



ELYSIUM: CORRUPTION'S CALL



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COVER ART

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SPECIAL THANKS

Special thanks to Pixel Sagas for permitting commercial use of the Draconis font.

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If found, please return to:

RUZE

A Message from the Team

Happy birthday, Crims—*oops, sorry, Crimson Ruze*. It seems somehow fitting that what we expected to be a small book of modest proportions kept growing with the Ruzaders' collective appreciation (hatred) for you. With a whopping 214 entries and around 85 participants over the course of eight months, what began as a small birthday present evolved into a love letter for HolostarsEN as a whole. We hope that all of the TEMPUS and ARMIS boys enjoy this collection of creative works. Except you, Ruze, because obviously this isn't about you, you absolute normie.

Just kidding. *Elysium: Corruption's Call* is for you to enjoy and use as you please, on or off stream, collab or solo—we only hope that through it, you can catch a glimpse of our absolute disgust for you. Thanks for being in Holostars, Crimson Ruze. We hate your delightfully smug face and you're the absolute worst. May a pebble get stuck in your shoe and a single strand of hair irritate your eyeballs all day.

— The ECC team

TRIGGER WARNINGS

This book contains depictions of monsters and mild fantasy violence. If you are uncomfortable with gore, violence, horror, or body horror, please proceed with caution.

DM WARNING

Dungeon Masters, please be aware that stats and abilities in this book are at times comically extreme, and as a result may be severely unbalanced. Use with caution. All mechanics have been designed to work with Dungeons and Dragons 5th edition.

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SYMBOL KEY

-  WRITER
-  FLAVOR TEXT
-  ARTIST
-  MECHANICS

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THE PUPPET VILLAGE

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BAROMETZ OF ELYSIUM

THE
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THREE-RIVER
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LAKE OF
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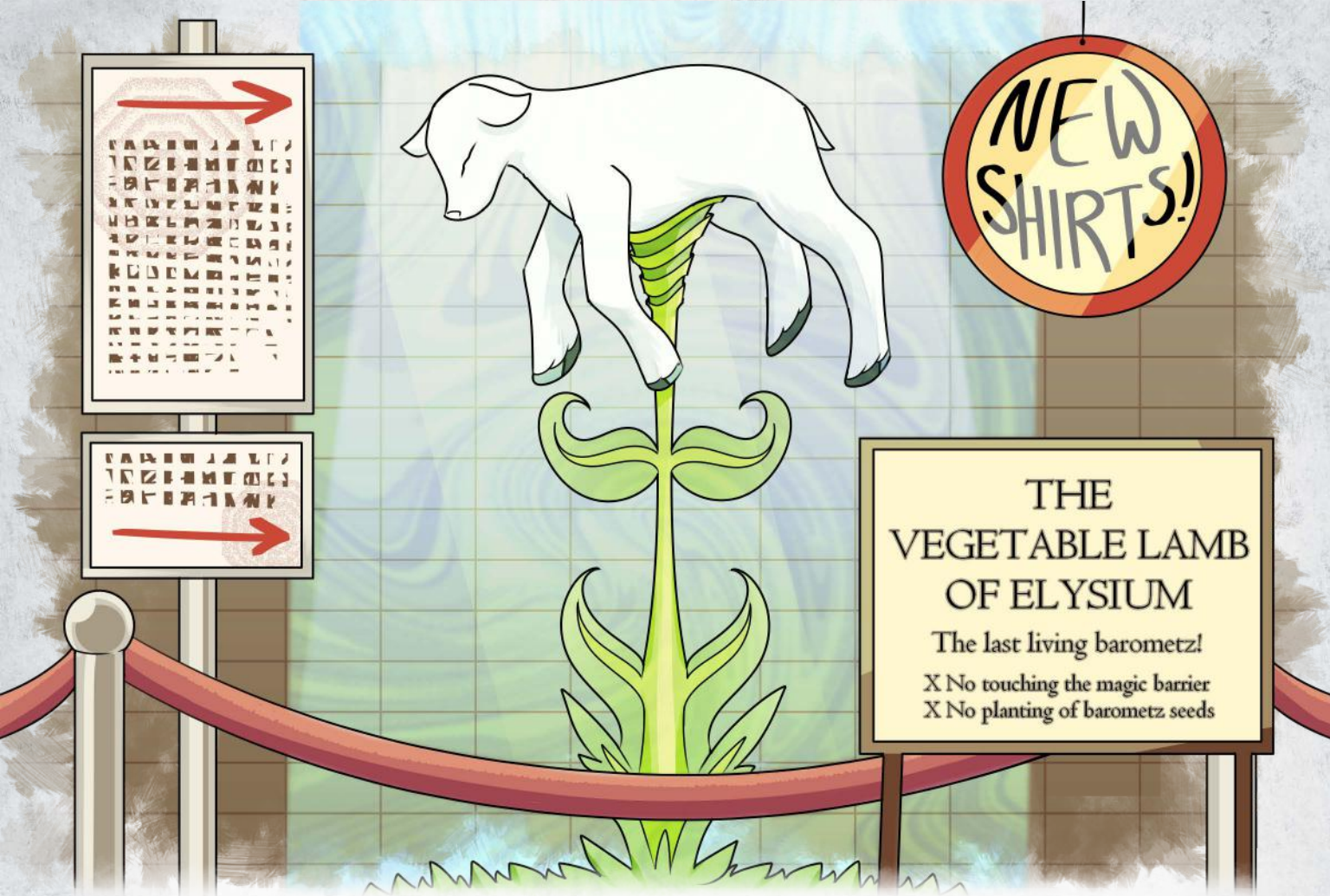
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E L Y S I U M



BAROMETZ OF ELYSIUM

In a dusty, rural part of Western Elysium there exists a roadside attraction unlike any other for both its attraction and its raw expression of greed mixed with sadness. You ride up the long stretch of road with its fields of corn and barley on either side, following the large, gaudy billboards advertising “The Last Barometz in All of Elysium, Entry Only Five Gold Coins.” You knew that barometz were a rare sight in Elysium, but surely this could not be the last of them.

As you approach the attraction, it seems rather small and dingy considering the quality and liveliness of the billboards preceding it. The peeling paint and dusty windows of the building promise little in the way of entertainment. You wonder how the barometz must live in these conditions. A noisy peddler notices your dismayed interest and grins, putting out his hand. Since you’re already here, you sigh and pay the exorbitant fee, five gold coins, as advertised on the billboards.

You enter the ramshackle building to a room filled with graying posters and dusty exhibits set up as a museum about the barometz. Barometz had indeed been a rare sight in Elysium, just as you had thought. They were nearly hunted to extinction by adventurers and gourmands seeking their delicious and tender lamb-like plant meat. Then a thoughtful (at least as portrayed by the museum signs) individual sought to protect the last remaining barometz in Elysium by building this very attraction.

You warily enter the next room. Surprisingly, the ceiling of the room is open to the sky. The Last Barometz of Elysium grows in the middle of this room, surrounded by a patch of bright green grass. Compared to the rest of the museum, it is unexpectedly well maintained. You reach out to touch the barometz when your hand is stopped in midair. It is then that you see the sign: “The Vegetable Lamb of Elysium. No touching the magic barrier. No planting of barometz seeds.” The barrier does somewhat explain the cleanliness of the exhibit, but overall, the scene is just sad. Without the ability to plant the seeds, how will there ever be any additional barometz?

You leave the room and return to your journey feeling dejected. The hope and wonder you had expected to feel at the exhibit is quashed by an overwhelming sense of sadness at the greed that perpetrated this monstrosity. Perhaps one day you will return to break the barrier and spread the seeds. Or perhaps you will simply continue onward, diminished, like every other sad person to view the exhibit.

THE CARCASS COAST

There exists a stretch of land in South Elysium where the desert sands directly lead into the sea. Scattered upon its banks are the ruins of a large, sprawling settlement, the wrecks of half-drowned ships, and gardens of sun-dried bones. Animals, monsters, and weary travelers take shelter by day, but a strange impulse compels them to flee before the sun sets and the ocean fog rolls in.

The crumbling buildings of Carcass Coast, as well as any knowledge of their history or how they came to be abandoned, are complete mysteries to even the most long-lived local societies—as far as anyone is concerned, it has been abandoned to the wastes for as long as common memory. Some scholars and scavengers have picked through the remains and found many belongings left behind but no signs of conflict or struggle.

Though it is not only these stone-and-brick corpses which had granted this place its moniker: shipwrecks litter the shore in frightening frequency. Observers note that a new wreck seems to appear at least once a year despite the improving technology of maritime travel. Unlucky sailors have their ships commandeered by harsh winds and strong currents in the nearby waters offshore or are otherwise disoriented by an oppressive sea of fog. No matter how they are led astray, their boats are steered towards Carcass Coast and its rocky shores; the sailors either die in the ordeal or on the sands, isolated and unable to seek aid. Their bones are added to a field of skeletons, mingled with

other long-dead creatures.

With the sheer number of humanoid remains in the area, some posit that a disease must have befallen the original citizens of this settlement and finished them in one fell swoop. Others, however, believe that the truth has something to do with the strange aura of the place at night, especially when it is blanketed in fog. Those who have observed it from a distance report seeing lights shining from within the dilapidated structures and hazy figures that writhe and wander the streets, almost as though the old haunts were alive once more.

