdom (Perception) check. The image of the brazier held by the statue of Moloch is worked into the fireplace hearth. Two types of offering can be placed in this graven brazier—either a character's sacrifice of blood (represented by a self-inflicted wound that deals 5 piercing or slashing damage) or a gemstone of any value. Either offering is consumed when given, whereupon the fireplace flames magically lower and the secret door in the back of the fireplace opens.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the high priest to leave for area 29 by way of the secret door, then prepare for a ceremony of blessing.

29. SECRET EQUIPMENT ROOM

Gear and equipment related to exploring the underground lake are stored in this private chapel to the temple's living demigod, the thessalkraken. Search and salvage gear are normally assigned to the lizardfolk charged with searching the subterranean lake for gems. Before entering the lake, the lizardfolk are blessed by the high priest in front of a smaller version of the statue of Moloch, modified to resemble the thessalkraken by having its arms changed into tentacles and its mouth filled with long needle-like teeth.

TREASURE

In addition to mundane gear, this area contains a *folding boat*, a *helm of underwater action* (see appendix C), and an incomplete *apparatus of Kwalish*. The missing levers of the apparatus can be found in area 7, and require a successful DC 14 Intelligence (Arcana) check or a Dexterity check using thieves' tools or tinker's tools to reassemble.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes 1d4 **lizardfolk renders** to arrive for the priest's blessing before departing down the stairs to the

underground lake (area 30). They attack unless they can be convinced the characters are part of the blessing ceremony.

30. HIDDEN STAIRS

This winding set of stairs leads down to a natural cavern system below the temple. The main cavern is filled with a vast subterranean lake, fed by the stream at area 2. See "Underground Lake" at the end of this chapter for more information.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the thessalkraken to reveal itself as it breaks the surface of the water seeking food. Spending 2 charges also causes 1d4 **lizardfolk renders** to arrive, ready to brave the waters in search of gems. The lizardfolk take the appearance of the characters as a sign of offering, and attempt to force them into the water as sacrifices for their demigod.

31. GEMSMITH'S CELL

The oak door leading to this area is locked, but can be opened with a successful DC 14 Dexterity check using thieves' tools, or forced open with a successful DC 14 Strength check. The chamber beyond holds the temple's most valued prisoner, Seodra the gemsmith.

This room contains a cot, a footlocker, a basin, and a worktable covered in various tools. The table is presently occupied by a female genasi, her skin encrusted with patches of faceted crystals. The project she's working on is a silver skull with jeweled teeth.

Not bothering to look at you, the genasi says, "Your interruptions are not helping. For the last time, tell Thessalar I need more time to finish!"

THE GEMSMITH

Seodra is an earth genasi from the Quasi-elemental Plane of Mineral. Sent by Moghadam to assist the thieves charged with stealing the gemstone eyes from the statue of Moloch in area 25, she was captured and put to work.

If the characters talk of rescuing her, Seodra refuses to leave unless they also promise to help her steal the statue's eyes. She takes her tools and the silver skull if the characters convince her to come with them. Seodra uses the **noble** stat block with the following changes:

- She has AC 19 (natural armor).
- She speaks Common and Primordial.
- She can move across difficult terrain made of stone without expending extra movement.
- She has the following trait: **Treasure Sense**. Seodra can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of her.

TREASURE

The worktable contains the workings for the jeweled skull of a demilich: a solid silver skull (worth 2,000 gp) into which three diamonds (1,000 gp each) have been cut and set as teeth. Thessalar plans to use the skull for his own ascension to lichdom, either as his lich's phylactery or as the skull of a demilich.

Seodra possesses a set of superior jeweler's tools. These tools grant advantage when used to make an appropriate crafting check, and are worth 500 gp.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area taps into the ritual magic Seodra is using to craft the demilich's skull, causing a random character to age by one year. This effect can be reversed by casting a *remove curse* spell using a 6th-level spell slot.

32. GUARDROOM

Four **lizardfolk renders** are stationed here, assigned to watch over the gemsmith in area 31.

CORRIDOR

The small corridor leading east across from the guardroom dead-ends at a point with several natural fissures in the floor (leading to the underground lake below), and is used as a privy.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the lizardfolk to head into the temple complex to search for Moghadam's thieves, believing the thieves have just arrived. You determine where the guards might be encountered as a result.

33. SCULPTORS' DORMITORY

This cramped dormitory holds bunks and simple furnishings for the fifteen sculptors originally living in the temple. Ten of those sculptors left the temple to work at the Tomb of Horrors, with only five remaining at work in area 26.

BELONGINGS

A successful DC 12 Intelligence (Investigation) check made to search this area uncovers a *figurine of wondrous power* hidden by one of the sculptors (choose any rare figurine). The figurine is wrapped in a crumpled invitation sent from Moghadam for employment at the Tomb of Horrors, promising exorbitant wages and offering a map showing the route to the temple.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the sculptors to leave their work in area 26 and return here to rest.

34. GUARDROOM

Four **lizardfolk shamans** are stationed here as temple guards. If they hear any sign of trouble along the corridor from area 25, they rush through the concealed doors to help defend the eidolon and the sacred statue there.



"THE DEMOGORGON"

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the lizardfolk to head into the temple complex to search for Moghadam's thieves, believing the thieves have just arrived. You determine where the guards might be encountered as a result.

35. OFFICE OF THE DEMOGORGON

This area houses an ettin, originally brought here for Thessalar's experiments. The giant is kept both for his blood supply, which Thessalar uses in the crafting of new two-headed creatures, and as a guard for the treasure vault (area 38).

As the characters approach the entrance to this area, read:

A deep voice cries out through the open doorway ahead, quickly responded to by a second voice.

"So! You come to honor Emmanuel, right head of the Demogorgon!"

"No! You honor Hebediah, left head of Demogorgon!"

When the characters can see into this area, read:

This filthy chamber is occupied by an ettin who is the source of the bellowing. The right head of the creature sports a stylish beard, while the left head has a large, curving mustache. Silver wires extend from a large pouch hanging around the giant's two necks, connecting directly into his chest. A pig snoozes on the floor at the ettin's feet.

"Stand still!" one head roars. "My steward Slippy will present you for a formal audience."

"No! My steward Sticky will present you!"

Both heads then ignore you as they begin bellowing over one another for Slippy and Sticky to attend them.

THE DEMOGORGON

This ettin is thoroughly deranged, with Thessalar cruelly humoring the creature's condition in his "honored" treatment. See appendix B for the ettin's stat block. At one time, he was told that he was a statue of Demogorgon brought to life by Thessalar's experiments. He has since come to believe that he is now the actual Demogorgon, with his two heads addressing one another as Aameul and Hathradiah—mispronounced as Emmanuel and Hebediah, respectively. A successful DC 14 Intelligence (History) check allows a character to recall the real names of Demogorgon's heads.

Much like the true Demogorgon, the ettin's two heads constantly clash and refuse to speak directly with one another, instead relaying messages through their assigned stewards (housed in areas 36 and 37).

If the ettin is defeated, examining the pouches around his necks reveals a collection of eyeballs and still-beating dragon hearts. The silver wires connect those living tissues to the ettin's own hearts, providing the creature's unique features. This setup is made permanently inoperable if the ettin is slain.

Anyone attempting to disrupt the wires must succeed on a DC 13 Constitution saving throw or take 11 (2d10) force damage. The wires are self-repairing, and cannot be severed or destroyed.

ALCOVES

Various alcoves and side passages around this area hold a foul-smelling clutter of chickens, pigs, and goats kept behind wicker barricades, raised as food for the ettin. They are tended by the boggle who is steward to both the ettin's heads (see areas 36 and 37).

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the chickens to lay more eggs, to the delight of the ettin. Both his heads call out for their steward to gather the eggs at once.

36. OFFICE OF HEBEDIAH'S STEWARD

This office apartment houses the steward assigned to the ettin's left head (Hebediah). The room is meagerly furnished with a cot and a single chair, and connects to area 37 via a short hall hidden behind a poorly hung curtain. The tunnel is easily discovered with a successful DC 10 Wisdom (Perception) check.

"SLIPPY"

If not already met when summoned to area 35, there is a 50 percent chance that the steward to the ettin is found in this area. If not in this area, the boggle is in area 37.

This **boggle** was one of two caught trying to use their Dimensional Rift traits to reach into the temple's treasure vault (area 38). As punishment, they were assigned to provide care and grooming to the ettin's left and right heads, as well as relaying messages on the giant's behalf. When the ettin wants to talk to himself, one head gives the message to his steward, who runs off to deliver it to the other steward, who runs back to deliver it to the other head, and back down the line.

The two stewards are identical except for an epaulet worn on the left or right shoulder of their livery, but they have of late never been seen together. This is because only one boggle remains, the companion boggle having been disposed of in area 7. Both stewards are thus now the same creature, who works hard to make sure this is never discovered. The boggle intuits (correctly) that if the ettin were to uncover this secret, he would rip the boggle in half as a furious means of getting the proper number of stewards once more.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the steward to run back if they are elsewhere, or rush off to perform some task or deliver a muddled message to the ettin. In the course of doing so, they confuse matters such that their true nature as steward to both heads is accidentally revealed, incurring the ettin's wrath.

If 1 more charge is subsequently spent, things instead rewind and the ettin forgets all. The steward realizes they have been saved and is eternally grateful to the characters, helping them in any way possible.

37. OFFICE OF EMMANUEL'S STEWARD

This office apartment houses the steward assigned to the ettin's right head (Emmanuel). It is meagerly furnished with a cot and a small table, and connects to area 36 via a panel hidden behind a poorly hung curtain. The tunnel is easily discovered with a successful DC 10 Wisdom (Perception) check.

"STICKY"

If not already met when summoned to area 35, there is a 50 percent chance that the steward to the ettin is found in this area. If not in this area, the boggle is in area 36. See area 36 for details on the identity of Sticky and Slippy.

MANIPULATING TIME

Having a mechanical guide spend charges in this area has the same effect as in area 36.

38. TREASURE VAULT

The wealth the temple has collected over centuries is stored in this hidden vault. Much of this wealth consists of gemstones gathered from the underground lake beyond areas 30 and 39.

SECRET DOOR

The secret door leading into this area can be detected with a successful DC 14 Wisdom (Perception) check, but is locked. Without the key (found in area 2 or area 20), the lock requires a successful DC 18 Dexterity check using thieves' tools to open, or it can be forced open with a successful DC 22 Strength check.

TREASURE

Uncut rubies and other gems are piled and sorted here according to size—two hundred tiny stones (worth 10 gp each), one hundred small stones (25 gp each), twenty medium stones (100 gp each), and five large stones (200 gp each).

A small cask holds cut and polished rubies—fifty small gems (worth 100 gp each), ten medium gems (150 gp each), and five large gems (250 gp each).

In addition, five magic gems and stones are stored in individual coffers scattered about the room—an *elemental gem* (earth), an *Ioun stone of vitality* (see appendix C), and three *spell gems* (see appendix C). Two of the *spell gems* are lapis lazuli holding *identify* and *unseen servant*. The third is a quartz holding *locate object*.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area either causes 1d4 of the largest uncut rubies to become cut and polished, doubling their value (a 50 percent chance), or causes the same number of the largest cut rubies to degrade back to raw stones, halving their value.

39. STAIRS TO UNDERGROUND LAKE

These twisting, turning stairs lead down to the underground lake that opens up beneath the temple complex.

UNDERGROUND LAKE

The full details of the natural cavern system that opens up below the temple are left for you to design if desired. The main cavern, reached by the stairs at area 30 or 39, is filled by a subterranean lake fed by the stream at area 2.

When the characters descend the stairs at area 30 or area 39, read:

The stairs end abruptly, opening up to a vast natural cavern deep beneath the temple. A pebbly beach extends toward the dark waters of a subterranean lake that fills the cavern, a cold wind blowing across it.

If the characters have light sources with them, anyone peering into the water notes a dull red gleam where a raw ruby sits at the bottom of the lake near the shore.

Any creature setting foot on the beach or entering the water must succeed on a DC 13 Dexterity (Stealth) check or rouse the dread creature lurking within the lake.

CREATURE

One of Thessalar's monstrous creations, the **thes-salkraken** proved too dangerous to safely handle and was exiled to these caverns years ago. It has since grown too large to return to the temple, and now serves as a kind of living demigod to the cultists and lizard-folk serving Thessalar, who refer to it as the "Child of Moloch."

TREASURE

Lizardfolk in service to Thessalar are sent here to brave the waters and attempt to recover more gemstones from the bottom of the lake. When the characters arrive here, the bottom of the lake is littered with 1d10 rubies. Roll a d10 to determine the value of each ruby found—1–5: 10 gp; 6–7: 25 gp; 8–9: 100 gp; 10: 200 gp.

If all the rubies are claimed, it takes 24 hours for more rubies to appear in the lake.

The bottom of the lake is also covered with the cracked bones of the many creatures sacrificed to the thessalkraken, or who ran afoul of it while diving for gems.

MANIPULATING TIME

Having a mechanical guide spend 1 charge in this area causes the thessalkraken to break the surface of the water seeking food, thus revealing itself. Spending 2 charges also causes 1d4 **lizardfolk renders** to arrive, ready to brave the waters in search of gemstones. The lizardfolk take the appearance of the characters as a sign of offering, and attempt to force them into the water as sacrifices for their demigod.

CHAPTER 5: FINAL SHOWDOWN

FTER VISITING THE TOMB OF HORRORS or the Temple of Moloch (or both), the characters should have recovered some of the missing components of the *Infernal Machine*. Whenever they return to their original time, Lynx and Sir Ursas both make a play for the components, desiring to use them to complete and control the *Infernal Machine of Lum the Mad*.

SPECIAL DELIVERY

Whichever agent the characters are working for, their mechanical guide is programmed to teleport them back to the agent's manor. If the characters somehow obtained both mechanical guides, they can decide which agent they want to initially return to. (Even if the characters have done secret deals with both agents, they should choose one to be their initial contact upon their return to their original time.)

If the characters somehow manage to return to their original time at any other location, a courier arrives at that location shortly thereafter, delivering an urgent invitation to come to the manor to discuss the results of their expedition. If the characters have the intent of avoiding the agent, the agent comes to find them in short order, and arranges for their mechanical guide to teleport everyone back to the manor.

FORMAL REVIEW

When the characters meet with their chosen agent, Lynx or Sir Ursas asks to inspect any missing components they've collected. The agent agrees to pay the characters as arranged, but only after their servants test that the components are in working order. The characters are then led to the agent's workshop. As they go, the agent talks about deducting expenses for any resources used, damage to the mechanical guide, and so forth—in general, becoming increasingly insidious.

COMPLETING THE MACHINE

When the characters first see the workshop, they become aware of the scope of what the agent is hoping to achieve.

The entire workshop is filled with a massive magical-mechanical device, worked on by a half-dozen servants. With no visible means to move it, the *Infernal Machine of Lum the Mad* must presumably have the power to teleport itself from place to place. It appears ancient, the style of its crafting unlike anything you've ever seen before. It features some sixty levers, forty dials, and twenty massive switches, as well as a booth large enough to hold four humans—but whether those humans would be the machine's operators or the targets for its magic is unknown.

When the components the characters collected are presented, the agent's assistants (six **cultists** in official-looking white lab coats) work quickly to install those components into the *Infernal Machine*. The mechanical guide that's accompanied the characters attaches itself to the machine, allowing it to serve as a command unit.

Another six **cultists** then appear with the agent's secret prisoner to finalize the programming.

A door on the far side of the workshop opens, and six more assistants stride forth with a weary-looking prisoner in tow. A human male with a haughty bearing, and wearing tattered, once-regal clothes, the figure gazes up at the great machine with a sense of recognition and longing.

Your host laughs, gesturing toward the figure with a flourish. "Adventurers! May I present Lum the Mad!"

LUM THE MAD

In response to any reaction or questions, the agent proudly explains how the partially functioning *Infernal Machine* was used to find and capture Lum the Mad, so that he could assist in restoring the machine to its primal state.

Lum uses the **warlord** stat block, but is unarmed and has no attacks while under guard. He possesses sufficient knowledge to program the *Infernal Machine*, allowing it to fully function according to its description now that the missing components have been restored. In his state of low-grade madness, Lum has no reason to not follow the agent's orders and help bring the machine online. However, he is also able to deactivate the machine, or even cause it to self-destruct—if the characters can convince him to do so with appropriate roleplaying or Charisma checks of your determination.

RAID AGAINST THE MACHINE

Immediately after the missing components are installed and Lum is presented, the other agent launches a surprise raid against the first agent's manor. Read the

following, adding details as appropriate depending on whether Lynx or Sir Ursas is the one coming for the *Infernals Machine*, and whether or not the characters have met the other agent:

A sudden shattering crash is heard as the wall of the workshop collapses to rubble! A fighting force advances through a cloud of dust, led by a most unusual-looking figure.