One theory of rising prevalence is the idea that Carcass Coast is a region where the boundary between dimensions is exceptionally thin. Of this crowd, many believe that the once-bustling city and all memory of it had been stolen into another dimension, one inhabited by creatures that defy common knowledge or description. When the border thins at night, visions from that lost place are projected into our world. It may even be possible to cross over to where the stolen city is now if one managed to stay amongst the ruins when the fog rolls in. However, primal instincts and a supernaturally imposed fear suggest that pursuing such a task would be foolhardy.

Visitors who enter Carcass Coast during the night must make increasingly difficult Wisdom saving throws (to be decided by the Dungeon Master) or become frightened and overcome with an intense desire to flee.



COPIMUM CLUB

In the back alleys of Paradise in the nation of Elysium, there are whispers about a hidden club supposedly run by the elusive entrepreneur Magni Dezmond. If you can find the club's completely unremarkable door, rumors suggest that you knock twice and wait for the door to open. Behind the door, they say, is a jazz and EDM paradise where the music runs hot, and the bar runs cold. But can you find this special spot? Well, the night is young—why not give it a try?

The Copium Club is one of THE secret hot spots of Paradise nightlife. Open only after dark, the club features a live band, a fully stocked bar with ready barstools, and numerous tables for listening and relaxing. The genre of music played each night varies, but jazz and EDM are by far the most popular, followed by occasional open mic and karaoke nights. Some say that members of Guild TEMPUS have been known to frequent the bar, and their drunken karaokes are a famous staple of Copium Club nights. In addition, the club's sterling reputation has led to an impressive showing on open mic nights, with some of the best amateur talents from around Elysium participating or being invited to join.

The club itself is strikingly luxurious in both design and

comfort. The walls are predominantly clad in magenta-purple wallpaper, and the barstools and seats are covered in rich velvet edged with leather for support and relaxation. The wooden parquet floors are kept meticulously clean, the better to allow for dancing and partying. Furthermore, the lighting technicians at the Copium Club are masters of their craft, providing excellent illumination for every mood and modality, which keeps the club feeling fresh and lively.

Despite his low profile in the past months, Magni Dezmond, noted alchemist of Guild TEMPUS, has reportedly been seen serving fresh Copium and mixing drinks at the Copium Club in exclusive appearances. His signature Magmites—unnatural alchemical purple spider creatures of uncertain origin—serve as drink deliverers and busboys on nights where he is present (as well as on some nights where his presence is not readily apparent, leading to the original suggestion of his direct involvement in club ownership).

So, if you can find your way to the Copium Club, why not take a seat at the bar and ask the bartender for something that's strong and that will set you free? The hypnotic taste of the Copium Club might just surprise you!

Tonight's Setlist at the Copium Club, Paradise

*Performed for You by the Magenta Magic Jazz Ensemble
With Special Guests Magni Dezmond and Regis Altare*

"Badlands Blues"

"Those Golden Eyes" featuring Magni Dezmond, vocalist

"Anything Goes" featuring Magni Dezmond, vocalist

"Copium Dreams"

"Left of Xenokuni"

"Room in the Back"

Intermission

"Six of One, Half a Dozen of the Other"

"Commit to the Bit"

"Fourth Room's Haunted"

"Fly Me to the Moon" featuring Regis Altare, vocalist

"Demon on My Shoulder" featuring Regis Altare, vocalist

"Second Guesses"

"Magenta Magic"



THE MIDNIGHT SPIRES

Legends tell of a castle deep in Elysium that comes and goes at will. While the reality is slightly more complicated, many have heard the story of the Midnight Spires and fear the day the castle appears in their town.

The Midnight Spires is a massive structure trapped between the material and spiritual planes. The castle drifts along the spiritual plane like a balloon floating through the sky, never rising or falling but unmistakably moving across the landscape. The castle appears in the material realm for exactly one minute every night, after which it returns to the spiritual realm to further drift along.

Regardless of timezone, the Spires appear at midnight, making scholars posit that the moon's position determines the castle's appearance. When the castle appears, it does not make a thump, a quake, or anything suggesting the appearance of a building. It simply fades into existence in whatever random part of the world corresponds to its location in the spiritual plane. The front gates are always open, ready to admit any traveler seeking entrance to the castle.

Often, the appearance of the Midnight Spires coincides with the appearance of monsters, as the castle itself seems to spawn dozens of beasts that are free to fly out during

the brief minute it exists. At the rate the castle drifts each night, a region could suffer its curse for weeks at a time.

The castle interior is in keeping with Elysium architecture from an older generation. The halls are covered in dust and cobwebs, and the rooms are devoid of life save for bats and wandering monsters. The tables are full of rotting feasts, implying that the castle went to ruin in the middle of a grand celebration. Scholars think that a forgotten king committed a grave offense to a wandering wizard and suffered a gruesome fate as a result, with the Spires being the only survivor of that curse.

Rumor has it that great treasure lies within the Midnight Spires, which has encouraged many adventurers to seek it out. The gates of the wandering castle are home to wrecked campsites, fallen heroes, and flora from many distant climates that somehow made it into the castle interior. Deep in the castle itself, in the vaults inside the dungeons, lies a locked room rumored to house chests of taxed gold, the heirlooms of a forgotten royal family, and the tributes accumulated from past heroes seeking the royalty's favor. Though many have sought the Midnight Spires, nobody has returned to tell the tale of what resides in those dungeons.





THE PUPPET VILLAGE

Many years ago, a young puppeteer and her evil sorcerer father lived in a wizard's tower near a small town. Her father had been experimenting with the essence of human souls and had implanted a soul into a large wooden puppet designed to protect him against interruption and violence from angry villagers. The puppet had indeed protected the evil sorcerer...up until he died from old age. Without the threatening presence of the evil sorcerer to hold them back, the townsfolk drove the sorcerer's daughter and Hamelin from their village.

The girl and the guardian puppet, whom the girl named Hamelin, wandered for several weeks until they came upon an abandoned village. She decided they would make

their home there. Because she had inherited much of her father's knowledge, though none of his evil intent, the girl began populating the village with puppets to keep her and Hamelin company. There were innkeepers and merchants, farmers and families, all puppets, keeping the village "alive." These puppets were created with both magic and machinery. Each puppet responds to either a sound or keyword that will activate a spell to cause them to act.

The puppeteer eventually died over half a century ago, leaving behind the Puppet Village as her legacy. For many years, Hamelin and the puppets of the Puppet Village remained alone. However, eventually adventurers and tourists discovered the unusual town and began to visit. Because the town was self-sustaining, these new human visitors were able to use the Puppet Village as a place to rest and stock up on supplies. The puppets were lovingly labeled with their activating information, so visitors were able to interact with them as well. Hamelin repairs the puppets as they break and assists in restocking the shops, so the town stays "alive" and well. If any visitors make trouble or cause damage, they are restrained by the puppets until Hamelin can deal with them.

The puppeteer's artifacts and books still remain in a tower in the center of the Puppet Village where she used to live. However, to access them, one requires permission from Hamelin. So, if you go to the Puppet Village, be polite and follow the rules, and you may be able to learn its secrets.



TEMPUS GUILD HALL

The adventurers of Guild TEMPUS claim refuge at a well-known pub in downtown Elysium. In fact, the pub's popularity continues to skyrocket as guild members garner favorable reputation after each successful mission. The pub is a grand space boasting precious treasure and other tasteful decorations. There are, of course, many seats to be offered, no matter if you are a tourist passing through the city or a registered guild member returning home. Regardless of your ties to the guild, you are encouraged to take a seat and glance at the menu. Guests may be surprised to recognize an assortment of dishes favored around the world, notably from Xenokuni and the Badlands. With such great accommodations, it is no wonder that TEMPUS's guild hall would become a host of daily bustling activity. The activity gives TEMPUS the advantage of an endless flow of information, perhaps the most valuable currency one can bring to the guild hall. A whisper of a Corruption beast sighting or a horrid tale of vanishing inhabitants is quickly pursued by a listening adventurer. In no time at all, the brave members of TEMPUS will come to your aid.

Due to the guild's fame and the pub's success, accommodations had been built for adventurers in need of rest before their next expeditions. The rooms offer more than satisfactory levels of comfort, although there is a curious rumor among guild members. "Room 4 is haunted" is a sentiment echoed any time someone questions why one room remains vacant. No one knows why—it is assumed that no one wants to spend the night in Room 4—and when asked for further clarification, no one offers anything more than a smile or poker face.

Either way, TEMPUS members are as excellent at Corruption hunting as they are at being hosts. At any given moment, you may find yourself cheering along as key members of the guild entertain on stage with energetic karaoke. With such great performances, won't you spare a few coins for a tip? The guild is the strongest in the city of Elysium; however, the expense of supporting such strength is steep. Between regular maintenance of the R-TRUS and upkeep of their archives at the Grand Library, it doesn't come as a surprise that the leader can sometimes be heard muttering under his breath that "TEMPUS is broke." It certainly doesn't help when requests come from the alchemist's lab almost every day requesting myriad replacements of equipment, furniture, and an exhaustive list of potion ingredients from questionable origins.

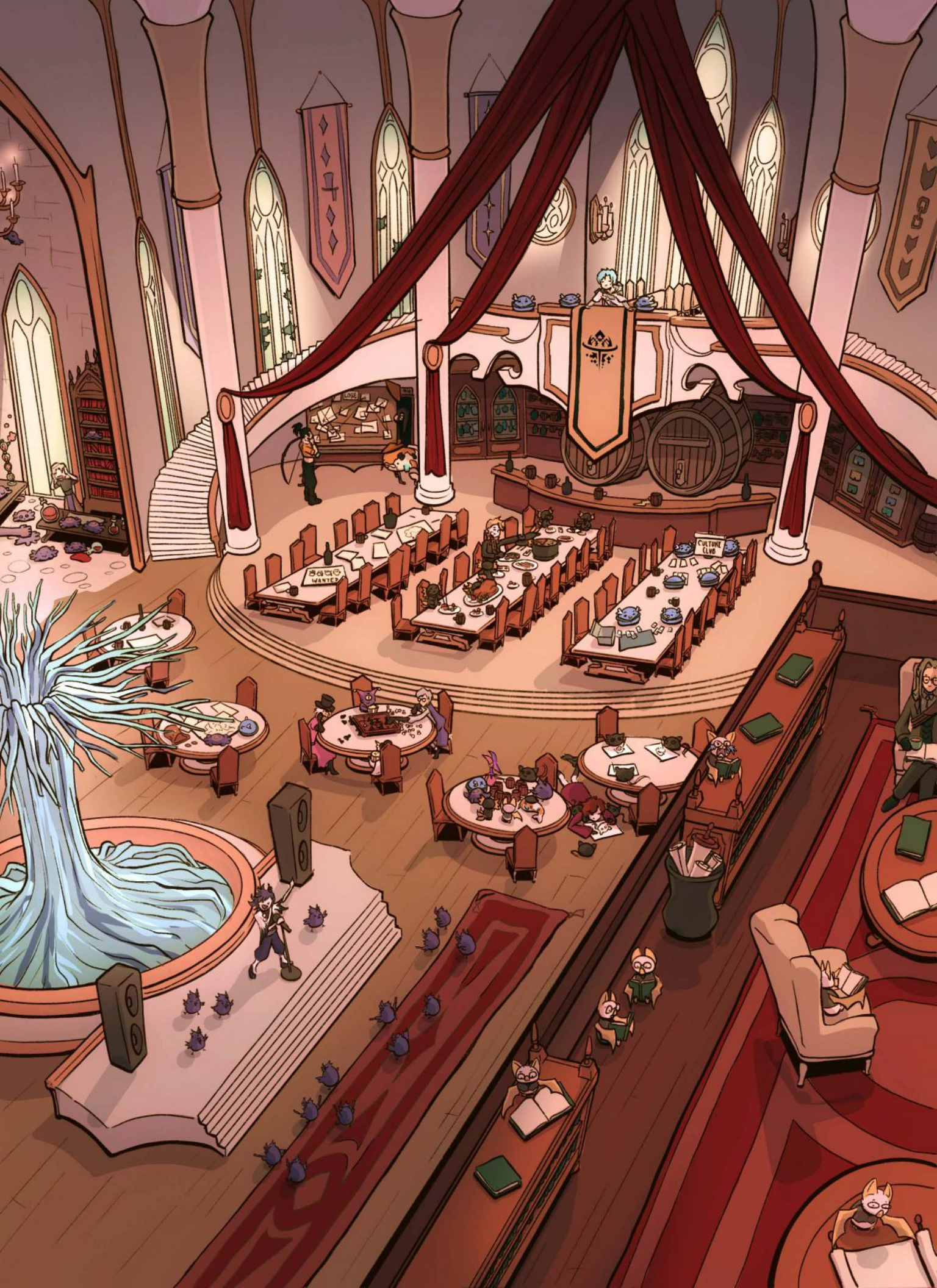
It is not that TEMPUS has no way of supporting itself. A pretty penny can be made through the combined services of the pub and potion sales from the alchemist, but let us not forget about the nearby combat arena where gladiators are welcome to compete and visitors are encouraged to gamble on the winner. The competition is fierce and attracts a great deal of fighters aspiring to prove themselves the strongest in Elysium. Occasionally, some participants come back as registered guild members. If combat does not entertain you, perhaps you might visit the arena at night, for the most dazzling performances money can buy in the city, courtesy of TEMPUS's jester. Please note: all sales transactions at the arena are final; no refunds allowed.

Regardless of TEMPUS's financial situation, the guild's four founding members have become legends, especially to

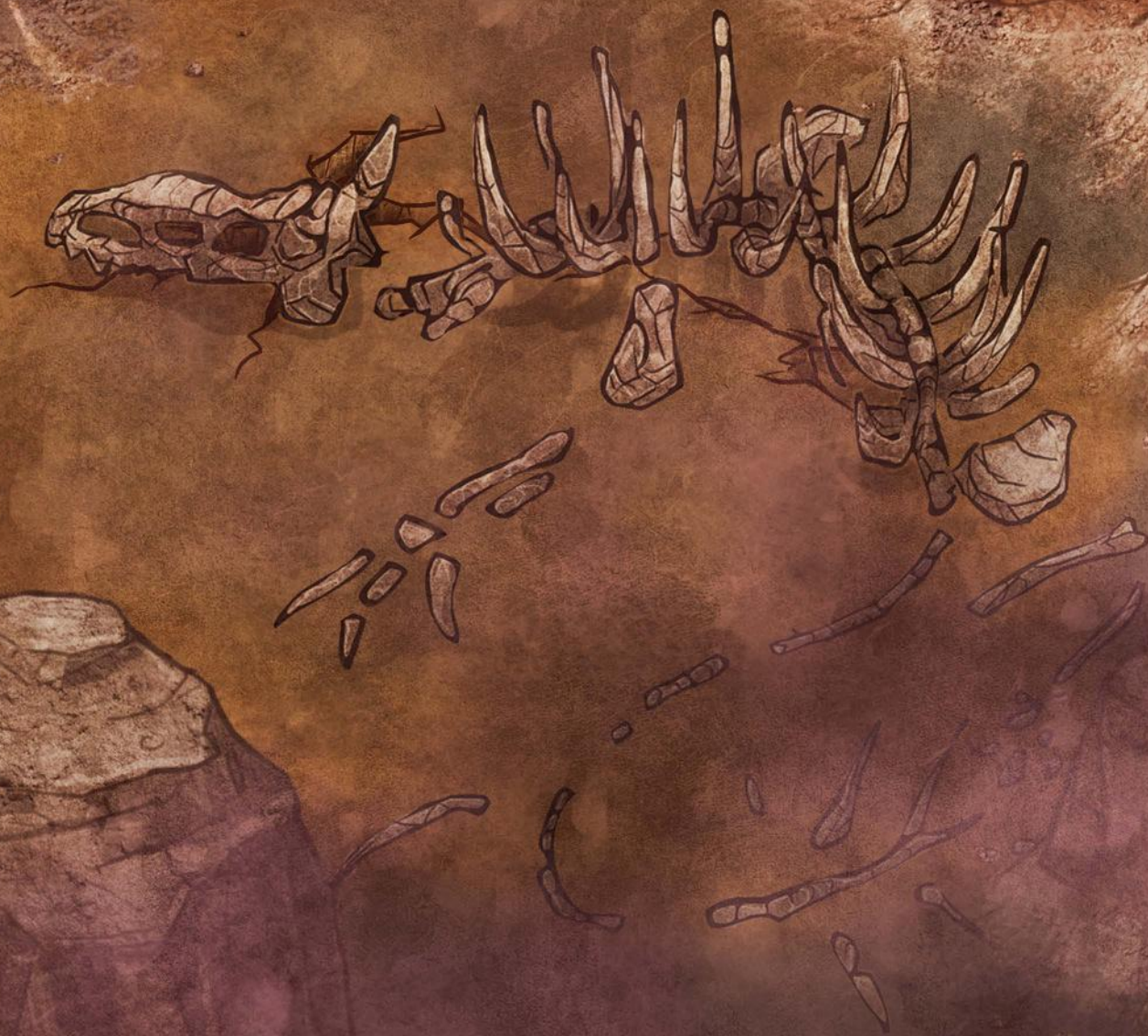
new adventurers. Their leader is a man with a gentle smile and soft spoken voice. Although he may seem unassuming at first glance, one should not underestimate his abilities, which earn him sincere respect from his comrades. It is well known by now that the guild started as a four-man team made up of the heroic leader, a passionate gladiator, a brilliant alchemist, and an expert scholar. These four adventurers cooperated and endured all sorts of grueling experiences together, eventually inspiring others to join. At last, the group was formally recognized as a guild for adventurers who desire to take on the world's perils. The bonds of true friendship is the foundation of TEMPUS's origins and its source of continued success as it welcomes members from all over Elysium. After the arrival of the Xenokunian exorcist and ronin, the guild noticed a sudden surge of incoming adventurers from Xenokuni. From local heroes to model citizens, TEMPUS has become a name revered in every corner of Elysium.

Weekly Summary, Year 20XX

- *4 new recruits. All are strong and highly skilled. Make sure documents are in order for formal registration to the guild.*
- *New alchemy ingredients are ready for procurement next week. The last team sent to retrieve the ingredients was sick for a month....*
- *An expedition has returned from the Badlands: a group of bounty hunters seemed to be in control of the region. Could they be allies or foes...?*
- *Corruption beasts sighted north of the city. Prepare teams to be sent to each last known location. HIGH PRIORITY.*
- *Expenses are still being totaled... Schedule emergency Fundraising Strategies meeting for tomorrow.*



THE BADLANDS



AYDRACATH'S DUNGEON

Aydracath's Dungeon is a dungeon where the two-headed monster that was born from the poisonous blood of the late hydra lived and its ancestors.