The other agent arrives with a full complement of a dozen servants (use the **cultist** stat block).

During the raid, both agents attempt to attune to the *Infernals Machine*. You can decide which one is successful or allow chance to decide (see "Complications" below), taking into account the actions of the characters if they support one agent or the other.

During the fight, both agents shout out accusations that reveal the other's true natures. Those natures are then confirmed by the agents themselves. Any injury dealt to Lynx Creatlach shows the unnatural construction of her undead flesh and the rune-scribed skeleton beneath it. Any injury dealt to Sir Ursas causes him to shout out in rage, swearing vengeance "in the name of my unholy patron, Bell!"

If either agent gains control of the *Infernals Machine*, they immediately use it to attempt to defeat their rival. (The machine has all its normal functions except its *wish* ability, which will require additional programming.) If confronted by the characters, the agent turns the *Infernals Machine* against them. If the characters leave the agent in control of the machine, the agent departs with it to the Nine Hells when their rival has been dealt with.

COMPLICATIONS

During the raid, any number of complications might arise. As desired, you can roll on the Machine Fight Complications table (see the next page) at the end of each round of combat, rerolling or ignoring results that have already occurred.

FAILURE IS AN OPTION

If the characters failed to recover a significant number of components from either site in the past—and assuming you don't want to send them back—you can work that into this final showdown. Whichever agent the characters return to is disappointed in their progress, but comes up with an alternative plan. Knowing that the other agent might also have sent their own operatives back to collect the missing components, the characters' agent invites them to help break into the rival agent's workshop to steal those components from the rival's version of the *Infernals Machine*. Reverse the general setup of this section to have the characters on the side that breaks into the workshop. There, they see the rival agent holding Lum the Mad, and in the process of completing the *Infernals Machine*.

MACHINE FIGHT COMPLICATIONS

d100 Result

- | | |
|-------|--|
| 01–15 | Lynx attunes to the <i>Infernal Machine</i> and begins to use its powers. |
| 16–30 | 2d8 secret operatives of the city guard (use the spy stat block) have been watching one or both agents, and show up to attempt to stop the fight. |
| 31–45 | Lum is threatened by cultists of one agent or the other. If aided, he agrees to work with the characters in whatever fashion they desire. |
| 46–55 | The <i>Infernal Machine</i> comes to life, summoning a CR 5 monster (your choice) that attacks the creatures closest to it. |
| 56–65 | The <i>Infernal Machine</i> comes to life, summoning a CR 10 monster (your choice) that attacks the creatures closest to it. |
| 66–70 | A spellcaster fighting for Lynx casts a <i>lightning bolt</i> that streaks across the battlefield to strike targets as you determine. |
| 71–75 | A spellcaster fighting for Sir Ursas casts a <i>fireball</i> that explodes at a location of your determination. |
| 76–80 | Lynx slays Sir Ursas. She cuts off his bear paw, promising to turn it into her personal backscratcher. |
| 81–85 | Sir Ursas slays Lynx. He tears her flesh golem suit away to reveal the skeleton within, which he then shatters. Lynx's skull might still remain animated and conversational. |
| 86–90 | Both Lynx and Sir Ursas manage to slay one another simultaneously. |
| 91–00 | Both Lynx and Sir Ursas decide that events have grown too heated and escape into the city. High bounties are set for their capture. |

CONCLUDING THE ADVENTURE

Depending on the hook you used and how this adventure fits into your overall campaign, a number of things can happen at the end of *Infernal Machine Rebuild*.

NINE HELL OR BUST

If either agent is successful in taking the *Infernal Machine* of Lum the Mad to the Nine Hells, it changes the balance of power in Avernus. Either Zariel is able to solidify her rule of that level, or Bel is able to reclaim the level using the machine's power. What happens as a result is entirely up to you, and might come into play if you are running *Baldur's Gate: Descent into Avernus* as part of your campaign.

FINDERS KEEPERS

If the characters plan on keeping the missing *Infernal Machine* components for themselves, for delivery to another patron (such as Kwalish), or simply to keep them out of the hands of the agents, both Lynx and Sir Ursas launch separate attacks to recover them. These attacks can either be spaced out to avoid overwhelming the characters, or you can have both agents attack at the same time and largely concentrate on each other.

OUR INFERNAL MACHINE

If one or both of Lynx and Sir Ursas are defeated, the characters might end up in possession of the *Infernal Machine*. If you opt to keep this powerful artifact in your campaign, see appendix C for its statistics. Otherwise, you can decide that the machine has been fatally programmed to disperse its components to all-new locations—but only after the characters have had a bit of time to experiment with it.

Of course, if the characters take possession of the machine for any length of time, any surviving agents seek revenge against them. Likewise, so will the agents' patron archdevils, Zariel and Bel, who might send forces of cultists to finish the characters off.

MECHANICAL GUIDES

The mechanical guides are programmed to serve their agent masters—and to self-destruct in the event that anyone else attempts to take control of them. Still, exposure to the power of the components of the *Infernal Machine* might change a guide's programming, allowing the characters to befriend and permanently claim it as a companion or ally. If this happens, a guide's time traveling ability can be curtailed as you desire.

THE JOYS OF TIME TRAVEL

Because this adventure traverses both time and space, you might decide that actions carried out by the characters in the past of chapters 3 and 4 create changes in the present of the campaign world when they return. For example, the construction of the Tomb of Horrors might be disrupted, in which case it holds less prominence in later times. If Thessalar regains his missing sculptors, he might complete his stone golem and send it out to destroy Moghadam and demolish the tomb while it's under construction. Thessalar might also create more monsters than he is already known for, which can spread throughout the world.

Feel free to keep track of what events and choices in the past might have future implications—and have fun presenting the fallout of those events to your players!

APPENDIX A: FURTHER OPTIONS

Infernal Machine Rebuild hopefully provides plenty of options for you to run the adventure the way that works best for your campaign. But if you'd like to customize this adventure even further, consider any of the following possibilities.

CHAPTER 1: THE UNICORN AND THE HAGS

The conflict between the hags and the unicorn Banrion can be complicated or augmented in a number of ways.

CLANDESTINE HAGS

If having three dryads working together is too immediate a tipoff that these might be hags forming a coven, you can add a fourth illusory mother to the mix to help allay suspicion. Created from a few logs and branches, Mother Hedgehog sits quietly in the corner of the cottage. If the characters attempt to speak with her, the programmed illusion is able to mumble a few incoherent words. A successful DC 16 Intelligence (Investigation) check detects this illusion.

The hags' cottage is built from three trees entwined together. These trees might contain the three true dryads whose appearances the hags have stolen for their own use, and who have been enslaved by the hags to help with their corrupt gardening. If the characters treat with Banrion, the unicorn asks them to help free the dryads to set the woods back to order.

Instead of the hags being disguised as goodly dryads, you might instead choose to reverse the scenario. The Three Mothers might really be dryads in need of help, with Banrion the unicorn an evil creature that must be defeated to save the woods. The unicorn might even be using its dark magic to cause the dryads to appear as hags.

UNICORN SHOWDOWN

If the characters initially make an aggressive approach toward Banrion (whether because the hags have fooled them or because the unicorn is evil), you can make the fight tougher by having the unicorn appear while the characters are attempting to cross the clock tower bridge. While fighting on the bridge, Banrion looks to knock characters off the tower into the chasm below, or even to try to collapse the tower under the characters while she teleports away.

If the unicorn later makes peace with the characters, she teleports down into the chasm (if still able to) and heals them.

CHAPTER 2: AN INVITATION EXTENDED

Meeting with the infernal agents has the potential for a number of interesting story options.

UPDATED GUIDES

As written, the mechanical guides can safely teleport the characters to and from the specific adventure locations. If it fits with your campaign, you might opt to allow

teleportation to other locations in time and space with a successful DC 20 Intelligence (Arcana) check. A failed check causes the characters to be misdirected physically or temporally, as you determine. If the characters claim any missing components of the *Infernal Machine*, those components can be added to the mechanical guide, providing a +2 bonus to this check per component.

You might decide that neither agent would ever allow the components they already possess to leave their sight, or that the characters are the first ones to have come across any missing components. If so, Lynx's guide is powered by a dangerous combination of living *teleport* and *time stop* spells, and might malfunction as you see fit. Sir Ursas's guide is a captured quarut (an inevitable that seeks to uphold the laws of space and time), and which is forced to use its powers as Ursas demands. Though the quarut is programmed to prevent it from revealing its plight outright, it might provide clues during the adventure that all is not as it seems.

HEALTHY COMPETITION

When the characters make their choice of which agent they want to work with, whatever agent they turn down immediately arranges to send out their own competing expedition. (If the characters agree to work for both agents, both agents might still send out second redundant expeditions as insurance.)

These expeditions are composed of five **cultist** servants, led either by the enhanced medusa for Lynx, or the brains in iron for Sir Ursas (see below for more information on both). Each expedition also has its own mechanical guide. You might use the members of the rival expedition to chase after the characters, or they might have already arrived at one of the locations and be set up for the characters to stumble upon. The members of the alternative expedition might set obstacles along the way, possibly inspiring the characters to do the same. Using the power of a mechanical guide might allow for the creation of particularly devious traps that can be set across space and time. And the members of the alternative expedition certainly look to sabotage or destroy the characters' mechanical guide in order to strand them.

These competitors might succeed in securing some of the missing components, whether they steal them out from under the characters or take them directly in combat. Any stolen components will be delivered to their respective agents before the characters return from the past.

ENHANCED MEDUSA

Like the enhanced sphinx from *Lost Laboratory of Kwalish*, this creature has been augmented with various technologies from the Barrier Peaks. Specifically, its eyes have been replaced with mechanical frames into which it slots different lenses. This is the same magical technology that was used to create another artifact, *Daoud's Wondrous Lanthorn*. The medusa is nicknamed "Daoud's Living Lanthorn" as a result.

The enhanced medusa uses the **medusa** stat block with the following changes:

- It has truesight out to a range of 60 feet.
- It can cast the *light* cantrip at will.

WHO'S WHO

While little is known of Daoud, his lanthorn was part of the treasure to be recovered in the AD&D adventure module *Lost Caverns of Tsojcanth*. Light cast through the different faces of the lanthorn created different magical effects, which the lanthorn fueled with crushed gemstones.

- Its Petrifying Gaze trait turns creatures into metal, wood, or porcelain (the medusa's choice) rather than stone.

If this adventure is played as a sequel to *Lost Laboratory of Kwalish*, the enhanced medusa might seek revenge for what befell its ancestor Gloine Nathair-Nathair, or could be appeased with information regarding that medusa's whereabouts.

BRAINS IN IRON (THE COUNCIL)

This creature originated from old designs of Kwalish, and takes the form of multiple brains that have been magically preserved and which collectively operate a new mechanical body. The brains share insights and knowledge with one another, and have typically been taken from creatures that desired to prolong their consciousness—or that were tasked with controlling a construct for all time as punishment.

A brains in iron uses the **brain in a jar** stat block with the following changes:

- It is lawful neutral.
- It has the construct type.
- Its size is Large.
- It has Armor Class 15 (natural armor).
- It has a speed of 20 feet.

If this adventure is played as a sequel to *Lost Laboratory of Kwalish*, this creature began as the brains in jars encountered in the Barrier Peaks. After constructing a new collective body from spare parts, the brains escaped (and now seek revenge against the characters if they did not aid the brains sufficiently during that adventure). The brains' collective goal in seeking the missing components is to be able to transfer themselves into the ultimate mechanical body—the *Infernal Machine of Lum the Mad*.

CHAPTER 3: CONSTRUCTION OF HORRORS

You can expand the characters' exploration of the Tomb of Horrors construction site in a number of ways.

HANGING WITH MOGHADAM

Even villains have their hobbies—and for Moghadam, that hobby is death traps. Any character who discusses traps with Moghadam can impart to him a new deadly design—either using suitable roleplaying and player ingenuity, or a successful DC 16 Charisma (Persuasion) check. Doing so gains Moghadam's favor and advantage on further ability checks made to negotiate with the artificer, as you determine.

MURALIST MUTINY

As written, the sculptors in the Tomb of Horrors are eager to escape but the muralists are loyal to Moghadam. However, you might decide that the muralists have their

own reasons to flee servitude, and have secured a set of claws of the umber hulk (see appendix C) to do so. They might also look for the characters' help to escape, using the claws to dig a secret tunnel beneath their chambers in area 9—and potentially intersecting with the umber hulks' excavations.

ROCK AND RUIN

As an added element of danger and dilemma during the ceremony in the chapel (area 14), each time a character succeeds on a saving throw to resist the ceremony's power, one of the worshipers in the pews is overcome and transforms into black rock.

If the black rocks from the chapel are brought to the sculptors, you might decide that they can help restore those victims to life using their superior mason's tools. Alternatively, the sculptors might want to incorporate these magic rocks into an even more impressive golem, helping to ensure their escape. Likewise, if taken to the Temple of Moloch, these rocks might be highly prized for the crafting of statues and homunculi.

GO TO HELL

The fiery rift of area 16 allows Tarnhem to return to the Abyss. But depending on the setup of your campaign (and particularly if you are playing through *Baldur's Gate: Descent into Avernus*), you might instead have this rift lead to the Nine Hells. There, Tarnhem joins the demonic horde taking part in the Blood War.

If the characters later travel through Avernus, they might encounter Tarnhem there—with his reaction to them depending on their interactions at the tomb.

CHAPTER 4: TEMPLE OF MOLOCH

The level of chaos and creative power on display in the Temple of Moloch lends itself to a number of play options.

TRADE TALK

Thessalar's fixation on monster design provides an opportunity for bonding with any character with insight into that topic—or who can fake it well enough, either using suitable roleplaying and player ingenuity, or a successful DC 16 Charisma (Persuasion) check. Suggesting a new design for a magical creature (ideally one combining the aspects of two or more existing creatures in some particularly deadly way) can grant advantage on checks made to interact with the artificer.

TRESSYM PATROL

Considering the variety of laboratory creatures residing in the temple, its hallways might also be populated by roving packs of wild, escaped **tressym**. These flying cats follow and spy on the characters, but might help lead them to various locations (such as the secret door outside area 38) if treated well. The tressym despise Barbatos's hell hound (areas 12 and 13), and actively aid any effort to destroy it.

MIXING UP THE THIEVES

If the characters pass through the village mentioned in the "Temple Approach" section, they might discover that one of the villagers is one of Mack Francache's thieves,

left behind to keep an eye on activities outside the temple. When the characters arrive, this thief presents themself as a seemingly reluctant guide willing to join the characters on the incursion into the temple. While there, they secretly try to direct the characters toward rescuing the imprisoned thieves.

Mack Francache the wererat prisoner (area 9) might instead be a lycanthrope of some kind never seen before: a weremouse, a weremoose, or even a wereooze. Thessalar is extremely interested in studying this new lycanthropy. Alternatively, Mack might have been a normal human when he came to the temple, only to have Thessalar impose this strange lycanthropy upon him.

STATUESQUE

You might introduce different options for interacting with the statues in area 24, especially if combat breaks out there. For example, if the eidolon inhabits a statue of Zariel or Bel, the characters might gain advantage on attack rolls against that statue if they serve the archdevil's agent (or disadvantage on attack rolls against the statue of the competing agent's patron). Out of combat, if the characters are allied with Moghadam and remove a hand and an eye from any statue, Vecna rewards them with some boon (advantage on attack rolls during the first round of their next fight, having a consumable magic item appear in the statue's remaining hand, and so forth).

SECRET CHICKEN

One of the chickens in area 35 might be one of Thessalar's experiments, such that it occasionally lays silver eggs (worth 10 gp) or even golden eggs (worth 20 gp). In this scenario, both boggles originally came to the temple to steal this chicken. Or this might just be a tale the remaining boggle tells, planting false eggs with the chickens in order to better negotiate with the characters.

CHAPTER 5: FINAL SHOWDOWN

The presence of a legendary artifact in the final chapter of the adventure opens up lots of possibilities.

AN INFERNAL WAR MACHINE

For deeper integration with *Baldur's Gate: Descent into Avernus*, an alternative climax could have the characters' chosen agent complete their version of the *Infernal Machine*—which is then converted into an infernal war machine. Such a process might involve drawing on other elements of the adventure's locations (the Tomb of Horrors' still-to-be-built stone juggernaut, the skeleton of the thessalkraken, and so forth) for use in the war machine's chassis.

The characters are then asked to drive the war machine into Avernus, to confront the minions of the archdevil opposed by their agent and thwart that archdevil's plans. Alternatively, the *Infernal War Machine* might be teleported to the Nine Hells, where the characters later encounter it during the course of *Baldur's Gate: Descent into Avernus* and are required to stop it.

A MIGHTY SERVANT

When the characters deliver the missing components to their chosen agent and the other agent launches a raid, that raid is led by a second artifact that the agent has been constructing—the *Mighty Servant of Leuk-O*. Alternatively, if Kwalish is involved, he might build or upgrade a suit of *powered armor* (from *Lost Laboratory of Kwalish*) to become the *Mighty Servant of Leuk-O*. The characters can then use that artifact (with features determined by you) to counter the *Infernal Machine of Lum the Mad*.

ADDITIONAL LOCATIONS

You can turn this adventure into an entire campaign by adding additional locations containing more missing components of the *Infernal Machine*. Just as the Tomb of Horrors was repurposed here, you might similarly repurpose other adventures from D&D history or your previous campaigns, manipulating their time lines to create alternative scenarios.

So many of the iconic locations in D&D would make great additions to this adventure, from the tower of Sorcere in Menzoberranzan, to one of the elemental nodes in *Princes of the Apocalypse*, to the level of Dweomercore in *Dungeon of the Mad Mage*, to Skyreach Castle in *Hoard of the Dragon Queen*. A few specific examples are presented here.

TOMB OF ANNIHILATION

Missing components could be hidden in any number of locations in the jungles of Chult, including the Lost City of Omu, or even integrated into the Tomb of the Nine Gods. For example, to recover a component located at the City of Omu's amphitheater, the characters might need to overcome the King of Feathers at some point in the past (making it a younger, weaker tyrannosaurus rex) or the future (where it has become a deadly dinosaur zombie).

GLACIAL RIFT OF THE FROST GIANT JARL

Missing components could be hidden throughout many areas of this adventure from *Tales from the Yawning Portal*. In the caverns of area 5, components could be buried within the ice in a way that requires the characters to access them in the past—and allowing the creatures trapped in the ice to be brought back to life. In the visitors' cave of area 26, components might have been brought as special gifts by past dignitaries unaware of their true nature. And in the snow-covered dome of area 28, they might be guarded as treasure by the remorhaz.

WHITE PLUME MOUNTAIN

The characters might need to travel back to a time when Keraptis first constructed his legendary dungeon (featured in *Tales from the Yawning Portal*), and used components from the *Infernal Machine of Lum the Mad* to magically secure *Wave*, *Whelm*, and *Blackrazor* in place. Alternatively, he might trade missing components in his possession for the three famed weapons, which are still hidden elsewhere in the world, or for some of the monstrous creatures that will eventually guard the dungeon.

If you are playing this adventure alongside *Lost Laboratory of Kwalish*, *White Plume Mountain* offers a number of connections to that adventure's guides. Cten-miir the vampire once haunted White Plume Mountain, while Mary Greymalkin's former tutor, the witch Thingizzard, dwelled nearby.

ADDITIONAL NPCs

To let the characters dig even deeper into the world of the adventure, you can also consider adding a few more iconic NPCs.

ACERERAK

During the time frame in which the characters visit the Tomb of Horrors, Acererak is still a mortal human spellcaster—albeit an incredibly evil and powerful one. You can play him as an **archmage**—or for higher-level parties, use his stat block from *Tomb of Annihilation*, but without his undead traits, his Rejuvenation and Turn Resistance traits, and his Disrupt Life legendary action. Acererak does not reside in the Tomb of Horrors at the time the characters travel there in chapter 3, but he might appear if its construction is hindered. He is keen on preventing characters from utterly destroying the tomb, but might grace them with an audience if they look as though they could prove useful to furthering his plans.

If enmity arises between the characters and Acererak, the would-be lich is a formidable foe. You might make this special version of Acererak even more so by having him wielding a sword with a *sphere of annihilation* fashioned into its blade, and with the matching *talisman of the sphere* fashioned into the hilt.

MARY GREYMAKIN

A potential guide in *Lost Laboratory of Kwalish*, Mary Greymalkin might appear in this adventure as a servant of Moghadam or Thessalar, a guide for the thieves who entered the Temple of Moloch, one of either agents' couriers, and so forth. As she does in *Lost Laboratory of Kwalish*, she offers to let the characters draw from her *deck of several things*. Some of the deck's cards bestow effects more relevant to this adventure, as follows:

Donjon. You are instantly teleported to and confined within either the Tomb of Horrors (in area 7) or the Temple of Moloch (in area 10) as the DM determines. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You draw no more cards.

Flames. A powerful artificer (Moghadam or Thessalar, at the DM's determination) becomes your enemy. The artificer seeks your ruin, savoring your suffering before attempting to slay you.

Gem. One of the 1,000 gp gems shaped by Seodra the gemsmith (see area 18a of chapter 3 or area 31 of chapter 4) appears at your feet. If all those gems are unavailable, you gain an equivalent hoard.

Knight. You gain the service of one of the servants of your chosen agent (see chapter 2), who appears in a space you choose within 30 feet of you. The NPC serves you loyally for the duration of the adventure, understanding that the fates have drawn them to you. However, they remain violently opposed to any servants of the opposing agent. You control this character.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. This wealth can be recovered either in the Tomb of Horrors (held by Moghadam in area 1) or the Temple of Moloch (locked in the treasure vault, area 38), as the DM determines.

Talons. Every magic item you wear or carry is lost to you. These items can be recovered either in the Tomb of Horrors (held by Moghadam in area 1) or the Temple of Moloch (locked in the treasure vault, area 38), as the DM determines.

Throne. You gain proficiency in the Persuasion skill and double your proficiency bonus for checks made with that skill for the duration of the adventure. In addition, the Temple of Moloch's high priest regards you as the temple's new champion, sent by Moloch to reclaim its former glory. You must defeat or otherwise clear out Thessalar before you can claim the temple as yours.

The Void. This black card spells disaster. Your soul is drawn from your body and held within a soul gem in the Temple of Moloch (with the gemsmith in area 31). While your soul is trapped in this way, your body is incapacitated. *Divination*, *contact other plane*, or a similar spell of 4th level or higher reveals the location of the soul gem. You draw no more cards.

TUERNY THE MERCILESS

This lawful evil male human **archmage** is no longer at the Tomb of Horrors, but contributed to the construction in his own way. Acererak hired Tuerny to install magical technology obtained from the Barrier Peaks into the tomb (including the missing components), which now hold Tarnhem imprisoned here and drain his life force. Since leaving the tomb, Tuerny has used what he learned in crafting Tarnhem's prison to create the first of his fabled *iron flasks*. If the characters choose to stay in the time frame of the under-construction tomb, they might find a map leading to Tuerny's fortress.

APPENDIX B: NPCs AND MONSTERS

This section presents new monsters and nonplayer characters introduced in *Infernal Machine Rebuild*, as well as stat blocks from the *Monster Manual*, *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes*, and other books.

NPCs

This section contains stat blocks for the major NPCs in the adventure, as well as NPCs from the *Monster Manual* and *Volo's Guide to Monsters*.

ARCHMAGE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 12

Languages any six languages

Challenge 12 (8,400 XP)

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

Spellcasting. The archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- 1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*
- 2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*
- 3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*
- 4th level (3 slots): *banishment*, *fire shield*, *stoneskin**
- 5th level (3 slots): *cone of cold*, *scrying*, *wall of force*
- 6th level (1 slot): *globe of invulnerability*
- 7th level (1 slot): *teleport*
- 8th level (1 slot): *mind blank**
- 9th level (1 slot): *time stop*

*The archmage casts these spells on itself before combat.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ASSASSIN

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

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +9

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

Sneak Attack. Once per turn, the assassin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

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

BANDIT CAPTAIN

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

Armor Class 15 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two languages

Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

REACTIONS

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

BARBATOS

Medium human, neutral evil

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Animal Handling +5, Deception +3, Perception +5, Stealth +6

Damage Resistances poison

Senses passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Rust Monster Cloak. Any nonmagical weapon made of metal that hits Barbatos corrodes. After dealing damage, the weapon takes a permanent and cumulative –1 penalty to damage rolls. If its penalty drops to –5, the weapon is destroyed. Nonmagical ammunition made of metal that hits Barbatos is destroyed after dealing damage.

Heart of the Troll. Barbatos regains 10 hit points at the start of his turn. If Barbatos takes acid or fire damage, this trait doesn't function at the start of Barbatos's next turn. Barbatos dies only if he starts his turn with 0 hit points and doesn't regenerate.

Spellcasting. Barbatos is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following ranger spells prepared:

1st level (4 slots): *ensnaring strike, hail of thorns, hunter's mark*

2nd level (2 slots): *locate animals or plants*

ACTIONS

Multiattack. Barbatos makes two bone shortsword attacks.

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

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

Cloak Sweep. Barbatos corrodes a nonmagical ferrous metal object he can see within 5 feet of himself. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid Barbatos's touch.

If the object touched is either metal armor or a metal shield being worn or carried, it takes a permanent and cumulative –1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in Barbatos's Rust Monster Cloak trait.

CULTIST

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

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

CULT FANATIC

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

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Skills Deception +4, Persuasion +4, Religion +2

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Dark Devotion. The fanatic has advantage on saving throws against being charmed or frightened.

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

"THE DEMOGORGON"

Large giant, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d12 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Giant, Orc

Challenge 8 (3,900 XP)

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Fire Breath (Recharge 5–6). The ettin's right head exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one.

Cold Breath (Recharge 5–6). The ettin's left head exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Gaze. The ettin turns its magical gaze toward one creature that it can see within 120 feet of it. That target must make a DC 14 Wisdom saving throw. Unless the target is incapacitated, it can avert its eyes to avoid the gaze and to automatically succeed on the save. If the target does so, it can't see the ettin until the start of the ettin's next turn. If the target looks at the ettin in the meantime, it must immediately make the save.

If the target fails the save, it suffers one of the following effects of the ettin's choice or at random:

1. Beguiling Gaze. The target is stunned until the start of the ettin's next turn or until the ettin is no longer within line of sight.

2. Hypnotic Gaze. The target is charmed by the ettin until the start of the ettin's next turn. The ettin chooses how the charmed target uses its actions, reactions, and movement.

3. Insanity Gaze. The target suffers the effect of the *confusion* spell without making a saving throw. The effect lasts until the start of the ettin's next turn. The ettin doesn't need to concentrate on the spell.

LYNX CREATLACH

Medium undead (tiefling), lawful evil

Armor Class 13 (leather armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Infernal

Challenge 5 (1,800 XP)

Special Equipment. Lynx's crystal eye is a magically shrunken *crystal ball of true seeing*. One of her teeth is a refashioned *ring of mind shielding*, while another has been magicked to place her under a permanent *Nystul's magic aura* spell, concealing the magic of these items and hiding her true nature from magic or features that can detect undead.

Aversion of Fire. If Lynx takes fire damage, she has disadvantage on attack rolls and ability checks until the end of her next turn.

Immutable Form. Lynx is immune to any spell or effect that would alter her form.

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

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

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

Turn Immunity. Lynx is immune to effects that turn undead.

ACTIONS

Multiattack. Lynx makes two shortsword attacks.

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

OUT ON LOAN

The powerful relics possessed by Lynx and Sir Ursas (see the "Special Equipment" section of their stat blocks) have been granted to them by their diabolical masters, and are not meant to be claimed as treasure. If either agent is killed in the course of the adventure, their special equipment vanishes, returning to Bel or Zariel.

MASTER THIEF

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

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

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Athletics +3, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages any one language (usually Common) plus thieves' cant

Challenge 5 (1,800 XP)

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

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

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

ACTIONS

Multiattack. The thief makes three attacks with its shortsword.

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. The thief halves the damage that it takes from an attack that hits it. The thief must be able to see the attacker.

MOGHADAM

Medium human, neutral evil

Armor Class 14 (breastplate)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Con +5, Int +8, Wis +7

Skills Arcana +8, Insight +7, Medicine +7

Senses passive Perception 13

Languages Abyssal, Common, Dwarvish, Infernal, Undercommon

Challenge 12 (8,400 XP)

Special Equipment. Moghadam wields *Ruinblade* (see appendix C).

Artificial Mind. Moghadam can manifest an artificial mind as a floating spectral image of a demilich's jeweled skull. Moghadam can communicate telepathically with this mind, send it up to 300 feet away from him, and see and hear through it.

Infoportation (1/Day). Moghadam can teleport himself into an unoccupied space next to his artificial mind.

Spellcasting. Moghadam is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *dancing lights*, *light*, *message*, *shocking grasp*
1st level (4 slots): *comprehend languages*, *cure wounds*, *grease*, *identify*

2nd level (3 slots): *detect thoughts*, *invisibility*, *heat metal*

3rd level (3 slots): *dispel magic*, *flame arrows*,* *hypnotic pattern*

4th level (3 slots): *fabricate*, *stone shape*, *stoneskin*

5th level (1 slot): *creation*

* See appendix C.

ACTIONS

Ruinblade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

Blight (1/Day). While wielding *Ruinblade*, Moghadam can cast the *blight* spell (DC 15).

Disintegrate (1/7 Days). While wielding *Ruinblade*, Moghadam can cast the *disintegrate* spell against any nonmagical object or creation of magical force.

Information Overload (Recharge 5–6). Moghadam overloads the thoughts of one creature within 5 feet of either himself or his artificial mind. The target must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage, and the next attack roll made against the target before the end of Moghadam's next turn has advantage.

NOBLE

Medium humanoid (any race), any alignment

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 12

Languages any two languages

Challenge 1/8 (25 XP)

ACTIONS

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

REACTIONS

Parry. The noble adds 2 to its AC against one melee attack that would hit it. To do so, the noble must see the attacker and be wielding a melee weapon.



HUMAN NOBLE

SIR URAS

Medium humanoid (human) (lawful evil)

Armor Class 20 (plate and shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Damage Resistances fire

Senses passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

Special Equipment. Sir Ursas wears a *ring of mind shielding* and plate armor of fire resistance.

Brave. Sir Ursas has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Sir Ursas hits with it (included in his attack).

ACTIONS

Multiaction. Sir Ursas makes three melee attacks or two ranged attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage, and if the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. Sir Ursas adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

SPY

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages any two languages

Challenge 1 (200 XP)

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

Sneak Attack. Once per turn, the spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multiaction. The spy makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



THESSALAR

Medium humanoid (human), neutral evil

Armor Class 14 (breastplate)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Con +5, Int +8, Wis +7

Skills Animal Handling +7, Arcana +8, Insight +7, Medicine +7

Damage Immunities acid, poison

Condition Immunities poisoned

Senses passive Perception 13

Languages Common, Draconic, Elvish, Primordial

Challenge 12 (8,400 XP)

Special Equipment. Thessalar wields a +1 *dagger* coated with thessalotoxin poison (see appendix C).

Alchemical Homunculus. Thessalar is accompanied by his **homunculus**. If the *mending* spell is cast on it, the homunculus regains 2d6 hit points.

Healing Toxicity. Any magic item that restores hit points and can be applied to a piercing or slashing weapon (a potion, an ointment, and so forth) causes a hit with that weapon to deal extra damage to Thessalar equal to the amount the item would normally heal.

Greater Restoration (1/Day). Thessalar can cast *greater restoration* if he has access to alchemical supplies.

Spellcasting. Thessalar is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). He has the following artificer spells prepared:

Cantrips (at will): *light*, *mending*, *message*, *shocking grasp*
1st level (4 slots): *alarm*, *cure wounds*, *identify*, *ray of sickness*
2nd level (3 slots): *invisibility*, *Melf's acid arrow*, *web*
3rd level (3 slots): *dispel magic*, *haste*, *stinking cloud*
4th level (3 slots): *blight*, *Mordenkainen's faithful hound*,
Otiluke's resilient sphere
5th level (1 slot): *cloudkill*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must succeed on a DC 15 Constitution saving throw. On a failed save, the target is affected as if by the *polymorph* spell, transforming into a random beast or a creature it has seen within the last 24 hours (as chosen by the DM). This effect lasts until the target finishes a long rest.

WARLOCK OF THE FIEND

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Wis +4, Cha +7

Skills Arcana +4, Deception +7, Persuasion +7, Religion +4

Damage Resistances slashing damage from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages any two languages (usually Abyssal or Infernal)

Challenge 7 (2,900 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *alter self*, *false life*, *levitate* (self only), *mage armor* (self only), *silent image*

1/day each: *feeblemind*, *finger of death*, *plane shift*

Spellcasting. The warlock is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *eldritch blast*, *fire bolt*, *friends*, *mage hand*, *minor illusion*, *prestidigitation*, *shocking grasp*

1st–5th level (4 5th-level slots): *banishment*, *burning hands*, *flame strike*, *hellish rebuke*, *magic circle*, *scorching ray*, *scrying*, *stinking cloud*, *suggestion*, *wall of fire*

Dark One's Own Luck (Recharges after a Short or Long Rest).