Before the many hydras began to make the dungeon their permanent home, it was only a hollow cave that they used for shelter. The cave started to resemble a dungeon with every inhabitant hydra.

Like its forebears, when Aydracath grew old enough, it started hoarding just like its ancestors and began expanding the dungeon's chambers. However, when more rooms opened, intrepid travelers grew interested in the loot and began vying for pieces to sell to support themselves.

The fight between the adventurers and the hydras was intense over the years. The horde started to diminish as slain hydra bodies started to arrive. Thus, hydras began laying traps to prevent anyone from entering over the years.

The Aydracath Dungeon, a minacious dungeon in the Badlands, is renowned for its unbeatable nature and regional curse. Instilled with Aydracath's blood, it mysteriously travels up to 5 miles every 12 hours, offering treasures and danger for adventurers seeking wealth and goods.

Adventurers explore the dungeon for goods, seeking fees from guilds or outside parties. The dungeon contains impressive treasures, like diamond-strength scales, late dragon bone, and piercing weapons embedded into the ground and walls of the dungeon.

The dungeon is a challenging maze sealed with countless traps, dead ends, voracious beasts, and plants looking for their next meal. The entire purpose of Aydracath's Dungeon is to mislead adventurers to their deaths and keep them locked there indefinitely.

Throughout the years, Aydracath's Dungeon has used everything in its grasp to exact revenge on its murdered forebears from many millennia ago. Spells and weapon attacks are a recurrent type of ambush in the dungeon. Acid and poison gas assaults are the most well-known spells used. Physical attacks are typically carried out by monsters using a variety of weapons, including axes, spears, and poison-covered daggers. The trapped arrows and spears embedded in the walls and flooring are likewise unrelenting. With these recurrent attacks, it's exceedingly difficult to pass and tread deeper into the dungeon unscathed.

The temperature in Aydracath's Dungeon is likewise variable. One chamber is scorching hot, while another is bone-chillingly cold. When hunkering down in the dungeon, the unpredictable weather might be a concern.

There is life in the dungeon. The place is home to good, evil, and neutral monsters and humans. They have become familiarized with the conditions of the dungeon and adapted. There are only a few residents who want to live in peace.

For a variety of causes, the monsters and humans who reside in the dungeon are typically expelled by their peers and families due to their appearance, speech, and actions. People occasionally relocate to the dungeon to live an asocial lifestyle. The timing of the alleged person's entrance inside the dungeon is a little arbitrary. It may take a few days to several months before one truly moves in.

*To whomever finds this,
stay away from Aydracath's
Dungeon. I'm writing
as someone who might
be forever stuck in this
torturous labyrinth. I don't
even know what day it is.
Day seven, or eight?
It's not worth it.
I'm still bleeding from
several cuts, my shoulder
is dislocated, and I just
watched my last friend die
to someone who wanted his
water. I'm so tired.
Take my advice: stay out
of here.*

CRATER'S EDGE

The Badlands are a hostile environment that is not conducive for settlements to flourish. Yet, against all odds, the city of Crater's Edge is not only one of the largest cities in the Badlands but thriving as well. The city is built at the bottom of a massive crater, its walls forming a natural barrier against outside threats. Its greatest boon, though, is a hidden pact the city's founders made with a reclusive water elemental that provides the aqueducts with fresh flowing water. These aspects have allowed Crater's Edge to bloom into the fledgling metropolis it is today.

As such, it is the home of many guilds, ranging from artisan production to bounty hunting. Residents often see a tall man in a red coat sitting on a bench by the central fountain, sometimes accompanied by his friends.

THE CRIMINAL'S CUT

The Badlands are a very unwelcoming place, and rare are the buildings, standing and operating on their own outside the few existing cities and small towns.

The Criminal's Cut is one of these. Located in a relatively isolated part of the desert, the tavern yet seems quite prosperous. Built with clay bricks rendered with white coating to insulate the place and keep the interior fresh, the light walls of the building stand out pretty well in the midst of the reddish ochers of the canyons. The roof is made of dark wood, and big skulls of monsters—certainly some trophies brought back by hunter customers—are hanging in front and on top of it. And with only a small stable alongside it, the outsides of the two-story construction look pretty humble.

But behind the double door, a big room well laid out, albeit a bit fussy, is here to receive the travelers. Tables of different sizes are nicely set across the place, while beautiful red hangings decorate the white walls with exposed beams here and there. A large fireplace stands in the room, too, only lit once the sun goes down, as the night temperatures in the desert drop considerably. A little stage in one of the corners is used for various types of events, like concerts, shows, or—a customer's favorite—drinking contests. Last but not least, at the back of the room and right in front of the entrance is the heart of every tavern: the massive wood counter and the kitchens. Barrels of wine and beer, smoked or roasted meat, stew, and freshly baked bread—the Criminal's Cut is not a gourmet restaurant, but its cuisine is simple, good, and generous. After some excesses, customers can spend the night upstairs, in the dormitories and the bedrooms. However, the private rooms are often occupied by regulars enjoying a shorter or longer stay at the inn, making it more or less their headquarters between two of their jobs.

Despite being in the desert, the Criminal's Cut attracts a lot of people. The majority of them are quite the disreputable kind—rogues, criminals, mercenaries, bounty hunters—but also the feasting and drinking type. Because of this and of its isolated location, the infamous tavern can't solely rely on food supplies and merchant caravans that can take time to deliver large quantities of edible goods.

So, while still trading from time to time with external merchants or desert wet markets to get uncommon products like seafood, the inn has built its own little farm and kitchen garden. Thanks to desert farming techniques, it produces some cereals, like wheat and barley, and vegetables that are easy to grow in a sunny environment. There is also a pen with chickens, cows, and pigs in order to provide eggs, milk, and fresh meat. Not in sight from the main building, these fields remain close enough to be pretty convenient and to allow the Criminal's Cut to have a fair and regular amount of food for its demanding customers.

On the other hand, furniture, dishes, and building materials often come from the nearest city, even though the tavern needs a lot of it due to regular bar brawls.

In general, those frequent fights are of little consequence besides some broken tables, glasses, and plates. But in the past, some of them ended up pretty badly, and are the reason why the building looks almost freshly built. Because despite appearances, the Criminal's Cut has

existed for a long time now.

It was indeed created by Lorcán Mountebank at the time Corruption beasts had started to appear more frequently in the Badlands. At the beginning, it was barely more than a secured encampment, and people had to pay a *not so fair* amount of money to spend the night here. Despite the price, more and more bounty hunters—and desert bandits—started to use this shelter, as they could rest more comfortably and without the need for night shifts. As the popularity and number of customers were increasing day by day, Lorcán decided to invest more in his new flourishing business, and it grew to become the tavern we know today.

Though, as mentioned above, the Criminal's Cut went through some rough events that slowed down its expansion. The biggest tragedy it suffered was a fire that left the building almost entirely ravaged by the flames. Lorcán was yet able to rebuild everything quickly thanks to his money, power, and influence, but it took some time for the customers to come back and be reassured it wouldn't happen again. After this, minor inconveniences occurred from time to time, such as small gang fights or attacks by monsters and Corruption beasts. But only partially damaged by those, the tavern was tirelessly repaired and continued to expand and prosper.

Through the years, after the *completely accidental* death of Lorcán Mountebank, a few different people of no great importance fought over the ownership of the Criminal's Cut, none of them handling it as well as its founder did.

Yet, since the recent acquisition of the tavern a few months ago by a new proprietor, the ambiance at the inn has slightly changed. Despite the current owner's identity being unknown by the public, a name is whispered in mercenary and brigand circles. Whoever this mysterious person may be, they seem famous and inspire enough dread for the usual disreputable clientele to behave and cause less trouble and fights. Perhaps finally a worthy successor who will bring the Criminal's Cut to a new golden age.

SPECIAL EVENT:
 Tomorrow, the tavern is inviting
 you to its new special Maid theme
 event: welcome to the Criminal's
 Cute!



DESERT WET MARKET

As with any place populated with living organisms, the Badlands populace requires food in order to survive, and nourishment is naturally scarce in deserts. Still, acquisition is not as difficult as one might be led to believe. Nestled within caves, canyons, and colossal carcasses, one might be able to find one of South Elysium's many wet markets.

These markets house a myriad of stalls selling all manner of perishable goods—such as meat, fish, and produce—from all across the continent. Some are mobile, managed by a caravan of merchants who travel the wastes to sell their wares, while others are permanently stationed near heavily populated settlements. They typically position themselves close to convenient water sources in order to easily wash their goods, hence their moniker. In the absence of a local reservoir, some markets might bring along water tanks, or even have mages who specialize in water or ice magic.

Goods are typically brought in from less arid areas, particularly coastal cities where the seafood is bountiful, and other products can be acquired from overseas. In order to ensure the freshness of the food as it is

transported and eventually stored at a market, a variety of preservation methods are utilized, such as salting, drying, and pickling. Recently, merchants and transporters have been able to acquire equipment to perform more difficult preservation methods, such as freezing.

Naturally, in order to attract customers to buy their wares, these markets must make themselves known. Those that set up shop near large communities can advertise themselves openly, decorating their entrances with showy ornaments and freely giving out their location. However, traveling markets, as well as those that operate in more isolated spaces, are incentivized to be more careful, as their possession of food and water makes them incredibly attractive targets for all manner of Badlands scoundrels. They often carefully hide their whereabouts, only making themselves known to a trusted few. Market cooperatives may also hire a dedicated security corps or employ aid from mercenary groups. Others populate themselves with strong, capable hands, every merchant able to stand head-to-head with formally trained combatants, and sometimes even bounty hunters.