When the warlock makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage plus 10 (3d6) fire damage.

WARLOCK OF THE GREAT OLD ONE

Medium humanoid (any race), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +4, History +4

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 11

Languages any two languages, telepathy 30 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. The warlock's innate spellcasting ability is Charisma. It can innately cast the following spells (spell save DC 15), requiring no material components:

At will: *detect magic, jump, levitate, mage armor* (self only), *speak with dead*

1/day each: *arcane gate, true seeing*

Spellcasting. The warlock is a 14th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch, eldritch blast, guidance, mage hand, minor illusion, prestidigitation, shocking grasp*
1st–5th level (3 5th-level slots): *armor of Agathys, arms of Hadar, crown of madness, clairvoyance, contact other plane, detect thoughts, dimension door, dissonant whispers, dominate beast, telekinesis, vampiric touch*

Whispering Aura. At the start of each of the warlock's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the warlock isn't incapacitated.

ACTIONS

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

WARLORD

Medium humanoid (any race), any alignment

Armor Class 18 (plate)

Hit Points 229 (27d8 + 108)

Speed 30 ft.

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

Saving Throws Str +9, Dex +7, Con +8

Skills Athletics +9, Intimidation +8, Perception +5, Persuasion +8

Senses passive Perception 15

Languages any two languages

Challenge 12 (8,400 XP)

Indomitable (3/Day). The warlord can reroll a saving throw it fails. It must use the new roll.

Survivor. The warlord regains 10 hit points at the start of its turn if it has at least 1 hit point but fewer hit points than half its hit point maximum.

ACTIONS

Multiattack. The warlord makes two weapon attacks.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LEGENDARY ACTIONS

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

Weapon Attack. The warlord makes a weapon attack.

Command Ally. The warlord targets one ally it can see within 30 feet of it. If the target can see and hear the warlord, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The warlord targets one enemy it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of warlord's next turn.

MONSTERS

The following monsters are drawn from the *Monster Manual*, *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes*, and other books.

ADULT OBLEX

Medium ooze, lawful evil

Armor Class 14

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Int +7, Cha +5

Skills Deception +5, Perception +4, plus one of the following: Arcana +7, History +7, Nature +7, or Religion +7

Condition Immunities blinded, charmed, deafened, exhaustion, prone

Senses blindsight 60 ft. (blind beyond this distance), passive Perception 14

Languages Common plus two more languages

Challenge 5 (1,800 XP)

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

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

Innate Spellcasting. The oblex's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

3/day each: *charm person* (as 5th-level spell), *color spray*, *detect thoughts*, *hold person* (as 3rd-level spell)

Sulfurous Impersonation. As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 1d4 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning that the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

ACTIONS

Multiattack. The oblex makes one pseudopod attack and uses Eat Memories.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d6 + 4) bludgeoning damage plus 5 (2d4) psychic damage.

Eat Memories. The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 15 Wisdom saving throw or take 18 (4d8) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except for any saving throw proficiencies.

An oblex is an ooze created by mind flayers, capable of assaulting the minds of other creatures. Older oblexes, called adults and elders, have eaten so many memories that they can form duplicates of the creatures they have devoured from the substance of their bodies, sending them off to lure prey into their clutches, while remaining tethered to the slime by long tendrils of goo. These duplicated creatures are indistinguishable from their victims except for a faint sulfurous smell.

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

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

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

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

An air elemental is a funneling cloud of whirling air with a vague semblance of a face. Although it likes to race across the ground, picking up dust and debris as it goes, it can also fly and attack from above.

BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

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

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Figures of ancient and terrible evil, balors rule as generals over demonic armies, yearning to seize power while destroying any creatures that oppose them.

Wielding a flaming whip and a longsword that channels the power of the storm, a balor's battle prowess is fueled by hatred and rage. It channels this demonic fury in its death throes, falling within a blast of fire that can destroy even the hardiest foes.

BLACK BEAR

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Dimensional Rift. As a bonus action, the boggle can create an invisible and immobile rift within an opening or frame it can see within 5 feet of it, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of it that the boggle can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, the boggle can see through it and is considered to be next to the destination as well, and anything the boggle puts through the rift (including a portion of its body) emerges at the destination. Only the boggle can use the rift, and it lasts until the end of the boggle's next turn.

Uncanny Smell. The boggle has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Pummel. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6 – 1) bludgeoning damage.

Oil Puddle. The boggle creates a puddle of oil that is either slippery or sticky (boggle's choice). The puddle is 1 inch deep and covers the ground in the boggle's space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a DC 11 Strength saving throw or be restrained. On its turn, a creature can use an action to try to extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space with a successful DC 11 Strength check.

BOGGLE

Small fey, chaotic neutral

Armor Class 14

Hit Points 18 (4d6 + 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	13 (+1)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Sleight of Hand +6, Stealth +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 13

Languages Sylvan

Challenge 1/8 (25 XP)

Boggle Oil. The boggle excretes nonflammable oil from its pores. The boggle chooses whether the oil is slippery or sticky and can change the oil on its skin from one consistency to another as a bonus action.

Slippery Oil: While coated in slippery oil, the boggle gains advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

Sticky Oil: While coated in sticky oil, the boggle gains advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. The boggle can also climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

A boggle is born out of feelings of loneliness, materializing in a place where the Feywild touches the world in proximity to an intelligent being that feels isolated or abandoned. They engage in petty pranks to amuse themselves, passing the time at their hosts' expense. Although a boggle's antics might cause distress and unintentional harm, mischief—not mayhem—is usually its intent. If threatened, a boggle flees rather than stand and fight.



BOGGLE

BRAIN IN A JAR

Medium undead, any alignment

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Int +7, Cha +5

Damage Immunities necrotic, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life

Challenge 6 (2,300 XP)

Detect Sentience. The brain in a jar can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a *mind blank* spell.

Magic Resistance. The brain in a jar has advantage on saving throws against spells and other magical effects.

Innate Spellcasting (Psionics). The brain in a jar's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, mage hand, zone of truth*

3/day each: *charm person, command, hold person*

1/day each: *compulsion, hold monster, sleep* (cast at 3rd level), *Tasha's hideous laughter*

ACTIONS

Mind Blast (Recharge 5–6). The brain in a jar magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 13 (2d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A brain in a jar is the undead consciousness of a sapient creature, kept alive by magical means. Some brains in jars take up that state willingly to continue the work they did in life. Others are transformed as punishment, forced to endure endless contemplation with no way to interact with the world.

BROWN BEAR

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

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

DOPPELGANGER

Medium monstrosity (*shapechanger*), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

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

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. In the first round of a combat, the doppelganger has advantage on attack rolls against any creature it surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Doppelgangers are devious shapeshifters that take on the appearance of other humanoids, throwing off pursuit or luring victims to their doom with misdirection and disguise. Few creatures spread fear, suspicion, and deceit better than doppelgangers. Found in every land and culture, they can take on the guise of any individual of any race.

EIDOLON

Medium undead, any alignment

Armor Class 9

Hit Points 63 (18d8 – 18)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	8 (-1)	9 (-1)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Wis +8

Skills Perception +8

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 18

Languages the languages it knew in life

Challenge 12 (8,400 XP)

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

Sacred Animation (Recharge 5–6). When the eidolon moves into a space occupied by a sacred statue, the eidolon can disappear, causing the statue to become a creature under the eidolon's control. The eidolon uses the sacred statue's statistics in place of its own.

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

ACTIONS

Divine Dread. Each creature within 60 feet of the eidolon that can see it must succeed on a DC 15 Wisdom saving throw or be frightened of it for 1 minute. While frightened in this way, the creature must take the Dash action and move away from the eidolon by the safest available route at the start of each of its turns, unless there is nowhere for it to move, in which case the creature also becomes stunned until it can move again. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to any eidolon's Divine Dread for the next 24 hours.

Ghostly spirits bound by a sacred oath to safeguard places of import to the divine, eidolons stalk temples and vaults to ensure that no enemy can gain a foothold against the gods' cause. If an enemy with such intent sets foot inside a warded location, the eidolon plunges into a statue specially prepared to house the souls of these protectors. In the form of this **sacred statue**, an eidolon drives out the intruders bent on plundering the relics it is charged with guarding.

EYE OF FEAR AND FLAME

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Str +7, Con +8, Wis +7, Cha +8

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 17

Languages Common, any language spoken by a creature within 30 feet of it

Challenge 9 (5,000 XP)

Turn Immunity. The eye of fear and flame is immune to effects that turn undead.

Innate Spellcasting. The eye of fear and flame's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect evil and good, detect thoughts*

1/day each: *etherealness, true seeing*

ACTIONS

Multiaction. The eye of fear and flame makes two claw attacks, and uses its Gemstone Eyes.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Gemstone Eyes. The eye of fear and flame shoots one of the following magical eye rays, choosing one target it can see within 90 feet of it.

Eye of Fear. The target and up to four other creatures of the eye of fear and flame's choice within 10 feet of the target must each succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eye of Flame. The target must make a DC 16 Dexterity saving throw. On a failed save, the target takes 44 (8d10) fire damage, and if it is a creature or a flammable object, it ignites. On a successful save, the target takes half as much damage and does not ignite. A target that ignites takes 5 (1d10) fire damage at the start of each of its turns until a creature takes an action to douse the fire.

An eye of fear and flame resembles a hooded, skeletal humanoid figure. The interior of its hood cannot be seen except as an opaque black void.

An eye of fear and flame stalks the world of the living, commanding individuals to perform evil deeds of the undead's choosing or be destroyed. If its commands are not obeyed, an eye of fear and flame throws back its hood to reveal its skull—set with gems of red and black in each of its eye sockets—then attacks.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiaction. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

A faint humanoid shape threads through the core of this wild, moving flame. A fire elemental is a force of capricious devastation. Wherever it moves, it sets its surroundings ablaze, turning the world to ash, smoke, and cinders.

GIANT OWL

Large beast, neutral

Armor Class 12

Hit Points 19 (3d10 + 3)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages Giant Owl, understands Common, Elvish, and Sylvan but can't speak them

Challenge 1/4 (50 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) slashing damage.

GIANT SKELETON

Huge undead, neutral evil

Armor Class 17 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	4 (-3)	6 (-2)	6 (-2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands Giant but can't speak

Challenge 7 (2,900 XP)

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

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

Turn Immunity. The skeleton is immune to effects that turn undead.

ACTIONS

Multiattack. The skeleton makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

The animated skeleton of a giant is deadly not only because of its size and strength, but because it has defenses normally possessed only by undead of much greater power.

GIRALLON

Large monstrosity, unaligned

Armor Class 13

Hit Points 59 (7d10 + 21)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the girallon can move up to its speed toward a hostile creature that it can see.

Keen Smell. The girallon has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The girallon makes five attacks: one with its bite and four with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

A girallon looks like an oversized, four-armed ape with gray skin and white fur. Its fangs and claws set it apart from a normal ape, revealing it to be a monstrous predator.



GREATER ZOMBIE

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws Wis +1

Damage Resistances cold, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 8

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

Challenge 5 (1,800 XP)

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

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

ACTIONS

Multiattack. The zombie makes two melee attacks.

Empowered Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage and 7 (2d6) necrotic damage.

A greater zombie is a creature magically created from a humanoid corpse to be far more resilient than a typical zombie.

GREEN HAG

Medium fey, neutral evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	14 (+2)	14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights, minor illusion, vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

The wretched and hateful green hags dwell in dying forests, lonely swamps, and misty moors, making their homes in caves. Green hags love to manipulate other creatures into doing their bidding, masking their intentions behind layers of deception. They lure victims to them by mimicking voices calling out for help, or drive unwanted visitors away by imitating the cries of fierce beasts.

GREEN HAG



HAG COVENS

When hags must work together, they form covens, in spite of their selfish natures. A coven is made up of hags of any type, all of whom are equals within the group. However, each of the hags continues to desire more personal power.

A coven consists of three hags so that any arguments between two hags can be settled by the third. If more than three hags ever come together, as might happen if two covens come into conflict, the result is usually chaos.

Shared Spellcasting. While all three members of a hag coven are within 30 feet of one another, they can each cast the following spells from the wizard's spell list but must share the spell slots among themselves:

- 1st level (4 slots): *identify, ray of sickness*
- 2nd level (3 slots): *hold person, locate object*
- 3rd level (3 slots): *bestow curse, counterspell, lightning bolt*
- 4th level (3 slots): *phantasmal killer, polymorph*
- 5th level (2 slots): *contact other plane, scrying*
- 6th level (1 slot): *eyebite*

For casting these spells, each hag is a 12th-level spellcaster that uses Intelligence as her spellcasting ability. The spell save DC is 12 + the hag's Intelligence modifier, and the spell attack bonus is 4 + the hag's Intelligence modifier.

Hag Eye. A hag coven can craft a magic item called a *hag eye*, which is made from a real eye coated in varnish and often fitted to a pendant or other wearable item. The *hag eye* is usually entrusted to a minion for safekeeping and transport. A hag in the coven can take an action to see what the *hag eye* sees if the *hag eye* is on the same plane of existence. A *hag eye* has AC 10, 1 hit point, and darkvision with a radius of 60 feet. If it is destroyed, each coven member takes 3d10 psychic damage and is blinded for 24 hours.

A hag coven can have only one *hag eye* at a time, and creating a new one requires all three members of the coven to perform a ritual. The ritual takes 1 hour, and the hags can't perform it while blinded. During the ritual, if the hags take any action other than performing the ritual, they must start over.

GRELL

Medium aberration, neutral evil

Armor Class 12

Hit Points 55 (10d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +4, Stealth +6

Damage Immunities lightning

Condition Immunities blinded, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Grell

Challenge 3 (700 XP)

ACTIONS

Multiaction. The grell makes two attacks: one with its tentacles and one with its beak.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 15). If the target is Medium or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Medium or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

A grell resembles a bulbous floating brain with a wide, sharp beak. It prefers to ambush lone creatures or stragglers, hovering silently near the ceiling of a passage or cavern until a suitable target passes below, whereupon it descends quickly and wraps its tentacles around its prey. It then floats away to its lair with the paralyzed creature in its clutches.

HALF-RED DRAGON VETERAN

Medium humanoid (human), any alignment

Armor Class 18 (plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Damage Resistances fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge 5 (1,800 XP)

ACTIONS

Multiaction. The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Fire Breath (Recharge 5–6). The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

When a dragon in polymorphed form mates with another creature, the union sometimes produces half-dragon offspring. A creature might also transform into a half-dragon as a result of a mad wizard's spell or a ritual bath in dragon's blood. In all these cases, the result is a creature that combines the essence of a dragon with the form of its original race.

GRELL

DANIEL LANDERMAN

HELL HOUND

Medium fiend, lawful evil

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 15

Languages understands Infernal but can't speak it

Challenge 3 (700 XP)

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The hound exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Monstrous, fire-breathing fiends that take the form of powerful dogs, hell hounds are found on the battlefields of Acheron and throughout the Lower Planes. On the Material Plane, hell hounds are most commonly seen in service to devils, fire giants, and other evil creatures that use them as guard animals and companions.

HOMUNCULUS

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the homunculus is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

A homunculus is a construct that acts as an extension of its creator, with the two sharing thoughts, senses, and language through a mystical bond. Functioning as a spy, a scout, an emissary, or a messenger, a homunculus is an invaluable servant for a spellcaster engaged in secret experimentation or adventuring.



HELL HOUND

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

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

Senses darkvision 60 ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

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

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Succubi and incubi inhabit all of the Lower Planes, and the lascivious dark-winged fiends can be found in service to devils, demons, night hags, rakshasas, and yugoloths. Mortals only rarely see a succubus or incubus in its true form, however, for the fiend typically begins its corruption in veiled, insidious ways.

LIZARDFOLK

Medium humanoid (lizardfolk), neutral

Armor Class 15 (natural armor, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 1/2 (100 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

ACTIONS

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Lizardfolk are primitive reptilian humanoids that lurk in the swamps and jungles of the world. Their hut villages thrive in forbidding grottos, half-sunken ruins, and watery caverns.



LIZARDFOLK RENDER

Large humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Athletics +5, Perception +3, Survival +5

Senses passive Perception 13

Languages Draconic

Challenge 3 (700 XP)

Blood Frenzy. The render has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Hold Breath. The render can hold its breath for 15 minutes.