I've been trying to find him since the lab shutdown, but it's as though he disappeared from the face of the earth. I nudged some co-workers, and from what I've learned, I know for certain now: the shutdown was not an accident. I have a dreadful feeling in my heart...

There have been rumors that ARMIS has an exclusive contract with the Asclepian Research Institute to hunt down Corruption beasts in exchange for a large amount of money; highly unusual considering the commissioner is not an Asclepian Researcher. I've tracked them down to the Desert Wet Market. It helps that one of them — their leader, I think? — is rather...loud, even in a busy market. Their next task may take them to the Lake of Despondence.

I don't know what I'll do when I find him. I want to ask for answers, but at the same time...even as a researcher, there may be some answers that I don't want to hear.

-S.K.

LAKE OF DESPONDENCE

The small crater of a lake in the far-off end of the Badlands is officially named the Lake of Despondence due to its depressive appearance and because of how many people fell victim to the lake. It also houses the monster Rekas, who uses it to gain influence over adventurers.

According to scholars and adventurers alike, the lake and its surrounding area are desolate. The lake is a misty gray mixed with a strong midnight blue. The hazy gray and midnight blue seem to melt together, creating charcoal blue water and shady shadows that merge in with the surroundings.

The lake waters are neither cold nor hot, but a stilling lukewarm temperature. The water doesn't ripple, yet bubbles pop up here and there, implying the existence of something lurking under the tepid waters. The uncanny territory makes Adventurers develop a deep sense of unease with how still everything is.

A tree limb swaying or the descent of a leaf is distinct with the absence of noise that surrounds the Lake of Despondence. The Lake of Despondence hands out a strong sense of paranoia to anyone who visits. Everything is so quiet that hypervigilance is at its peak. From the tree branches scratching and groaning to the sound of squeaky movement will be subjected to intense scrutiny. The lake's

water slithers up like hands sliding up; when victims get near enough, they grasp onto anybody in their path with an iron-steel grip. It is advisable to wear light leg armor and footwear to avoid becoming trapped and to slip out or cut off easily.

Because of the lake's strong influence, the region around it is only partially covered in trees. Just about ten trees remain; the atmosphere causes the trees to lose motivation to grow. No living being or monster lived close to the Lake of Despondence, allowing the native creatures to narrowly escape with their minds intact despite the devastating toll it took on them.

There's speculation over a local superstition among the guilds that adventurers in the proximity of the Despondent Lake should avoid displaying any adverse feelings. The enigmatic lake has the power to amplify unpleasant emotions in travelers and adventurers, making it challenging for them to escape. The lake will intentionally latch on and whisper in the ears of travelers if they exhibit negative feelings. It is a little, unrelenting voice that sounds like a gentle breeze and thrives on fears and uncertainties. With how fatal the lake is, Adventurers are hesitant to pick up missions or travel to the Lake of Despondence.

NEVER-ENDING ABYSS

The Never-Ending Abyss is known as the Underground to the locals because of its depth and appearance. It is rumored to be unfriendly to new adventurers in Elysium.

The endless world of green has long swaying trees diverse in width and height, with branches and moss that look like drooping spiderwebs that hang. The roots of the trees seem to be firmly planted in the ground of the interminable abyss, making them akin to warriors with an unwavering stance. The vast abyss of the swamp has trees that extend unendingly into the tenebrosity. Adventurers have a rule to mark the trees with codes or markings so they won't get lost and can direct other adventurers where to go.

It's a humid environment. During the night, the water gets cold enough for adventurers traveling through the swamp to develop hypothermia. During the day, the heat is unrelenting, with the water changing from chilly to hot in a matter of minutes. Adventurers may find it unpleasant when the swamp water hits a temperature high enough to be regarded as an open sauna due to the humidity and the heat, which might lead to blunders. Despite the ever-changing temperatures, the native trees and shrubs thrive due to the excellent soil.

The tidal water range is unpredictable. Treading through the water of the Abyss can make it seem limitless and home to the vast cenote in Elysium. Due to the swamp

being regularly flooded or drained throughout the year, it was heavily disputed whether the swamp was fresh- or saltwater. However, it was discovered that the Never-Ending Abyss was found to have freshwater.

During the day, the water is at its lowest, typically around an adventurer's ankles. Adventurers can start walking with greater confidence as they can see where they're going and avoid stumbling into various carefully placed traps. However, the low water level makes it far more challenging for adventurers to conceal themselves in case they are being chased and makes it more challenging for them to maneuver stealthily. When the tide is high, the water comes up to the thighs. Adventurers should be careful while trekking through the water since they might get caught in the stalks and be yanked down and imprisoned by the rising waves.

It is just as dangerous traveling through the swamp at night. Not only is it hard to see, but feeling your way around is difficult as well. Everything is motionless and quiet; each step you take, and each breath you exhale feels louder than usual, yet the river ripples peacefully. The markings and codes on the trees seem to disappear, making it harder to navigate. In addition, you have to go off on memorization alone to find your way out without the traps going off and falling into the cenote.

PURGATORY

At the far end of the Badlands, it's an apocalyptic area that stays in a constant state of gloaming. In purgatory, its only rule is survival of the fittest, where only the strong stay on top. The rare but harsh sun is quick to hand heat strokes and exhaustion out to anyone and anything that stumbles through, an area filled with non-stop sandstorms and quicksands ready to swallow up its next meal whole. The weather in Purgatory can have even the most resilient men crying out and begging to leave. Wading through the quicksand is like trekking through wet cement.

The arid air makes it even harder to travel. Traveling during the day in Purgatory is asking to meet your maker, which explains why hunters from the guilds travel at night. During the night, the demons come out and play. So, hunters can truly show off their skills and powers in combat. Purgatory is known as an endless maze due to the harsh conditions, resulting in about 90% of the hunters who go out into Purgatory to clear bounties never returning home. But, some hunters take the risk of trying. It's called the Highway to Hell for a reason.

Walking through Purgatory, eyes follow you everywhere. It gives you a sense of unease and paranoia creeping up your spine, like a snake slithering. The

monsters who reside in Purgatory analyze your every move to try and sniff out your weakness like a bloodhound. When someone enters the hunting grounds, they have only a few moments until the first attack. After that, it's war on all fronts; the beasts are hungry to feast, and the weather is ready to take a new body. It's advised to wear durable gear and have the sharpest weapons on standby.

Purgatory is home to the forgotten, the lost, the abnormal, and the esurient. The dead do talk. They whisper, calling out to the action-ready hunters who are naive enough to walk into the Badlands open-minded. And when they get a grip on you, they hold on tight. Nevertheless, the unwritten rule in Purgatory is that not every monster is ruinous. So, no going inland guns blazing. You have to take your time, accurately research what's there, and prepare. Some monsters still have their morals and benevolence.

Nevertheless, there is an evocative sense of beauty in Purgatory. The stillness of it, everything seems so picturesque and striking to the human eye. The slopes are severely steep, but once you are balanced, it's undoubtedly matchless.

It's been about 3 months since I've entered Purgatory. Those rumors weren't just rumors. Monsters hunt you by scent, body temperature, or open wounds. My weapons have gone dull, and my rations are depleting. I have about half a week's worth of food and I don't know if I'll make it out in one piece or alive even. My water supply will only last me 4 days at most, especially with how draining this heat is.

One of the monsters here managed to rip a piece of flesh off of me. I'm basically a beacon to any and everything that feasts on meat. I'm also running low on medical supplies. I didn't think I'd be out here for this long. I think I'm going insane because I feel eyes on me but I can't tell where it's coming from. I don't know if I'm just imagining it. I found a cave small enough to house me for a bit.

It's truly the Highway to Hell.

SEIC SERVICE TOWERS

The South Elysium Internet Company is the most trusted and reliable internet service provider in the Badlands. We provide speedy internet, as well as innovative technologies, to our loyal customers.

Our company believes in the strength of human connections and the value of sharing experiences. South Elysians deserve only quality communication services for their homes and establishments.

In an increasingly interconnected world, it is our mission to provide fast and reliable internet access throughout the Badlands. For this purpose, we have installed numerous service towers across the continent to help South Elysians connect with others and strengthen relationships.

—from South Elysium Internet Company's official website

The South Elysium Internet Company (or SEIC, for short) is the best internet service provider in the Badlands. It is also the only internet service provider in the Badlands.

Understandably, establishing the infrastructure required to create an internet network on a continent that is largely desert wasteland besieged by monsters, scoundrels, and Corruption beasts is no easy task. The fact that any company would make the attempt is honestly laudable, and to their credit, the SEIC does provide decent to fantastic connection speeds in many places, most of the time. In some respects, they even match or exceed their overseas counterparts. This doesn't slow the influx of customer grievances—complaints range from broadband speeds stuttering at random intervals of the day to random videos playing instead of video calls going through.

Part of the problem lies with the fact that **SEIC Service Towers** run the whole gamut from robust monoliths to slapdash cobbled-together pseudo-structures that would collapse if an infant breathed in their vague direction—usually leaning towards the latter. Very often, workers will simply construct towers with whatever material is locally available (such as large bones, old pipes, and rough-hewn wood) and haphazardly attach the main internet device at the top. In some settlements, the devices are appended to existing structures such as utility poles (which are also of variable quality).

Nevertheless, they are an important part of South Elysium, providing a means of long-range communication that is often more reliable than old-school methods such as telephones and couriers. This is vital on a continent that is subject to all manner of natural and unnatural disasters, as it allows citizens to report their status in benign cases and request for aid in dire ones. As a result, one could hardly set foot near most settlements without spotting at least one connection tower. In fact, one of the best ways to find underground dwellings is to look for a group of these towers standing tall against the desert horizon.

The Devil's Spine is the nickname given to a row of 25 service towers linked to Redstone Lung, one of the largest subterranean settlements in South Elysium. They were constructed from the bones of an old behemoth—the same giant whose ribs support the ceiling of the cavernous structure below—and reinforced with steel cords and pipes.

Smaller communities tend to have much shorter **service poles**. These rarely get taller than 10 meters, whereas towers can reach heights of up to 60 meters. As stated before, these poles could simply be designated as such after the main connection device was attached to it, but they may also be made specifically to catch the eyes of weary passersby. One famous instance is **The Trash Lizard**: a comically large statue of a thorny lizard made of scrap metal. Despite the unappealing name, this rusty reptile is a popular tourist attraction. Its topmost horn is the antenna.

There are also solitary towers set along thoroughfares that cut through the Badlands to be used by travelers. These towers are usually the least tended to, and it is not uncommon to find one half-buried by the wayside or stripped bare of what valuable materials it had. Still, it's a largely popular sentiment that any damages should be reported for the safety of travelers—though the Company rarely acts upon these reports.

Due to their utility, some solo towers have shabby little shacks underneath that provide a meager reprieve from the elements. This also allows wanderers and wayfarers to take a break and either report their condition to someone at their destination or simply browse the internet to kill time. Some towers even have service stations with helpful establishments such as inns, clinics, and diners.

The biggest service station in the Badlands is the **Fennec 40**, set along a highway that goes between two of the biggest occupied regions in South Elysium. It contains sufficient fenced space for almost a thousand caravans, multiple feeding stations for beasts of labor, vehicle repair kiosks, bars and taverns, and more. They even have a cadre of mercenaries dedicated to guarding the area. At the very center of it all is a colossal service tower—one of the best made yet, having withstood several years in use without collapse. Service stations such as these are not established by the SEIC itself but rather by independent businesses. They are allowed to operate as they please so long as the tower itself is not tampered with. They are also forbidden from restricting access to the internet, such as through paywalls. This does not stop businesses from implementing paywalls anyway.

As for other SEIC Service Towers, in order to prevent them from being besieged by, truly, most things in the Badlands, they are often fenced off or protected by guards—though less so than the SEIC offices and company buildings, which by necessity are heavily reinforced to prevent destruction at the hands of its many dangerous, unhappy customers.

The South Elysium Internet Company is currently bolstering their efforts in providing better quality of service for the sake of their mission, as well as the preservation of their own lives. Engineers are looking towards utilizing more advanced, robust technology, while more and more repair workers are being sent out to address any reported losses and damages. Whether these efforts will amount to much or will simply remain as empty promises to appease a pernicious crowd is yet to be seen.



Captain's Journal
Day 5

As we crossed over into the Badlands, things began to turn dangerous almost immediately. While our fish hauls were still plentiful, they were often attacked by angry sharks. The sharks would follow in the wake of our boat for miles, the gnashing of their teeth frothing the waters behind us.

The sharks distracted us from the real danger lurking beneath the surface: huge underwater rocks that began to knock our boat back and forth across the width of the river. After a time, the rocks became more jagged, and they became more and more visible in the river...

THREE-RIVER CANYON

Three-River Canyon was once a peaceful river junction centuries ago when the Rojo, Blanco, and Gris Rivers first intersected at what was then an unremarkable low point in the Badlands; however, time has been rough on these lands, and the three rivers have eroded the rough and unyielding rocks, forming dangerous undercurrents and whitewater rapids along wide stretches of the rivers. While the territories where these three rivers originate are rich and fertile, their descent into the Badlands is marked by pure, unmitigated danger and misery. On two sides, sharp, jagged rocks have been pitted and torn by the Rojo and Blanco Rivers. The Gris River, by contrast, travels through the pumice-laden riplands of a long-extinct volcano, then flings itself roughly from the heights of Dead Man's Cliff, forming the exquisite yet terrifying Hangover Falls.

These rivers intersect to form the notable Badlands river known as the Blood River, Rio Rojana. Rio Rojana is a deceptively peaceful river due to its width and pleasant, swimmable shoreline. It is rumored that ARMIS bounty hunter Crimson Ruze grew up on the shores of the Rio Rojana, largely unsupervised, playing within range of the river's darker, more dangerous open secrets. First among these are the deadly undercurrents that rise and ebb mere meters from the shore, easily grabbing unsuspecting swimmers and wading fishermen. Second is the Widening Gyre, a quickly developing (and just as quickly disappearing) whirlpool that drags in even the most proficient of boatsmen. And last but not least is Lucy Vermillion, the legendary river kraken, who is rarely

seen but often felt when larger vessels go missing while crossing from bank to bank or traveling downriver.

That said, many have not only survived but thrived in the shadow of these beautiful yet deadly rivers. The Blanco River and Rio Rojana provide substantial amounts of fish, which are both prepared as a local delicacy and exported downriver for significant profit. The Gris River whitewater rapids are a popular destination for rough-housers and other ne'er-do-wells looking for a thrill. Finally, Hangover Falls, while itself patently unsafe under any condition, serves as a captivating tourist attraction, viewed by hundreds every year from carefully prepared viewing platforms.

Visiting Three-River Canyon is no easy task, unsurprisingly, given its location in the Badlands. It is most easily approached from the north by following the edge of the Rojo River as it leaves the fertile grasslands of Central Elysium and enters the Southern Badlands. Here, at least, the river provides its bounty in bonefish and spiny needlefins, ensuring a strange but surprisingly edible meal to the weary traveler capable of handling the fishes' rough exteriors. As the terrain gets rougher, it is recommended to hire a guide or bounty hunter to ensure safe passage due to the Corruption beasts. Still, after several additional days' travel, motivated visitors should be rewarded with a view of Hangover Falls heading directly into Three-River Canyon itself, with the town of Tumbleweed spread along the Rojo-side bank of the Rio Rojana.



It's time to leave the Badlands
and seek answers elsewhere.
Goodbye.

-S.K.

XENOKUNI



THE ETERNAL SAKURA

Xenokuni holds various cultures, customs, and places for adventurers and travelers, hence one of its titles as the land of craftsmen. Many travel to this nation for cultural and spiritual enlightenment. Its environment and openness provided a secure serenity that one wishes for in times of turmoil. Unfortunately, the nation's promises of perfect tranquility and stability shattered after the damage and calamity arising from the Records Corruption. Danger has risen and so has illness throughout, whether from Corruption or not. The many risks from Xenokuni's continuous cycle of destruction and creation make venturing for effective medicinal ingredients challenging.

People may seek out cherry blossoms for easy-to-gather ingredients as they are common in Xenokuni. Cherry blossom extract has nutrients that help temporarily revitalize the skin and body, keeping both healthy in times of need and fitting their symbol of new beginnings and nostalgia. What is notable about cherry blossoms is how they quickly go from full bloom to barren, ranging from two days to two weeks. However, rumors speak of one legendary tree in Xenokuni whose flowers eternally bloom and miraculously remedy any illness and disease.

The Eternal Sakura stands solitary amongst the other ornamental cherry trees, but for good reason. Its continuous bloom and magical blossoms make this tree a rarity. The Eternal Sakura symbolizes and provides hopeful results if you are responsible with its gift of five flowers. They say those who mix the flowers in various cures and potions for themselves or others witness their powerful effects instantaneously, fully restoring one's health or rejuvenating the body with new energy. It is why some call the Eternal Sakura's flower a miracle ingredient. Of course, that means there will be those who will take advantage of the Eternal Sakura's gift. Those selfish for more than five flowers are said to be dealt with immediately. Trying will result in the tree's roots dragging the visitor into the dirt and using them as fertilizer.

Numerous secret maps and gates hide the Eternal Sakura because of its rarity and magic, especially with the flowers' potent medicinal effects. Adventurers and travelers who seek the tree's gift will have to traverse many parts of Xenokuni to find the maps, and they will be mistaken if they believe the adventure ends at the gates. Those apprehensive will say it is not worth the stress, time, and danger. Some adventurers will take on the challenge, through optimism or stubbornness, to find the Eternal Sakura and its flowers. There is no denying the risk, but witnessing the rarity and symbol of hope will tell you that the obstacles in your journey were worth going through to get to where you are now. If there is one powerful source of hope in the sea of corruption, it is worth exploring and venturing out. Do you want that source through a potent remedy or cure? Seek out the Eternal Sakura.



HIKARIYAMA

Xenokuni's Mount Hikari, also known as Hikariyama or Hikari-san, has lived since time immemorial as the literal "mountain of light." Whether the moniker refers to its famous hazy sunrises over the peak of the mountain, the brilliant sunsets seen against its western slopes, or the mysterious blue will-o'-the-wisps that inhabit its lush pine forests have been lost to time, but all three are notable motifs in Xenokunian art of the mountain.