ACTIONS

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Rend the Field (Recharge 5–6). The render makes a claw attack against each creature of its choice within 10 feet of it. A creature hit by this attack must succeed on a DC 13 Strength saving throw or be knocked prone.

A lizardfolk render is a lizardfolk that has undergone terrifying changes as a result of a shamanic ritual or other magic. Their claws grow long and hard as steel, their frame enlarges, and their temperament becomes even more ferocious.

LIZARDFOLK RENDER

LIZARDFOLK SHAMAN

Medium humanoid (lizardfolk), neutral

Armor Class 13 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6

Senses passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Spellcasting (Lizardfolk Form Only). The lizardfolk is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The lizardfolk has the following druid spells prepared:

Cantrips (at will): *druidcraft, produce flame, thorn whip*

1st level (4 slots): *entangle, fog cloud*

2nd level (3 slots): *heat metal, spike growth*

3rd level (2 slots): *conjure animals* (reptiles only), *plant growth*

ACTIONS

Multiattack (Lizardfolk Form Only). The lizardfolk makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 7 (1d10 + 2) piercing damage in crocodile form. If the lizardfolk is in crocodile form and the target is a Large or smaller creature, the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the lizardfolk can't bite another target. If the lizardfolk reverts to its true form, the grapple ends.

Claws (Lizardfolk Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Change Shape (Recharges after a Short or Long Rest). The lizardfolk magically polymorphs into a crocodile, remaining in that form for up to 1 hour. It can revert to its true form as a bonus action. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Lizardfolk shamans lead their tribes, overseeing rites and ceremonies performed to honor Semuanya, the lizardfolk god.

LOCATHAH

Medium humanoid (locathah), neutral

Armor Class 13 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	11 (+0)	10 (+0)	11 (+0)

Saving Throws Dex +3

Skills Athletics +3, Perception +2

Senses passive Perception 12

Languages Aquan, Common

Challenge 1/2 (100 XP)

Leviathan Will. The locathah has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Limited Amphibiousness. The locathah can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

ACTIONS

Multiattack. The locathah makes two melee attacks with its spear.

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

These resilient and proud fish-folk have endured war, slavery, and mistreatment at the hands of other aquatic creatures. They dwell in submerged tribal communities along seacoasts, and hunt both above and below the water.



MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

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

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

As deadly as they are ravishing, the serpent-haired medusas suffer an immortal curse brought on by their vanity. They lurk in quiet exile among the tumbled ruins of their former lives, surrounded by the petrified remains of past admirers and would-be heroes.

MIMIC

Medium monstrosity (*shapechanger*), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Mimics are shapeshifting predators able to take on the form of inanimate objects to lure creatures to their doom. In dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey.

MIMIC



MINOTAUR SKELETON

Large undead, lawful evil

Armor Class 12 (natural armor)

Hit Points 67 (9d10 + 18)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 2 (450 XP)

Charge. If the skeleton moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

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

While most skeletons are the animated remains of dead humans and other humanoids, skeletal undead can be created from the bones of other creatures besides humanoids, giving rise to a host of terrifying and unique forms.



MYCONID SOVEREIGN

Large plant, lawful neutral

Armor Class 13 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

ACTIONS

Multiaction. The myconid uses either its Hallucination Spores or its Pacifying Spores, then makes a fist attack.

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 8 (3d4 + 1) bludgeoning damage plus 7 (3d4) poison damage.

Animating Spores (3/Day). The myconid targets one corpse of a humanoid or a Large or smaller beast within 5 feet of it and releases spores at the corpse. In 24 hours, the corpse rises as a spore servant. The corpse stays animated for 1d4 + 1 weeks or until destroyed, and it can't be animated again in this way.

Hallucination Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned target is incapacitated while it hallucinates. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pacifying Spores. The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the condition on itself on a success.

Rapport Spores. A 30-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't undead, constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Myconids are intelligent, ambulatory fungi that live in the Underdark, seek enlightenment, and deplore violence.

NEO-OTYUGH

Huge aberration, neutral

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	22 (+6)	12 (+1)	13 (+1)	6 (-2)

Saving Throws Con +9

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 7 (2,900 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The neo-otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The neo-otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The neo-otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 16 Constitution saving throw or take 15 (3d6 + 5) bludgeoning damage and be stunned until the end of the neo-otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Innate Spellcasting (Psionics). The neo-otyugh's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

At will: *detect thoughts*

1/day each: *command*, *hold person*



NIGHTMARE

Large fiend, neutral evil

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities fire

Senses passive Perception 11

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 3 (700 XP)

Confer Fire Resistance. The nightmare can grant resistance to fire damage to anyone riding it.

Illumination. The nightmare sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. The nightmare and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Also called a “demon horse” or “hell horse,” the nightmare serves as a steed for creatures of exceptional evil.

OCTOPUS

Small beast, unaligned

Armor Class 12

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	11 (+0)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +2, Stealth +4

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 0 (10 XP)

Hold Breath. While out of water, the octopus can hold its breath for 30 minutes.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target is grappled (escape DC 10). Until this grapple ends, the octopus can't use its tentacles on another target.

Ink Cloud (Recharges after a Short or Long Rest). A 5-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

OTYUGH

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 (1,800 XP)

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

ACTIONS

Multiattack. The otyugh makes three attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

An otyugh is a grotesque, bulbous creature borne along on three sturdy legs, its eyes and nose set along a vine-like stalk, and with two rubbery tentacles that it uses to shovel food into its gaping maw. It uses a limited form of telepathy to urge sentient creatures toward their lairs, sometimes by pretending to be something else.

OWL

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 – 1)

Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	8 (-1)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Senses darkvision 120 ft., passive Perception 13

Languages —

Challenge 0 (10 XP)

Flyby. The owl doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

The owlbear's reputation for ferocity, aggression, stubbornness, and sheer ill temper makes it one of the most feared predators of the wild. There is little, if anything, that a hungry owlbear fears. Even monsters that outmatch an owlbear in size and strength avoid tangling with it, for this creature cares nothing about a foe's superior strength as it attacks without provocation.

PIXIE

Tiny fey, neutral good

Armor Class 15

Hit Points 1 (1d4 – 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Sylvan

Challenge 1/4 (50 XP)

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

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its pixie dust as a component:

At will: *druidcraft*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *fly*, *phantasmal force*, *polymorph*, *sleep*

ACTIONS

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh.



POISONOUS SNAKE

Tiny beast, unaligned

Armor Class 13

Hit Points 2 (1d4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	16 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)

Senses blindsight 10 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

POLAR BEAR

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 42 (5d10 + 15)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multattack. The bear makes two attacks: one with its bite and one with its claws.

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

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

PSEUDODRAGON

Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages understands Common and Draconic but can't speak

Challenge 1/4 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.

With its red-brown scales, horns, and a maw filled with sharp teeth, a pseudodragon resembles a tiny red dragon but its disposition is playful. If it is attacked, it fights back using the poisonous

stinger at the tip of its tail, one jab of which can put a creature into a catatonic state that can last for hours.



PSEUDODRAGON

REDCAP

Small fey, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (6d6 + 24)

Speed 25 ft.

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

Skills Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 3 (700 XP)

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

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

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

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

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 14 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

A redcap is a homicidal fey creature born of blood lust. To sustain its unnatural existence, a redcap has to soak its hat in the fresh blood of its victims. When a redcap is born, its hat is coated with wet blood, and it knows that if the blood isn't replenished at least once every three days, the redcap vanishes as if it had never been.

SACRED STATUE

Large construct, as the eidolon's alignment

Armor Class 19 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	19 (+4)	14 (+2)	19 (+4)	16 (+3)

Saving Throws Wis +8

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

Damage Immunities cold, necrotic, poison

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

Senses darkvision 60 ft., passive Perception 14

Languages the languages the eidolon knew in life

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

Ghostly Inhabitant. The eidolon that enters the sacred statue remains inside it until the statue drops to 0 hit points, the eidolon uses a bonus action to move out of the statue, or the eidolon is turned or forced out by an effect such as the *dispel evil and good* spell. When the eidolon leaves the statue, it appears in an unoccupied space within 5 feet of the statue.

Inert. When not inhabited by an eidolon, the statue is an object.

ACTIONS

Multiattack. The statue makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 43 (6d12 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60 ft./240 ft., one target. *Hit:* 37 (6d10 + 4) bludgeoning damage.

When an **eidolon** takes control of a special statue, it becomes a construct that uses its fists to drive back intruders, smashing and crushing anything it can reach.



SATYR

Medium fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

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

Skills Perception +2, Performance +6, Stealth +5

Senses passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

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

ACTIONS

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Satyrs are raucous fey that frolic in wild forests, driven by curiosity and hedonism in equal measure. They resemble stout male humans with the furry lower bodies and cloven hooves of goats. Horns sprout from their heads, ranging in shape from a pair of small nubs to large, curling rams' horns.



SHADOW

Medium undead, chaotic evil

Armor Class 12

Hit Points 16 (3d8 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4 (+6 in dim light or darkness)

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

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

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

Shadows are undead that resemble dark exaggerations of humanoid shadows. They can consume any living creature, but they are especially drawn to creatures untainted by evil.

SKELETAL JUGGERNAUT

Large undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 142 (19d10 + 38)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 5 (1,800 XP)

Disassemble. If the juggernaut is reduced to 0 hit points, twelve **skeletons** rise from its remains.

Falling Apart. If the juggernaut does not have all of its hit points at the start of its turn, it loses 10 hit points.

ACTIONS

Multiattack. The juggernaut makes two claws attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Avalanche of Bones (Recharge 5–6). The juggernaut collapses into a large heap before quickly reforming. Each creature within 10 feet of the juggernaut must make a DC 14 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw is also knocked prone.

A skeletal juggernaut is an oversized, bipedal assembly of bones that loses a portion of its mass with each step. These skeletal guardians hold together for only a short time before disassembling into a gang of individual undead.

SKELETAL SWARM

Large swarm of Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 60 (8d10 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances slashing, piercing

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Deafening Clatter. Creatures are deafened while in the swarm's space.

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

ACTIONS

Slash. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 11 (2d8 + 2) slashing damage, or 6 (1d8 + 2) slashing damage if the swarm has half of its hit points or fewer.

This swarm of bones is made from the remains of several animated skeletons. A skeletal swarm alternates its appearance between partially formed humanoid shapes and a chaotic, swirling mass.

SKELETON

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

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

Challenge 1/4 (50 XP)

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Skeletons arise when animated by dark magic. They heed the summons of spellcasters who call them from their stony tombs and ancient battlefields, or rise of their own accord in places saturated with death and loss, awakened by stirrings of necromantic energy or the presence of corrupting evil.



SLITHERING TRACKER

Medium ooze, chaotic evil

Armor Class 14

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Stealth +8

Damage Vulnerabilities cold, fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

Senses blindsight 120 ft., passive Perception 12

Languages understands languages it knew in its previous form but can't speak

Challenge 3 (700 XP)

Ambusher. In the first round of a combat, the slithering tracker has advantage on attack rolls against any creature it surprised.

Damage Transfer. While grappling a creature, the slithering tracker takes only half the damage dealt to it, and the creature it is grappling takes the other half.

False Appearance. While the slithering tracker remains motionless, it is indistinguishable from a puddle, unless an observer succeeds on a DC 18 Intelligence (Investigation) check.

Keen Tracker. The slithering tracker has advantage on Wisdom checks to track prey.

Liquid Form. The slithering tracker can enter an enemy's space and stop there. It can also move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The slithering tracker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Watery Stealth. While underwater, the slithering tracker has advantage on Dexterity (Stealth) checks made to hide, and it can take the Hide action as a bonus action.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Life Leech. One Large or smaller creature that the slithering tracker can see within 5 feet of it must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns. The slithering tracker can grapple only one target at a time.

A creature of semiliquid sentience, the slithering tracker flows into places where a normal creature can't go and brings watery death down upon its quarry.

Sprite

Tiny fey, neutral good

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Sprites are aggressive and hardy warriors, taking severe measures to ward strangers away from their homes. Interlopers that come too close have their moral character judged, then are put to sleep or frightened off.



CARMEN SINEK, BRYNN METHERNEY

Stirge

Tiny beast, unaligned

Armor Class 14 (natural armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 5 (1d4 + 3) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

This horrid flying creature looks like a cross between a large bat and an oversized mosquito. Stirges feed on the blood of living creatures, attaching and draining them slowly. Although they pose little danger in small numbers, packs of stirges can be a formidable threat, reattaching as quickly as their weakening prey can pluck them off.



STONE GOLEM

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons

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

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stone golems display great variety in shape and form, cut and chiseled from stone to appear as tall, impressive statues. Like other golems, stone golems are nearly impervious to spells and ordinary weapons. Creatures that fight a stone golem can feel the ebb and flow of time slow down around them, almost as though they were made of stone themselves.

SWARM OF INSECTS

Medium swarm of Tiny beasts, unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

Damage Resistances bludgeoning, piercing, slashing

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

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.



STONE GOLEM

TARRASQUE

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 30 (155,000 XP)

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

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

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. **Melee Weapon Attack:** +19 to hit, reach 10 ft., one target. **Hit:** 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. **Melee Weapon Attack:** +19 to hit, reach 15 ft., one target. **Hit:** 28 (4d8 + 10) slashing damage.

Horns. **Melee Weapon Attack:** +19 to hit, reach 10 ft., one target. **Hit:** 32 (4d10 + 10) piercing damage.

Tail. **Melee Weapon Attack:** +19 to hit, reach 20 ft., one target. **Hit:** 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

LEGENDARY ACTIONS

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

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

The legendary tarrasque is possibly the most dreaded monster of the Material Plane. It is widely believed that only one of these creatures exists, though no one can predict where and when it will strike.

THESSALHEART CONSTRUCT

Tiny construct, neutral

Armor Class 15 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 0 (10 XP)

Telepathic Bond. While the construct is on the same plane of existence as its master, it can magically convey what it senses to its master, and the two can communicate telepathically.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 slashing damage, and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the target is instead poisoned for 5 (1d10) minutes and unconscious while poisoned in this way.

A thessalheart construct is created with a connection to the life energy of another creature, allowing that creature to regenerate back from the dead as long as the construct is not destroyed. The artificer Thessalar created this crafty construct, and uses it to imbue his greater monstrous creations with even more power.

THESSALHYDRA

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 69 (6d12 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	5 (-3)	10 (+0)	7 (-2)

Skills Perception +4

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, frightened, stunned

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The thessalhydra makes one maw attack and one Flurry of Bites.

Flurry of Bites. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (4d4) poison damage.

Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 5 (1d10) acid damage.

Tail Pincer. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage, and the target is grappled. As an action, the target can escape the grapple by succeeding on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check (its choice). Until this grapple ends, the thessalhydra can't use its tail pincer.

Acid Saliva (Recharge 5–6). The thessalhydra spits a glob of acid at a point it can see within 30 feet of it. Each creature within 10 feet of that point must make a DC 15 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The thessalhydra can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The thessalhydra regains spent legendary actions at the start of its turn.

Detect. The thessalhydra makes a Wisdom (Perception) check with advantage.

Tail Swipe. The thessalhydra makes a tail pincer attack.

The thessalhydra is a strange and terrible creature with eight heads surrounding a large, circular mouth rimmed with jagged teeth. Its maw drips with acid, and its tail ends with a pair of sharp pincers. The thessalhydra is glutinous and damaging to any environment.

THESSALKRAKEN

Gargantuan monstrosity (titan), chaotic evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Str +12, Dex +5, Con +10, Int +9, Wis +7

Damage Immunities acid; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed

Senses truesight 120 ft., passive Perception 12

Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.

Challenge 14 (11,500 XP)

Amphibious. The thessalkraken can breathe air and water.

Freedom of Movement. The thessalkraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

ACTIONS

Multiattack. The thessalkraken makes one bite attack and two tentacle attacks. It can replace each tentacle attack with one use of Fling.

Bite. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 7) piercing damage plus 5 (1d10) acid damage. If the target is a Medium or smaller creature grappled by the thessalkraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the thessalkraken, and it takes 21 (6d6) acid damage at the start of each of the thessalkraken's turns.

If the thessalkraken takes 35 damage or more on a single turn from a creature inside it, it must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the thessalkraken. If the thessalkraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. Melee Weapon Attack: +12 to hit, reach 20 ft., one target. **Hit:** 17 (3d6 + 7) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The thessalkraken has ten tentacles, each of which can grapple one target.