However, in recent years, another light has come to the mountain—namely, the corrosive Corruption rising along Hikari-san's eastern slope. What has long been a mountain symbolizing peace and renewal has become yet another victim to the spreading cycle of Corruption throughout the land of Xenokuni; it now symbolizes the duality of Xenokuni itself, with a long and storied history on one hand and the breakdown and disappearance of that history on the other. While pilgrimages and daily tours are still held on the safer western slopes, the famous sunrises of the eastern slopes have become fraught with danger, and only trained Xenokunian Corruption beast hunters are permitted to enter those woods.

Still, even with the Corruption concerns, much of the

mountain remains as it ever has been, tranquil and lush. On the western slopes, the forests teem with tame deer and blustering horned hares, sights familiar to many a visitor. These days, visitors usually begin their pilgrimage up Hikari-san from the small town of Yama-no-Ashi, which is known for its long-standing ryokan and relaxing onsen. From there, they begin their march up the western slope, usually stopping for lunch at the famed Ishi Temple, remarkable for its extensive koi ponds. By mid-afternoon, the hardy traveler should reach the nearest safe point to the mountain's peak, where the Last Pilgrim's Inn now stands. At this point, one may view the peak, stay for the night at the inn, or begin the slow journey back down, perhaps with a dinner break at Ishi Temple.

It is hoped that with time, the Corruption will be pushed back, and the entirety of Hikari-san will again become a place of peace and quiet mystery, safe for all. Until then, only the blue will-o'-the-wisps truly know all of the secrets of the Mountain of Light. Even so, whether one travels in the dangerous shadow of the eastern slope or the tranquil mist of the western slope, Hikari-san shall always be a unique and lasting symbol of Xenokuni.



HINODE TOWER

Hinode is a word that means sunrise in Xenokuni, and it's believed that the sun breaking over the eastern sea signals the weakening of evil spirits' rule over the land. The people believed this so much in fact that they erected a tower dedicated to worshipping the gods that brought the sunrise each and every day. The sun's light filled in the darkest shadows and wrested control back from the evil spirits, placing it back into the people's hands.

And so Hinode Tower sits tucked amongst the trees and against a cliff overlooking the eastern sea that hugs the Xenokunian coast. The tower oversees the sunrise every morning throughout the year, but not always by itself. During the harvest months, the morning sun's rays reflect off the red terracotta roofing, the oranges of the fallen leaves, and the iridescent scales of the dragon that calls the area near the tower its autumnal home: the Kouyou Dragon.

For the longest time, before the Corruption beasts roamed the lands day and night, the local village folk would hold grand festivals in honor of the tower's gods and its guardian dragon. It was not uncommon to see intricate costumes of beasts and evil spirits being chased away by dragon dancers or sun-lantern-wielding children, and if the festival goers were truly lucky in their revelry, the Kouyou Dragon itself would fly overhead with a mighty roar, before returning to its perch upon the mountains: a sign of good harvest, good luck, and protection from evil in the coming year.

Unfortunately, as the Corruption's influence spread, it became clear that even the sun itself wasn't powerful enough to cleanse the lands. Worshipping and maintaining the shrine at the tower became too dangerous, villages were abandoned, travelers were too infrequent to still host the festival, and even the dragon's roar was heard less and less in the lands surrounding Hinode Tower.

There are some who still remain and believe that they've caught glimpses of the Kouyou Dragon or heard its roar in the direction of where the tower now sits abandoned. It's far too dangerous to approach any longer, but some believe that, if they could return to the tower one last time—whether to host that festival, beseech the dragon for protection, or pray to the gods—they'd be able to banish these beasts and cleanse the lands once and for all.



LAKE SENREI

Lake Senrei (also known as the Vivid Lake or the Resplendent Lake) is a large freshwater lake in Xenokuni which is located within lands controlled and maintained by the Xenokunian government. These lands bordered the old Imperial Court and were a favorite of the emperors of Xenokuni for many long generations before being given over to the Xenokunian government for enjoyment by the citizens of Xenokuni about a century ago. The caretakers assigned to Lake Senrei decided to develop its beautiful islands as a seasonal botanical garden and arboretum so that the citizenry could enjoy the many colors of nature throughout the year.

Lake Senrei was long regarded as an imperial-land treasure before its conversion into a public park. The lake itself is known for the clarity of its waters, for its beautiful waterlilies, and for its spectacular population of koi and other freshwater fish. The waters of Lake Senrei are so clear that it is possible to see plants and animals at the bottom of the lake from the lake's surface for over 80% of the lake; only the deepest 20% of the lake remains in perpetual shadow. Waterlilies in many bright and enticing colors dot the edges and shallow areas of the lake, flowering in the spring and summer.

The fish of Lake Senrei have been regaled for their appearance and flavor for many long centuries, dating well back to the imperial days. The southern and eastern regions of the lake are known for their riotously colored koi, which are so tame that they will come up to visitors seeking food. Koipanions and other types of water elementals also frequent these areas and have been known to put on displays of water-manipulation magic for patient fish watchers. Because these watery denizens are so tame, though, government boats have been required to stay in the area to prevent koi poaching.

The northern part of the lake, on the other hand, is populated by fishing piers and is known for its variety of tasty fish and eels, as well as the ease of fishing such animals from the water. Fishing permits for Lake Senrei are highly sought after due to this, though they are limited in number due to the desire to keep the fish population large and healthy. During the winter when parts of the lake ice over, the Lake Senrei caretakers host a famous Ice Fishing Festival where the competitors are selected by lottery due to its popularity.

The western part of the lake is still privately held, and its coast is dotted with ancient imperial ruins as well as a number of vacation estates. Pleasure boats from these estates are commonly seen rowing across the lake during the spring and summer; their bright colors and decorative parasols bring additional brightness to the already lively atmosphere of those seasons. For the rest of the populace, two ferries, wide and shallow but usually filled to capacity, bring curious citizens and tourists alike to the entrance pier for the botanical gardens.

Originally, the five major islands in Lake Senrei were fairly unremarkable. Based on research by archaeologists during the initial building of the gardens, the islands were generally left to nature, though the largest island, Kinoshima (Tree Island), possesses several follies built during imperial occupation.

Once Lake Senrei was handed over for use by the populace, the caretakers decided to develop the islands as an arboretum and botanical garden. Kinoshima, the only named island of the main grouping, has been developed as perhaps the finest and most complete arboretum in all of Elysium. The arboretum is unusual not just for the wide range of trees now populating the island, but for its bonsai temple, where bonsai of most of the trees on the island are kept and maintained by the finest experts in bonsai pruning and maintenance. Kinoshima is the largest and most popular section of the botanical gardens, likely both due to its beauty throughout the year. The main pier used for entering and exiting the gardens is also located on Kinoshima.

The other four gardens, which stretch from Kinoshima's eastern side across its top and out to the west, have been cultivated as seasonally-themed botanical gardens, with each island specifically scheduled to look its best in a specific season. Each of the four islands are connected to Kinoshima as well as to each other by classic Xenokunian curved red bridges. Visitors can thus opt to go directly from Kinoshima to the island best suited to the current season, or they may roam the grounds of all the islands in the manner of their choosing. The Winter Garden is considered to be the best for year-round viewing due to its populations of evergreen trees and holly bushes, as well as its lively population of deer. The Summer Garden brings in the largest crowds, as it hosts several plant-themed festivals during the course of the summer, complete with taiko drumming and fireworks. The Autumn Garden boasts deciduous trees in their fine fall colors and its hardy orchards, as well as a harvest festival. Lastly, the Spring Garden is known for its colorful display of flowers from across Elysium.

Each island possesses a plant nursery, training buildings, and small caretaker barracks to allow the specialized gardeners to live and work freely on the islands as well as to train new gardeners in the secrets of the botanical gardens and their plants. Two annual conferences are held in the park, one in the spring with a focus on the botanical gardens and one in the autumn with a focus on the arboretum. Experts from across Elysium come to attend and present at these notable events. The park also hosts a variety of concerts and competitions throughout the year (in addition to the festivals and conferences), making Lake Senrei Botanical Gardens a lively place in all seasons.



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ACADEMIC PRODIGY

Being called a genius or a marvel never felt unfamiliar to you. You always had an innate ability to learn and master a specialty and the talents related to it. Eventually, many people took note of your expertise and suggested that you enroll in a prestigious academy where you could hone your specialty even more. Whether by genuine interest, moral obligation, or pure mundanity, you decided to enroll.

Teachers compliment your exceptional qualities, and peers question your vast knowledge of what you pursue. Others are envious of the skills you have. Many individuals place high expectations on your shoulders, and you continue pushing yourself to see your limits. Can you remember certain subjects without physical notes? How long is your endurance when it comes to this topic? Are you able to continue this specialty in other places of the world?

People seeing you solely as an academic prodigy has taken a toll on you. No one seems interested in learning about your hobbies or preferences, just if you can show them how you perform your specialty. You decided to leave behind their prospects and venture into a world of self-exploration. It's time to find other passions and individuals who will see you for more than your brilliance.

Skill Proficiencies: Choose two skills of your choice related to your specialty, or choose expertise in a skill you already have proficiency with

Tool Proficiencies: Choose one tool proficiency related to your specialty

Languages: One of your choice

Equipment: A bottle of ink, a quill, empty books and books of handwritten notes, a set of fine clothes, and a pouch containing 15 gp

SPECIALTY

As stated, you have an innate talent for a certain area of study and any related skills. So much so that it takes up a good chunk of your life. Choose a specialty you've honed in your academy, or roll one on the Specialties table.

d6 Specialties

- 1 **Combat.** I've always had fighting prowess, and mastering techniques feels easy.
- 2 **Magic.** I am quick to learn about spells and can relate side effects to each one.
- 3 **Transport.** Put me in any vehicle and I'm guaranteed to maneuver and maintain it.
- 4 **Visual Arts.** My creativity knows no bounds when it comes to visualizing and making ideas become reality.
- 5 **Gaming.** Whether it's three-dragon ante, cards, or dice games, I'll see right through your strategy.
- 6 **Writing.** People hold any piece I write in high regard, no matter the length of it.