Fling. One Medium or smaller object held or creature grappled by the thessalkraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Acid Saliva (Recharge 5–6). The thessalkraken spits a glob of acid at a point it can see within 60 feet of it. Each creature within 10 feet of that point must make a DC 18 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Tentacle Attack. The thessalkraken makes one tentacle attack.

Fling. The thessalkraken uses Fling.

Ink Cloud (Costs 3 Actions). While underwater, the thessalkraken expels an ink cloud in a 60-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the thessalkraken. Each creature other than the thessalkraken that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the thessalkraken's next turn.

The alchemist Thessalar created unknown numbers of misshapen magical creatures, including his many thessalbeasts. Among the largest was the thessalkraken—a slightly smaller variant of the legendary kraken, resembling that great tentacled titan but with a jagged-toothed maw that drips constantly with acid.

A THESSALKRAKEN'S LAIR

A thessalkraken lives in the dark depths, usually a sunken rift or a cavern filled with detritus, treasure, and the remains of sacrificial victims.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the thessalkraken takes a lair action to cause one of the following magical effects:

- A strong current moves through the thessalkraken's lair. Each creature within 60 feet of the thessalkraken must succeed on a DC 18 Strength saving throw or be pushed up to 60 feet away from the thessalkraken. On a success, the creature is pushed 10 feet away from the thessalkraken.
- Creatures in the water within 60 feet of the thessalkraken have vulnerability to acid damage until initiative count 20 on the next round.
- The alluring gleam of treasure beneath the water in the thessalkraken's lair compels potential victims to draw near. Each creature within 120 feet of the thessalkraken must succeed on a DC 18 Wisdom saving throw or move 10 feet closer to the thessalkraken if able to do so.

TRAPPER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	2 (-4)	13 (+1)	4 (-3)

Skills Stealth +2

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

False Appearance. While the trapper is attached to a ceiling, floor, or wall and remains motionless, it is almost indistinguishable from an ordinary section of ceiling, floor, or wall. A creature that can see it and succeeds on a DC 20 Intelligence (Investigation) or Intelligence (Nature) check can discern its presence.

Spider Climb. The trapper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Smother. One Large or smaller creature within 5 feet of the trapper must succeed on a DC 14 Dexterity saving throw or be grappled (escape DC 14). Until the grapple ends, the target takes 17 (4d6 + 3) bludgeoning damage plus 3 (1d6) acid damage at the start of each of its turns. While grappled in this way, the target is restrained, blinded, and at risk of suffocating. The trapper can smother only one creature at a time.

A trapper is a manta-like creature that lurks in subterranean and natural environments. It can change the color and texture of its tough, outward-facing side to help it blend in with its surroundings, while its soft, inward-facing side clings to the floor, wall, or ceiling in its hunting territory. When a target is within its reach, it peels itself away from the surface and wraps around its prey, crushing, smothering, and then digesting it.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 9 (5,000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Treants are awakened trees that dwell in ancient forests. Although treants prefer to while away the days, months, and years in quiet contemplation, they fiercely protect their woodland demesnes from outside threats.



DAVE DORMAN

TRESSYM

Tiny monstrosity, chaotic neutral

Armor Class 12

Hit Points 5 (2d4)

Speed 40 ft., climb 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +5, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 15

Languages understands Common but can't speak

Challenge 0 (10 XP)

Detect Invisibility. Within 60 feet of the tressym, magical invisibility fails to conceal anything from the tressym's sight.

Keen Smell. The tressym has advantage on Wisdom (Perception) checks that rely on smell.

Poison Sense. A tressym can detect whether a substance is poisonous by taste, touch, or smell.

ACTIONS

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

A tressym is a mischievous winged cat as big as a house cat, with a wingspan of 3 feet. Thought to be the results of wizardly experimentation on house cats, tressym are intelligent felines known to form strong friendships with humanoids, particularly rangers and wizards.

TWO-HEADED CROCODILE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +2

Senses passive Perception 12

Languages —

Challenge 1 (200 XP)

Hold Breath. The two-headed crocodile can hold its breath for 15 minutes.

Two Heads. The two-headed crocodile has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the crocodile's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The two-headed crocodile makes two attacks with its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and that head of the crocodile can't bite another target.



TWO-HEADED OWLBEAR

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 3 (700 XP)

Two Heads. The two-headed owlbear has advantage on Wisdom (Perception) checks and on all saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the owlbear's heads is asleep, its other head is awake.

ACTIONS

Multiattack. The two-headed owlbear makes three attacks: two with its beaks and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

UMBER HULK

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages Umber Hulk

Challenge 5 (1,800 XP)

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Mandibles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

An abominable horror from deep beneath the earth, an umber hulk burrows into cave complexes, dungeons, or Underdark settlements in search of food. Those lucky enough to survive an umber hulk attack often remember precious little of the incident, thanks to the umber hulk's mind-scrambling gaze.



BANRION THE UNICORN UNDER
GREEN HAG ILLUSION

Unrelated to the horses it resembles, a unicorn is a celestial creature that wanders sylvan realms, its white form glimmering like starlight. They allow good-hearted creatures to enter their woods to hunt or gather food, but they hold evil ever at bay.

UNICORN

Large celestial, lawful good

Armor Class 12

Hit Points 67 (9d10 + 18)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 5 (1,800 XP)

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

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

At will: *detect evil and good*, *druidcraft*, *pass without trace*
1/day each: *calm emotions*, *dispel evil and good*, *entangle*

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

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

ACTIONS

Multiattack. The unicorn makes two attacks: one with its hooves and one with its horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Healing Touch (3/Day). The unicorn touches another creature with its horn. The target magically regains 11 (2d8 + 2) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

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

Hooves. The unicorn makes one attack with its hooves.

Shimmering Shield (Costs 2 Actions). The unicorn creates a shimmering, magical field around itself or another creature it can see within 60 feet of it. The target gains a +2 bonus to AC until the end of the unicorn's next turn.

Heal Self (Costs 3 Actions). The unicorn magically regains 11 (2d8 + 2) hit points.

WERERAT

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The wererat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only). Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Wererats are cunning lycanthropes with sly, avaricious personalities. In their humanoid and hybrid forms, wererats prefer light weapons and use ambush tactics rather than fighting as a pack. Although a wererat can deliver a nasty bite in its rat form, it favors that form for stealthy infiltration and escape rather than combat.



APPENDIX C: NEW MAGIC AND SPECIAL ITEMS

This chapter details new poisons, spells, and magic items that appear in the adventure—including the legendary artifact *The Infernal Machine of Lum the Mad*.

POISONS

The artificer Thessalar is known for his experiments with unique toxins, three of which can be found in this adventure.

BLOOD OF THE LYCANTHROPE (INJURY)

This poison is created from blood harvested from a dead or incapacitated lycanthrope in its animal or hybrid form. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be cursed with lycanthropy (see the *Monster Manual*). The curse lasts until removed by the *remove curse* spell or similar magic.

The type of lycanthropy depends on the lycanthrope used to create the poison. To determine the type of lycanthropy randomly, roll a d6:

- 1–3. Wererat
- 4–5. Werewolf
- 6. Wereboar

DUST OF THE MUMMY (INHALED)

This poison is created during a mummy's embalming process, distilled from the dead creature's removed organs. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed creature can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the creature's hit point maximum to 0, the creature dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or similar magic.

THESSALTOXIN (INGESTED OR INJURY)

This poison was first created using blood harvested from the artificer Thessalar. A creature subjected to the poison must succeed on a DC 15 Constitution saving throw or take on a new form as if affected by the *polymorph* spell. The creature's new form is a random beast or a creature it has seen within the last 24 hours (as chosen by the DM). This transformation lasts until the end of the target's next long rest. This effect is not subject to *dispel magic* or *remove curse*, but a *greater restoration* spell restores the creature to its original form.

SPELLS

The following spells are referenced in the adventure.

FLAME ARROWS

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 1d6 fire damage. The spell's magic ends on a piece of ammunition when it hits or misses, and the spell ends when twelve pieces of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by two for each slot level above 3rd.

SUMMON GREATER DEMON

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You utter foul words, summoning one demon from the chaos of the Abyss. You choose the demon's type, which must be one of challenge rating 5 or lower, such as a shadow demon or a barlgura. The demon appears in an unoccupied space you can see within range, and the demon disappears when it drops to 0 hit points or when the spell ends.

Roll initiative for the demon, which has its own turns. When you summon it and on each of your turns thereafter, you can issue a verbal command to it (requiring no action on your part), telling it what it must do on its next turn. If you issue no command, it spends its turn attacking any creature within reach that has attacked it.

At the end of each of the demon's turns, it makes a Charisma saving throw. The demon has disadvantage on this saving throw if you say its true name. On a failed save, the demon continues to obey you. On a successful save, your control of the demon ends for the rest of the duration, and the demon spends its turns pursuing and attacking the nearest non-demons to the best of its ability. If you stop concentrating on the spell before it reaches its full duration, an uncontrolled demon doesn't disappear for 1d6 rounds if it still has hit points.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demon can't cross the circle or harm it, and it can't target anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the challenge rating increases by 1 for each slot level above 4th.

SUMMON LESSER DEMONS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a vial of blood from a humanoid killed within the past 24 hours)

Duration: Concentration, up to 1 hour

You utter foul words, summoning demons from the chaos of the Abyss. Roll on the following table to determine what appears.

d6	Demons Summoned
1–2	Two demons of challenge rating 1 or lower
3–4	Four demons of challenge rating 1/2 or lower
5–6	Eight demons of challenge rating 1/4 or lower

The DM chooses the demons, such as manes or dretches, and you choose the unoccupied spaces you can see within range where they appear. A summoned demon disappears when it drops to 0 hit points or when the spell ends.

The demons are hostile to all creatures, including you. Roll initiative for the summoned demons as a group, which has its own turns. The demons pursue and attack the nearest non-demons to the best of their ability.

As part of casting the spell, you can form a circle on the ground with the blood used as a material component. The circle is large enough to encompass your space. While the spell lasts, the summoned demons can't cross the circle or harm it, and they can't target anyone within it. Using the material component in this manner consumes it when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 6th or 7th level, you summon twice as many demons. If you cast it using a spell slot of 8th or 9th level, you summon three times as many demons.

MAGIC ITEMS

A number of new magic items can be utilized by the characters in this adventure, or might be used against them—including the legendary *Infernal Machine of Lum the Mad*.

BLOOD OF THE LYCANTHROPE ANTIDOTE

Potion, uncommon

This clear potion has dark red flecks within, resembling clotted blood. When you drink this potion, it removes the curse of lycanthropy from you if that curse was imposed by a lycanthrope's bite or similar effect.

BRIDLE OF CAPTURING

Wondrous item, rare

This fine leather bridle tugs at the hand when first held, as though it longs to reach out for a beast nearby. When you hold one end of the bridle, you can use an action to speak its command word, causing the other end to lash out at a beast you can see within 20 feet of you. The target must succeed on a DC 17 Charisma saving throw or have the bridle tie itself around its neck, then fall under your command as if subjected to the *dominate beast* spell. Once the targeted is affected, you do not need to hold the other end of the bridle to command it. With a successful saving throw, the target becomes immune to the bridle's power until the next dawn.

A creature controlled by the bridle can be released by the creature that bound it as a bonus action. A creature controlled by the bridle can make a DC 17 Charisma check each day at dawn. On a success, the creature is no longer affected by the bridle.

CLAWS OF THE UMBER HULK

Wondrous item, rare (requires attunement)

These heavy gauntlets of brown iron are forged in the shape of an umber hulk's claws, and they fit the wearer's hands and forearms all the way up to the elbow. While wearing both claws, you gain a burrowing speed of 20 feet, and you can tunnel through solid rock at a rate of 1 foot per round.

You can use a claw as a melee weapon while wearing it. You have proficiency with it, and it deals 1d8 slashing damage on a hit (your Strength modifier applies to the attack and damage rolls, as normal).

While wearing the claws, you can't manipulate objects or cast spells with somatic components.

HELM OF UNDERWATER ACTION

Wondrous item, uncommon (requires attunement)

While wearing this brass helmet, you can breathe underwater, you gain darkvision with a range of 60 feet, and you gain a swimming speed of 30 feet.

IOUN STONE

Wondrous Item, rarity varies (requires attunement)

Ioun stones (detailed in chapter 7 of the *Dungeon Master's Guide*) are named after Ioun, a god of knowledge and prophecy. In addition to the stones presented in the *Dungeon Master's Guide*, the following new *Ioun stone* can play a part in this adventure.

Vitality (Very Rare). You gain a +1 bonus to death saving throws while this luminous green-and-blue marbled sphere orbits your head.

MUMMY ROT ANTIDOTE

Potion, uncommon

White dust swirls constantly within this pale gray potion. When you drink the potion, it cures you of mummy rot.

PAPER BIRD

Wondrous item, uncommon

After you write a message of fifty words or fewer on this magic sheet of parchment and speak a creature's name, the parchment magically folds into a Tiny paper bird and flies to the recipient whose name you uttered. The recipient must be on the same plane of existence as you, otherwise the bird turns into ash as it takes flight.

The bird is an object that has 1 hit point, an Armor Class of 13, a flying speed of 60 feet, a Dexterity of 16 (+3), and a score of 1 (-5) in all other abilities, and it is immune to poison and psychic damage.

It travels to within 5 feet of its intended recipient by the most direct route, whereupon it turns into a non-magical and inanimate sheet of parchment that can be unfolded only by the intended recipient. If the bird's hit points or speed is reduced to 0 or if it is otherwise immobilized, it turns into ash.

Paper birds usually come in small, flat boxes containing 1d6 + 3 sheets of the parchment.

POT OF AWAKENING

Wondrous item, common

If you plant an ordinary shrub in this 10-pound clay pot and let it grow for 30 days, the shrub magically transforms into an **awakened shrub** (see the *Monster Manual* for statistics) at the end of that time. When the shrub awakens, its roots break the pot, destroying it.

The awakened shrub is friendly toward you. Absent commands from you, it does nothing.

RUINBLADE

Weapon (greatsword), legendary (requires attunement)

Ruinblade is a unique weapon possessed by Moghadam, the architect of the Tomb of Horrors. A symbol of his authority, Moghadam carries the weapon during the time frame of the adventure to intimidate the tomb's workers. (In later years, after Acererak trapped Moghadam in the completed tomb as an undead archwraith, Moghadam was able to use the weapon as his own phylactery.)

A small jade version of the green devil face of the Tomb of Horrors is fashioned into the hilt of the weapon, with the blade extending from its open mouth. The blade always appears ruined and rusting, and causes its surroundings to appear reflected in the blade as if in a state of decay.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit an undead creature with it, the attack deals an extra 1d8 force damage.

In addition, the weapon has the following properties:

Blighted Ruin. You can cast the *blight* spell from the weapon (DC 15). Once used, this property of the weapon can't be used until the next dawn.

Destructive Ruin. You can cast the *disintegrate* spell from the weapon, but can target only a nonmagical object or a creation of magical force. Once used, this property of the weapon can't be used until dawn seven days later.

Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. Until the curse is broken with a *remove curse* spell or similar magic, you are unwilling to part with the weapon.

The weapon must take direct part in the destruction of 1,000 gp worth of materials and objects every seven days, or a conflict arises between you and the weapon at the end of the seventh day.

Sentience. *Ruinblade* is a sentient lawful evil weapon with an Intelligence of 15, a Wisdom of 8, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is a rough, ruined echo. While you are attuned to it, *Ruinblade* also understands every language you know.

Personality. *Ruinblade* speaks either with a dolorous or frenetic tone, depending on its mood. That mood improves when the sword is actively engaged in acts of destruction, but worsens if the blade is left inactive too long.

The weapon's purpose is to ruin and unmake existing objects, so that its owner can rebuild the world from a blank slate. It thus encourages its wielder to engage in

constant destruction, claiming that this will allow the creation of a more superior vision from the ruin of what came before.

SPELL GEM

Wondrous item, rarity varies (attunement optional)

A spell gem can contain one spell from any class's spell list. You become aware of the spell when you learn the gem's properties. While holding the gem, you can cast the spell from it as an action if you know the spell or if the spell is on your class's spell list. Doing so doesn't require any components and doesn't require attunement. The spell then disappears from the gem.

SPELL GEM

Max. Spell Level	Gemstone	Rarity	Save DC	Attack Bonus
Cantrip	Obsidian	Uncommon	13	+5
1st	Lapis lazuli	Uncommon	13	+5
2nd	Quartz	Rare	13	+5
3rd	Bloodstone	Rare	15	+7
4th	Amber	Very rare	15	+9
5th	Jade	Very rare	17	+9
6th	Topaz	Very rare	17	+10
7th	Star ruby	Legendary	18	+10
8th	Ruby	Legendary	18	+10
9th	Diamond	Legendary	19	+11

If the spell is of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals $10 + \text{the spell's level}$. On a failed check, the spell disappears from the gem with no other effect.

Each spell gem has a maximum level for the spell it can store. The spell level determines the gem's rarity and the stored spell's saving throw DC and attack bonus, as shown in the Spell Gem table.

You can imbue the gem with a spell if you're attuned to it and it's empty. To do so, you cast the spell while holding the gem. The spell is stored in the gem instead of having any effect. Casting the spell must require either 1 action or 1 minute or longer, and the spell's level must be no higher than the gem's maximum. If the spell belongs to the school of abjuration and requires material components that are consumed, you must provide them, but they can be worth half as much as normal. Once imbued with a spell, the gem can't be imbued again until the next dawn.

Deep gnomes created these magic gemstones and keep the creation process a secret.

THESSALTOXIN ANTIDOTE

Potion, uncommon

This potion appears to change color and texture each time you look at it. When you drink the potion, it ends the *polymorph* effect imposed by thessal toxin.

THE INFERNAL MACHINE OF LUM THE MAD

Wondrous item, artifact (requires attunement)

This strange device was once thought to have been built by gods long forgotten and to have survived the eons since their passing, for it is incredibly ancient and crafted by means unlike anything known today. However, its true origins derive from a planar craft that crashed in the Barrier Peaks, for the *Infernal Machine* once functioned as this craft's central command console.

Explorers who discovered the crash site removed the command console and brought it back to civilization, not understanding its true purpose or powers. In later years, the console came into the possession of Baron Lum. By experimenting with its many controls, he was able to achieve astounding and destructive magical effects in the building of his empire, and so the artifact came to be known as the *Infernal Machine of Lum the Mad*. Yet with Lum's eventual defeat, his great machine was destroyed.

The *Infernal Machine* is a delicate, intricate, bulky, and heavy device, weighing some 5,500 pounds. It can be operated using a control panel containing sixty levers, forty dials, twenty switches, and a number of jeweled components. These controls generate all kinds of powers and effects, as noted below.

Silver Wire. The *Infernal Machine*'s great size makes it largely immobile. To make ongoing use of the machine (such as while adventuring), it can be connected to its attuned user by a silver wire, a supply of which can always be produced from the machine's inner workings. This silver wire shares the same general nature as the silvery cord of an *astral projection* spell, connecting to the body of the user and trailing behind them. When so attached, the wire becomes invisible, astral, and extends to virtually infinite length.

As long as the wire remains intact, the attuned user can make full use of the *Infernal Machine*'s powers, with their effects centered around the user. If the wire is cut—something that can happen only when an effect specifically states that it can cut an *astral projection*'s silvery cord—the user suffers a sudden burst of feedback from the machine that kills them instantly.

Any effect of the *Infernal Machine* that requires concentration can be concentrated on by a remote user. The *Infernal Machine*'s effects have a spell save DC of 14 or the attuned user's spell save DC, whichever is higher.

Summon Monster. When first used by Baron Lum, the *Infernal Machine* was known for its ability to unleash terrible monsters within the world. Specific combinations of its controls can still recreate the effects of various spells of the conjuration school, as follows:

1/day: *conjure animals, summon lesser demons**

1/7 days: *conjure minor elemental, conjure woodland being, summon greater demon**

1/month: *conjure elemental, conjure fey*

* See "Spells" in this appendix.

Wish. The *Infernal Machine* has the ability to bend the nature of reality, with the proper combination of controls recreating the effect of a *wish* spell (including all side effects). Due to the complex nature of its programming, this feature can be used only once per month. Each time this effect is used, there is a cumulative 10 percent chance of the *Infernal Machine* malfunctioning, necessitating seven days' worth of repairs and reprogramming, as well as the expenditure of 500 gp in parts, before it can be used again. When these repairs are done, the cumulative chance of malfunction returns to 10 percent.

Random Properties. There are far more possible combinations for the *Infernal Machine*'s controls than can ever be known or matrixed—especially as the controls shift position and reset themselves over time. At the end of each long rest of the user attuned to it, the *Infernal Machine* generates $1d4 + 1$ random beneficial properties and $1d4 + 1$ detrimental properties. Roll for each of these properties on the *Infernal Machine Properties* table (starting on the next page). To keep things interesting, the DM might roll secretly for detrimental properties, revealing those properties only during the course of play.

Once set, these properties last until the end of the attuned user's next long rest.

(Our thanks to the D&D community for their suggestions for the properties of the *Infernal Machine of Lum the Mad*!)

Destroying the Machine. The *Infernal Machine of Lum the Mad* is self-repairing of anything short of catastrophic damage, and how it was disabled in Lum's time remains a mystery. It is rumored that if one specific combination of controls is set, the *Infernal Machine* will enter a repair mode, allowing unfettered access to its inner workings—and preventing it from restoring itself if it is attacked. Alternatively, other combinations of controls might cause the *Infernal Machine* to teleport its most critical components to some hiding place deep in space and time, rendering it inoperable until those components are found again.

INFERNAL MACHINE PROPERTIES

d100	Beneficial Property	Detrimental Property
01	You have a flying speed of 150 feet but lose all other movement.	You are blinded.
02	You can cast the <i>speak with animals</i> spell at will, but can use it to speak with only one animal of your choice.	All animals despise you. You have disadvantage on Wisdom (Animal Handling) checks.
03	One weapon or item you carry of your choice gains a walking speed of 30 feet and goes where you tell it.	Your armor and clothing feels unnaturally tight. Unless you go naked, roll a d4 each time you are attacked and subtract the number rolled from your AC.
04	You can cast the <i>legend lore</i> spell three times.	Whenever you make an Intelligence check or use divination magic to learn something about a creature, that knowledge comes with added trivia of the DM's devising.
05	You emanate a weak magnetic aura. The first time during a combat that a creature attacks you with a metal weapon, that creature has disadvantage on the attack roll.	Metal rusts in response to your touch—including metal armor you wear and metal weapons you hold—reproducing the effect of the rust monster's Rust Metal trait.
06	Your fingers sprout tiny clockwork picks, granting you advantage on ability checks made using thieves' tools or tinker's tools.	Any metal object you wield or wear is covered in a thin layer of oil that drips occasionally and leaves your fingerprints everywhere.
07	You can cast the <i>speak with animals</i> spell at will, but can use it to communicate only with insects.	Disturbing whispers on the edge of hearing haunt all creatures within 30 feet of you, causing those creatures to recall their saddest memories.
08	You have a +1 bonus to Wisdom (Insight checks) involving creatures you can see.	Your body is ghostly and translucent except for your bones. You have vulnerability to radiant damage, and you have disadvantage on attack rolls while in direct sunlight.

d100 Beneficial Property

d100	Beneficial Property	Detrimental Property
09	You summon a unicorn that obeys your commands. If you give a command that violates the unicorn's alignment, the unicorn immediately vanishes.	You grow a unicorn horn.
10	A specialized clockwork compass floats in front of you. You can name one character, place, or object on the same plane as you and have the compass point constantly in the direction of the named target. You gain no knowledge of the distance to the target.	A specialized clockwork compass floats in front of you, and points toward you. The DM determines whether a creature currently looking for you is drawn to your location. Additionally, when a creature attacks you for the first time during an encounter, it has advantage on the attack roll.
11	Your clothes are wrapped in illusion that makes them appear to be the very latest style, drawing praise and attention. You have a +1 bonus to Charisma checks.	Any food and drink you eat spoils as you swallow it. Each time you eat or drink, you are poisoned for 1 hour.
12	You have a +1 bonus to attack rolls with weapons or spells (your choice).	The <i>cure wounds</i> spell restores no hit points for you.
13	You have an innate sense of direction. You automatically succeed on ability checks made to avoid becoming lost.	Whenever you move, a magical voice calls out your direction and how far you've gone. The voice cannot be silenced or stopped.
14	You constantly see afterimages of all events that occurred within 30 feet of you over the previous hour.	You are distracted by voices and visions, forcing you to succeed on a Wisdom saving throw every 4 hours or gain one level of exhaustion.
15	You understand all languages, as if under the effect of a <i>comprehend languages</i> spell.	Whenever you speak, you speak in a random language (possibly including languages you don't normally know).
16	You have +1 bonus to initiative rolls.	You are unable to hear any speech louder than a whisper.

d100	Beneficial Property	Detrimental Property	d100	Beneficial Property	Detrimental Property
17	An exact duplicate of you appears next to you, dressed as you but lacking any gear. The duplicate functions as a familiar and has the statistics of a cat .	An exact duplicate of you appears next to you, dressed as you but lacking any gear. It loudly tries to convince all other creatures that it is you, and you are its familiar. If destroyed, it reappears in 1d4 hours.	21	If you drop to 0 hit points, a phantom guardian appears next to you, functioning as if you had cast the <i>Mordenkainen's faithful hound</i> spell. The guardian disappears if you die, regain hit points, or regain consciousness.	No one takes you seriously, imposing disadvantage on Charisma (Deception and Persuasion) checks, and causing you to automatically fail Charisma (Intimidation) checks.
18	While you are afflicted by a disease or suffering the poisoned or frightened condition, whenever you hit a humanoid with a melee attack, the target must succeed on a DC 15 Constitution saving throw. On a failed save, you transfer the disease or the condition to the target, and the disease or condition ends for you.	Water becomes intensely acidic to you. If you are submerged in water, you take 1d6 acid damage at the start of each of your turns, and drinking pure water causes you to be poisoned for 1 hour.	22	You can cast the <i>gaseous form</i> spell on yourself three times. When you do, instead of appearing as mist, you appear as a swirling puff of feathers.	Your body is covered in feathers.
19	A random Huge beast appears next to you (chosen by the DM) as if with the <i>conjure animals</i> spell. You have a telepathic link to this beast, such that you can give it commands even if it can't hear you.	A random Huge beast appears next to you (chosen by the DM) and attacks at once.	23	You have advantage on death saving throws.	You have disadvantage on all saving throws except death saving throws.
20	You have 1 luck point, which you can use as if you had taken the Lucky feat. If you have taken that feat, you have 1 extra luck point.	Those around you perceive you as dishonest, even when you are completely truthful. You automatically fail Charisma checks.	24	You can cast <i>speak with animals</i> at will, but can use it to communicate only with dogs.	All cats are automatically hostile toward you.
			25	You can cast the <i>raise dead</i> spell once, requiring no material components.	If you drop to 0 hit points, you automatically suffer 1 failed death saving throw.
			26	Each time you finish a short rest, up to 100 silver pieces already in your possession become gold pieces, and up to 100 copper pieces become silver pieces.	All coins you touch become worthless tin.
			27	Anything poisonous within 50 feet of you is automatically detected and marked by the image of a small frog that is visible only to you.	A dozen small frogs constantly follow you around, chirping loudly.
			28	You gain the benefit of a <i>nondetection</i> spell.	Your appearance changes randomly as determined by the DM, as if you were under the effect of a <i>disguise self</i> spell.

d100	Beneficial Property	Detimental Property	d100	Beneficial Property	Detimental Property
29	You can cast the <i>mage hand</i> cantrip at will.	A disembodied spirit follows you around, stealing and scattering coins from you, crumbling your food, and playing with your weapons and gear.	37	Flowers turn to face you as you pass them.	Mundane animals can't look at you.
30	You are able to decipher any text.	You lose the ability to speak any language. This has no effect on casting spells with verbal components.	38	Each time you finish a short rest, you suddenly sprout a covering of fragrant leaves. The leaves fall off after 1d10 minutes, revealing 1d6 magic fruits that can be plucked from your head. Each fruit functions as a berry created with the <i>goodberry</i> spell.	Whenever you stop moving for 10 minutes or more, you discover that your boots or shoes have set down roots that must be pulled free with a successful DC 20 Strength check.
31	You can cast the <i>speak with plants</i> spell three times.	Your skin turns green, and you must drink a half gallon of fresh water every 4 hours or take 1d4 necrotic damage.	39	Choose a creature you can see. That creature must succeed on a DC 15 Dexterity saving throw or drop one item they are holding (DM's choice). You can use this property three times.	Each time you roll a 1 on a Dexterity check, you drop one object you are holding (DM's choice).
32	You know whether creatures within 15 feet of you are lying, as if you were the center of a <i>zone of truth</i> spell.	Whenever you would speak falsely, you cannot speak at all.	40	A group of small forest animals appears and follows you everywhere, singing and dancing. These magical creatures can perform any task you desire that could be performed by a <i>prestidigitation</i> spell.	You break out into song whenever you roll a 1 on any die.
33	You gain a sense of destiny that directs you toward an important goal, as determined by the DM.	Your head is filled with an unpleasant buzzing that imposes disadvantage on Intelligence checks and saving throws.	41	Your possessions change their state or appearance at the DM's determination, giving you hints of potential future events. For example, your sword might become suddenly bloodstained to warn of an upcoming combat encounter, your clothes might become damp to warn of a water-filled pit trap ahead, and so on.	You take a -5 penalty to initiative rolls.
34	All creatures you speak with automatically believe your words, as if you have succeeded on a Charisma (Deception or Persuasion) check against them. Any sign of threatening or duplicitous action on your part negates this automatic success.	Your personal tastes reverse, such that your favorite foods, hobbies, music, and so forth become unbearable to you.	42	Whenever you roll a 1 on a d20, you have advantage on your next d20 roll.	Whenever you roll a 1 on a d20, you have disadvantage on your next d20 roll.
35	Your shadow becomes an undead shadow that shares your alignment and is under your control.	Your shadow behaves disapprovingly whenever you're not looking—stealing things, mocking you behind your back, taunting opponents or friends, and so on.			
36	Your skin is covered by slime. You automatically succeed on ability checks and saving throws made to escape a grapple.	Your skin is covered by slime. You must succeed on a DC 10 Dexterity saving throw to sit down, open doors, and perform other mundane tasks of the DM's determination.			

d100	Beneficial Property	Detimental Property	d100	Beneficial Property	Detimental Property
43	Grass, moss, and flowers instantly grow in your footsteps. You are also unaffected by difficult terrain created by plants.	Any harm that befalls a plant you can see (a woodcutter sawing down a tree, a gardener pulling weeds, and so forth) fills you with a sadness that imposes disadvantage on ability checks for 1 minute.	51	You shed light like a torch, as if you were the target of a <i>light</i> cantrip.	No one else can take a short rest within 40 feet of you, as everything you say or do seems distracting to them.
44	You automatically know the direction to the greatest danger within 500 feet of you.	You leave a trail of black footprints that allow anyone to automatically follow you.	52	You can cast the <i>divination</i> spell once.	Whenever you make an Intelligence check or saving throw, you receive a grim vision of the DM's determination, imposing disadvantage on your next attack roll, ability check, or saving throw.
45	You can cast the <i>detect thoughts</i> spell three times.	All creatures within 30 feet of you automatically know your surface thoughts, as if having cast <i>detect thoughts</i> against you.	53	As an action, you can become incorporeal for 10 minutes, allowing you to move through other creatures and objects as if they were difficult terrain. You take 5 (1d10) force damage if you end your turn inside an object. You can use this property once.	Your senses diminish as if the world were faded around you, imposing disadvantage on Wisdom (Perception) checks.
46	You can cast the <i>misty step</i> spell three times. When you do, you must begin and end your teleportation in an area of shadow.	While in direct sunlight, you have disadvantage on attack rolls as well as on Wisdom (Perception) checks that rely on sight.	54	While you take a short rest, the area within 50 feet of you takes on the illusory appearance of a beautiful forest glade.	The first time an ally you can see takes damage as a result of failing a saving throw, you take the damage instead of them.
47	Creatures cannot gain advantage on attacks made against you as a result of another creature using the Help action.	You have disadvantage on Dexterity (Acrobatics) checks.	55	As a bonus action, you can choose one creature within 10 feet of you and know one secret about it, as determined by the DM.	The <i>remove curse</i> , <i>lesser restoration</i> , and <i>greater restoration</i> spells have no effect on you.
48	You have increased lung capacity, increasing your walking speed by 10 feet and letting you hold your breath for twice as long as normal.	Whenever you exert yourself by fighting, running, and so forth, you breathe out intermittent gouts of flame that deal 1d4 fire damage to you.	56	You can predict the weather conditions for the next 24 hours with perfect accuracy.	A rain cloud follows you around, drizzling on you constantly even while indoors.
49	You can cast the <i>daylight</i> spell three times.	An evil undead creature that comes within 30 feet of you for the first time is charmed by you until the end of your next turn.			
50	When you touch a copper piece, it transmutes to become two copper pieces. You can duplicate a maximum of 1,000 coins this way.	Food doesn't satiate you, and you must eat double the amount of food you normally eat to avoid feeling hungry.			

d100	Beneficial Property	Detrimental Property	d100	Beneficial Property	Detrimental Property
57	You have telepathy out to a range of 120 feet.	You hear the voices of creatures you can see in your head from time to time (as detailed by the DM), but you have no idea whether what you're hearing is the truth or not.	65	As an action, you cause difficult terrain within 50 feet of you to become normal terrain. You can use this property three times.	Each time you move through difficult terrain, your speed is reduced by 10 feet until the end of your next turn.
58	You can cast <i>speak with animals</i> at will, but you can use it to communicate only with goats. Any goat you speak with becomes charmed by you for 1 hour.	You become distraught unless your clothing is all the same color, imposing disadvantage on Intelligence, Wisdom, and Charisma checks and saving throws.	66	You increase one ability score of your choice by 2. You can increase an ability score above 20 using this property, but the increase is lost when this property ends.	Whenever you roll a 1 on an attack roll, ability check, or saving throw using your highest ability score, you take 1d4 psychic damage.
59	You have resistance to fire damage.	You gain no benefit from any potion.	67	As an action, you learn the direction and distance to the nearest magic item not in the possession of you or any of your allies.	Each creature within 30 feet of you automatically knows which magic items you carry.
60	You have immunity to the charmed and frightened conditions.	You can speak only in a monotone voice, imposing disadvantage on Charisma checks.	68	As an action while you are in dim light or darkness, you can become invisible, as if targeted by the <i>invisibility</i> spell. In addition to becoming visible if you attack or cast a spell, you become visible if you move into bright light. You can use this property three times.	While in bright light, you have disadvantage on initiative rolls.
61	You and each creature within 10 feet of you have resistance to necrotic damage.	Any Wisdom (Medicine) check you make or that is made to help you is made with disadvantage.	69	You can read and understand all the languages commonly spoken within 1 mile of you, as determined by the DM.	While speaking, you occasionally use nonsense words, imposing disadvantage on Charisma checks.
62	The first creature you hit with a weapon attack on each of your turns takes 1d4 fire damage at the start of its next turn.	You are blinded while in bright light, and your shadow takes on a monstrous appearance.	70	You know one cantrip of the DM's choice, and can cast one 1st-level spell of the DM's choice at will.	Whenever you cast a spell or use a magic item property that requires an action or a bonus action to activate, roll on the Wild Magic Surge table (see the sorcerer section in chapter 3 of the <i>Player's Handbook</i>) to see what happens.
63	No creature can learn your alignment by magical means, and you have advantage on Charisma checks involving creatures that also share your alignment.	You have disadvantage on Charisma checks involving creatures that do not share your alignment.			
64	As a bonus action, you cause yourself and a willing ally you can see to swap positions by teleportation.	Whenever you roll a 1 on a d20 roll, you and an ally you can see swap positions by teleportation.			

d100	Beneficial Property	Detrimental Property	d100	Beneficial Property	Detrimental Property
71	Whenever you roll a 20 on a d20, you can immediately end one effect on you.	Whenever you roll a 1 on a d20, you are blinded until the end of your next turn.	77	A creature appears next to you that is a hybrid of any two nonmagical beasts (akin to the owlbear). The creature serves you as if created by a <i>conjure animals</i> spell. The DM determines the creature's statistics.	A creature appears next to you that is a hybrid of any two nonmagical beasts (akin to the owlbear). Unless you succeed on a DC 12 Wisdom (Animal Handling) check, the creature attacks you before wandering off. The DM determines the creature's statistics.
72	Any clothing you wear is covered with a magical map image that shows all the local area you are aware of. This map doesn't reveal anything you don't know, but grants advantage on ability checks to find secret doors and to navigate back to where you've been.	Any rope you touch transforms into a poisonous snake that attacks you.	78	You can cast the <i>teleport</i> spell, always arriving on target when you do. You can use this property once.	Each time you walk through a doorway or similar portal, you must succeed on a DC 10 Intelligence check or step into a skewed timeline. On a failure, you and all allies within 10 feet of you skip ahead 1d4 minutes. To other creatures, it appears that you and other affected creatures disappear for that length of time, then appear again in the doorway.
73	You summon a slithering tracker that obeys your commands.	You take on the appearance of having translucent skin, with your bones and organs slightly visible within.	79	You can cast the <i>haste</i> spell on yourself. You can use this property three times.	Each time you are reduced to 0 hit points then stabilized, you suffer the effect of a <i>slow</i> spell.
74	You have a fresh-scrubbed appearance, and a sweet perfume surrounds you. You have advantage on Charisma (Persuasion) checks.	Whenever you fail a Charisma (Persuasion) check, the subject of the check becomes irrationally resentful of you, seeking to undermine you in ways determined by the DM.	80	You do not need to breathe and cease to do so, making you immune to inhaled poisons and suffocation.	Whenever you speak (including casting a spell with a verbal component), you must first use a bonus action to breathe.
75	You can cast the <i>control weather</i> spell.	Each time you deal or take cold damage or fire damage, you must succeed on a DC 10 Charisma saving throw or accidentally summon a hostile air elemental or fire elemental (depending on the damage dealt).			
76	A tiny construct resembling a gynosphinx follows you around. It can truthfully answer up to ten yes-or-no questions regarding the campaign, at the DM's discretion.	A tiny construct resembling a gynosphinx follows you around. It constantly asks unsolvable riddles of other creatures, and insults those creatures when they fail to answer correctly.			

d100	Beneficial Property	Detrimental Property	d100	Beneficial Property	Detrimental Property
81	Your blood is venomous, granting you immunity to poison and to the poisoned condition. You can cast the <i>speak with animals</i> spell at will, but you can use it to communicate only with snakes.	Your tongue is long and forked, causing you to speak in a hiss. You have disadvantage on Charisma checks involving speech, and you must succeed on a DC 15 Constitution check to cast a spell with a verbal component.	85	You can cast the <i>healing word</i> spell three times.	Undead are drawn to you, making it impossible for you to hide from them. Each undead creature you face in combat has advantage on its first attack roll against you.
82	You grow gills and have the ability to breathe air and water. You also sprout a pair of tentacles from your shoulders that have a reach of 10 feet and can be used to perform any action you could perform with your hands. The tentacles cannot attack or grapple.	You are constantly followed by 1d4 octopuses that can breathe air and water, and which have a walking speed of 30 feet. Each time combat breaks out, you must succeed on a DC 13 Wisdom (Animal Handling) check or have the octopuses panic and attack you.	86	Any food you touch is transformed into a culinary delight. You have advantage on Charisma checks while interacting with any creatures that have eaten of this food.	You constantly hear distracting music that throws off your timing, imposing disadvantage on initiative rolls and Dexterity checks.
83	You can cast the <i>misty step</i> spell three times. When you do, you must begin and end your teleportation in an area of fire. Any fire damage you take during the same turn in which you use <i>misty step</i> is restored automatically at the end of your turn.	Whenever you start your turn within 30 feet of an ongoing fire effect, you must succeed on a DC 13 Wisdom saving throw or move toward the fire and into it if possible.	87	Your mind is filled with lost facts and lore, granting advantage on Intelligence checks.	You forget your name, and must be constantly reminded of it by your allies.
84	When you look at the sky, you see it overlaid with navigational symbols. You have advantage on ability checks made to avoid becoming lost while outdoors.	You have disadvantage on Wisdom (Perception) checks while indoors.	88	Your touch can change small nonmagical objects into chocolate.	Anything you eat or drink makes you feel overly sated and full, imposing disadvantage on Strength checks for 1 hour.
			89	Each time you finish a short rest, you regain 1d8 hit points. Each creature that took a short rest with you and remained within 30 feet of you for the duration also gains this benefit.	Each time you finish a short rest, you take 3d8 psychic damage. At your determination, you can transfer some or all of this damage to any creatures that took a short rest with you and remained within 30 feet of you for the duration.
			90	Each time you finish a short rest, you find 1d10 small gems worth 10 gp each in your possession.	Whenever you spend coins or gems, any character you give them to becomes convinced that the wealth was stolen from them.
			91	When you hit a creature for the first time during an encounter, its Armor Class is reduced by 1.	Whenever you roll a 1 on a weapon attack roll, the weapon shatters like glass. The weapon magically reforms in 1d4 rounds.
			92	Each time you enter a settlement, you are treated as though you are known there and a friend, even if you are neither.	Each time you roll a 1 on an attack roll, ability check, or saving throw, you grow one inch taller. Your clothing and armor does not grow with you.

d100	Beneficial Property	Detrimental Property	d100	Beneficial Property	Detrimental Property
93	While standing in a doorway, you can cast the <i>teleport</i> spell. Your destination must be another doorway you know. You can use this property once.	Each time you finish a short rest, you forget one of your allies (of the DM's choice) and no longer trust that character. You lose this distrust at the end of your next short rest.	97	You can ignore the verbal component of any spell you cast.	You must shout the verbal component of any spell you cast.
94	As an action, you cause a swirling storm of rocks and dust to surround you in a 10-foot radius for 1 minute. Each creature hostile to you that enters the area must succeed on a DC 12 Constitution saving throw or take 1d6 bludgeoning damage and be blinded for 1 round. You can use this property three times.	Fire elementals, water elementals, and other creatures of fire and water (as determined by the DM) regard you as their enemy, and focus their attacks against you to the exclusion of all else.	98	As an action, you conjure a mindless, shapeless force that is your exact duplicate. You control this force as if it were the product of an <i>unseen servant</i> spell, except that it is visible.	Each time you see your own reflection, you must succeed on a DC 12 Charisma saving throw. On a failure, you treat your allies as enemies and vice versa for 1 minute, attacking the wrong targets, betraying your companions in social situations, and so forth. You can repeat the saving throw at the end of each of your turns, ending the effect on a success.
95	As an action, you learn the names of every humanoid creature within 30 feet of you.	Whenever you roll a 1 on a Strength or Dexterity check that incorporates touching an object, you stick to that object for 1 minute. It takes a successful DC 20 Strength check to free yourself.	99	As an action, you can replace one of your hands with any nonmagical weapon, tool, or piece of adventuring equipment of reasonable size (as determined by the DM).	Your hands feel unnaturally large, imposing disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks using thieves' tools or artisan's tools. The first weapon attack roll you make in any encounter is made with disadvantage.
96	You can cast the <i>modify memory</i> spell once.	Whenever you make an Intelligence check or saving throw, you must succeed on a DC 13 Charisma saving throw or lose all your memories of the past hour.	00	All creatures of a particular type other than humanoid (as chosen by the DM) are incapable of acting hostile toward you as long as you do not attack, threaten, or provoke them.	Whenever you meet a creature of a particular type other than humanoid (as chosen by the DM), there is a 1 percent cumulative chance that the tarrasque is magically summoned within 1 mile of you. The tarrasque has no knowledge of your existence. It runs amok for $1d6 \times 10$ minutes, then magically returns to its previous location.

APPENDIX D: PLAYER HANDOUTS

This section contains a walk-through map of the Temple of Moloch, as well as handout versions of three of the adventure's iconic visuals.

Additionally, as an added thanks for purchasing *Infernal Machine Rebuild*, we're providing a printable cert for use with any D&D Adventurers League character.

WALK-THROUGH MAP

Artist Jason Bradley Thompson has created a walk-through version of the *Temple of Moloch*. You can download a high-resolution version from the Wizards of the Coast website: https://media.wizards.com/2019/dnd/dragon/29/extralife2019_cartoon.jpg





SUTHERLAND
CO.





PIECE OF THE INFERNAL MACHINE OF LUM THE MAD

Trinket - Extra Life 2019

Once operated via its vast array of buttons, dials, and levers, the *Infernal Machine of Lum the Mad* has been dismantled and lies scattered throughout the world.

Who knows what function of it this piece controlled? This appears as a jeweled button marked with a mysterious glyph, hung from a delicate chain.

Characters earn gold normally during *Infernal Machine Rebuild*. Upon completing the adventure, players can award the gold they earned during play along with a level to a character of their choice. Dungeon Masters gain a DM reward. The character to whom these rewards are awarded also gains this certificate.



CERTIFICATION IDENTIFICATION CODE

EXTRA LIFE 2019

CHARACTER NAME

PLAYER NAME

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ACKNOWLEDGMENTS



N BEHALF OF THE D&D TEAM, WE ARE HONORED to take part in this year's charitable efforts; and for myself personally, I'm thrilled to help create adventure material whose proceeds go to a truly great cause. My sincere and humble thanks to everyone purchasing this adventure in support of Extra Life and Children's Miracle Network Hospitals!

This year turns out to be an auspicious one for the game, as the 45th anniversary of Dungeons & Dragons. As such, I looked to incorporate material from the game's rich history. This adventure's Temple of Moloch, for instance, marries together the first edition AD&D *Dungeon Masters Guide*'s sample dungeon with the *Players Handbook*'s famed cover image showing the theft of Moloch's statue's ruby eyes, by artist David Trampier. While that statue and the temple seen around it were never part of any official AD&D adventure, it has made cameo appearances in the game for years, owing to the evocative and iconic nature of the image. I hope that this new homage manages to fit with the spirit of the illustration and appropriately help celebrate the game's 45th birthday!

As for the sample dungeon from the *Dungeon Masters Guide*, only the first few rooms were originally detailed, although a completed version of the dungeon later appeared in *Dungeon* magazine 84, as Jonathan Tweet's "Dungeon of the Fire Opal." Thessalar was chosen as a suitable villain for the site in honor of *Stranger Things'* use of the thessalhydra (just one of that mad artificer's many creations), with that series also inspiring this adventure's name for "the Demogorgon." The Temple of Moloch's evolved neo-otyugh was likewise inspired by a reference on the small screen, when it received a nice mention in the final season of *The Big Bang Theory* (in its D&D episode, naturally). In *Dungeon* 134, James Jacobs's "Into the Wormcrawl Fissure" (an Age of Worms Adventure Path scenario) features Thessalar having already become a lich, and discusses his creation of the owlbear. The image of him in this adventure, as well as the illustration of his private lab, was inspired by the cover art for the first edition AD&D *Unearthed Arcana*.

The Tomb of Horrors needs no introduction, although certain figures related to that legendary dungeon have been pulled from various sources for this adventure. Nolzur, famed for *Nolzur's marvelous pigments*, was statted up by Len Lakofka in *Footprints* magazine 14. Moghadam, Pentival, and Tarnhem have long factored into Acererak's backstory, including Pentival's mention in *Dungeon* 153's "Prisoner of the Castle Perilous" by Stephen S. Greer. Moghadam appeared in *Dragon* magazine 249's "Return to the Tomb of Horrors" by Bruce Cordell (which also introduced his sword *Ruinblade*), as well as fourth edition's *Tomb of Horrors* hardcover adventure by Ari Marmell and Scott Fitzgerald Gray. The addition of the flooding pit trap to the tomb was an homage to an image that has appeared and reappeared—like the statue of Moloch and the Tomb of Horrors itself—across the many editions of the game.

The unicorn and the hags of the first part of the adventure were a nod to two of Jeremy Crawford's favorite adventure elements, in thanks for his ongoing appearances on the *Dragon+* livestream and for helping properly stat out the *powered armor* from 2018's *Lost Laboratory of Kwalish*. The prison used in Lynx's manor (a *Leomund's tiny hut* held inside a permanent *rope trick*) came from a *Dragon+* livestream question. And the name for Lynx's mechanical guide came from the third edition adventure "Legend of the Silver Skeleton," based on one of the first installments of the D&D online Creature Competition, won by Eludecia the succubus paladin.

Of course, it's always fun to create names. Olitor the redcap comes from the Latin word for vegetable-grower, which seemed fitting. Several more names have been pilfered from the *Ars Goetia*, part of the seventeenth-century demonological grimoire *The Lesser Key of Solomon*. Those include Barbatus (as a demon who can speak with animals and lead one to hidden treasure, he seemed a fitting evil ranger), Andras (appearing as a human with the head of an owl), and Stolos (appearing as an owl with the legs of a human).

And as with *Lost Laboratory of Kwalish*, several names in this adventure were created from bastardized Irish words. Banrion the unicorn comes from "banrfón" (queen). Lynx Creatlach is from "creatlach" (skeleton). Ard-Sagart, the Temple of Moloch's high priest, arises from trying to assemble the Irish words for "high priest." Mack Francache, the wererat thief, is a garbled version of "mac an fhrancaigh," or "son of the rat." Big Gadai and Little Gadai are named for a garbled version of "gadai" (thief). And Seodra the gemsmith comes from "seodra" (meaning "jewelry"). My thanks to @BazMacN (who teaches in Ireland) for helping check my work!

—Bart Carroll