FEATURE: NOTED INTUITION

If you notice something related to your specialty, you can understand the intricacies and relevant information you need, as long as you can focus long enough. That also means that when you take on a mission or adventure, people will be more inclined to take your help, rather than other travelers, if they know your expertise in your specific field.

SUGGESTED CHARACTERISTICS

Depending on how your academic journey went, you may feel dispassionate about your stagnant environment. You may envy others who had the chance to explore outside of constraints. Whatever ideals and connections you have can affect your adventuring henceforth.

d8 Personality Trait

- 1 I need to talk about every idea and fact that goes through my head; otherwise, it will slip my mind.
- 2 I enjoy hearing about other people's life experiences and hobbies. Diving in with them would be fun.
- 3 Every time I see students doing anything but work, my heart sinks at the thought of what I could have had.
- 4 I can't help but feel like indulging in my specialty is an obligation nowadays.
- 5 I'm not fond of talking about my family. The same goes for former tutors and peers.
- 6 Every chance to take on a new challenge excites me. What other skills do I have?
- 7 My loved ones mean a lot to me. They always encourage me to do what I enjoy most.
- 8 I like teaching others about my skills. More people in the field is always a bonus!

d6 Ideal

- 1 **Ambition.** I have so many goals I want to achieve, and I won't stop until I do. (Any)
- 2 **Variety.** I need to try new things and go to new places. Even if it gets me in trouble, I need to see what I missed. (Chaotic)
- 3 **Perseverance.** No injury or obstacle will take me down during my missions. (Neutral)
- 4 **Fate.** It doesn't matter what cards are played. I'll choose what's in store for my future, not the nature of this world. (Chaotic)
- 5 **Connection.** Those who keep in touch for who I am, and not my talents, are always in my heart. (Good)
- 6 After everything I've done to get where I am? I do not have any ideals. (Neutral)

My dream is to
become the ultimate
Jack-of-all-Trades...
I want to do it all!

d6 Bond

- 1 A teacher told me to pursue hobbies I enjoy, not what everyone wants me to do. I appreciate and live by their words.
- 2 I care about my family a lot and do what I can for them, but I don't know how they feel about me in return.
- 3 Someone in my field of expertise wants me to work for them. I avoid them every time.
- 4 I don't think I lived up to everyone's expectations, so I'm going to keep pushing myself to do that.
- 5 I can't help but feel uneasy if anything happened to the academy I attended.
- 6 I had a friendly competition with a former classmate. I wonder how they're doing now. Maybe I could try and see them again?

d6 Flaw

- 1 I try to avoid anything related to my expertise when I can. Lots of bad memories arise.
- 2 I ramble whenever someone asks me questions about my field. If I have to inform, I might as well do it right.
- 3 People tend to say I'm green with envy, so I guess that's pretty obvious.
- 4 I say whatever is on my mind, and sometimes, my remarks get on people's nerves.
- 5 I can only focus on one thing at a time. No one bothers me until I finish what I'm doing.
- 6 I'm quick to snap at others if they keep calling me a prodigy. Is that all I am to you?

ALCHEMIST

Alchemical concoctions are your form of personal expression, and with a history of experimentation you have more than enough experience in the craft. The type of experience varies greatly from alchemist to alchemist. Some find joy in the making, regardless of the ensuing chaos. Others are exacting in their craft, seeking and obtaining specific results through sheer force of will and persistent experimentation. You spend a lot of time discovering new recipes and finding ways to use any ingredient you get your hands on.

Skill Proficiencies: Nature

Tool Proficiencies: Alchemist's supplies, brewer's supplies

Equipment: A set of alchemist's supplies, a set of brewer's supplies, three empty bottles, a notebook of scribbles, and a belt pouch containing 10 gp

FEATURE: DISCERNING EYE

Your time spent making alchemical concoctions has also given you the ability to easily identify if a food or liquid is dangerous. When eating or drinking in nature or at a location you are able to sense if consuming the product will have an adverse effect. This does not work on magical effects, only natural ones such as sour milk or moldy cheese that should not be moldy.

SOMETHING EXTRA

Alchemist's have a unique signature they add to everything they make. Choose a favorite effect or roll on the table below.

d6 Chosen Flair

- 1 I like making things that taste good on top of their normal effects.
- 2 My potions stand out; they're multicolored, glow in the dark, and will turn your tongue the same color.
- 3 I try to make potions that smell awful to dissuade any thieves.
- 4 No matter the type, all of my concoctions have a set aesthetic when it comes to look, flavor, and bottling.
- 5 A potion that always works is boring; I make sure that mine don't work at least 30% of the time.
- 6 When I make a potion, I try my best to make it similar to a mundane drink such as coffee or juice.

SUGGESTED CHARACTERISTICS

Every alchemist has a certain style that is visible to the experienced eye. Though some might argue that alchemy is all about strict measurements, just like any other artisanal craft, the characteristics of an alchemist can be seen in the potions they brew.

d8 Personality Trait

- 1 I like to experiment all the time, no two potions are the same and sometimes they don't even work.
- 2 I require a very specific environment to make potions. If I cannot set up my equipment like I want to, I am unable to focus.
- 3 When I make a potion, I put all of my love and care into it.
- 4 The potions I make are the best of the best, and therefore should only be drunk by those I deem worthy.
- 5 I want to make as many different potions as I can with different effects.
- 6 Any store-bought potions are cheap and nothing can change my mind about that.
- 7 There is one specific ultimate formula I am trying to create, anything else is a waste of time.
- 8 I don't really care for much other than my alchemy.

BOUNTY HUNTER

d6 Ideal

- 1 **Charity.** I think the potions I make should help those who need it the most. (Good)
- 2 **Business.** Potions are for profit. (Neutral)
- 3 **Creativity.** I like to make interesting and unique potions. (Any)
- 4 **Amorality.** My potions are all that matter to me, how they're used is not my concern. (Evil)
- 5 **Perfection.** I have a set of rules and a process I must follow when creating a brew. (Lawful)
- 6 **Experimentation.** Recipes? Sorry, I don't know them. (Chaotic)

d6 Bond

- 1 I have a mentor whom I have known for years and want to impress.
- 2 My love of alchemy is all I need.
- 3 There is a person I care about who needs a particular potion.
- 4 Someone stole my unique recipe, I am trying to find them and get even.
- 5 A particular institute or group took me in and helped me set up my workshop. I am eternally grateful to them.
- 6 The shopkeeper whom I buy all my ingredients from.

d6 Flaw

- 1 I can be a bit too eager to try a potion before seeing if it will make me ill.
- 2 I tend to stagnate due to my fear of trying new ingredients.
- 3 I think that all other alchemists are beneath me.
- 4 My inability to follow instructions can be dangerous and lead to accidents.
- 5 When I fail once, I give up forever.
- 6 I often get alchemist's block, and can't even make the most basic of potions.

MOST RECENT HUNTER FAILED TO
 KILL ANY BEASTS FOR COLLECTION.
 GOT 1 GOOD SPECIMEN, AT LEAST.
 LOOK INTO MORE RELIABLE GROUPS
 IN THE FUTURE.
 -L.L.

The South is besieged by all kinds of fiends, from petty thieves to Corruption beasts. All manner of things enact their violations upon the populace, making the already horrendous quality of life in the Badlands even worse. Law enforcement tries to keep the peace, but it's a gargantuan task for a force that is already terribly understaffed and tremendously overworked.

That's where you come in. Perhaps you were granted a license to hunt. Perhaps you weren't, bagging bounties regardless of legality. Either way, you are one of many renegades who track down and neutralize threats not for public service or some lawful duty but for cold, hard cash. For what purpose do you take on this lethal occupation? Do you have someone you need to provide for? Do you love the thrill of the hunt? Or do you simply want to secure a wealthy and luxurious lifestyle for yourself?

When you track down your bounties, do you have a particular modus operandi? Do you run with a team or hunt solo? Is your track record clean, or was there a mark that got away?

Skill Proficiencies: Nature, Survival

Tool Proficiencies: One type of artisan's tools

Equipment: License to Hunt (optional), a set of artisan's tools with which you are proficient, a list of all your completed and current bounties, a set of traveler's clothes, and a pouch containing 10 gp

PURPOSE

All hunters have a reason for pursuing this path, and they're as varied as the targets they chase.

d6 Motivation

- 1 I want to earn lots of gold so I can retire soon.
- 2 I love the act of tracking and hunting a creature.
- 3 I have people I need to provide for.
- 4 There is a certain creature I must get revenge on.
- 5 This is the only way of life I know.
- 6 I want to perfect my craft.

FEATURE: PURSUIT

In the Badlands, the law is more of a suggestion than a rule. The people here are just trying to survive and for the right price you can make that happen. Once you receive a bounty, you make the target the subject of your pursuit. With just a name, you have advantage on skill checks to learn more from people or other sources. Additionally, you have advantage on skill checks to find and track your target.

SUGGESTED CHARACTERISTICS

Chases across all of Elysium are what drive a bounty hunter. Some prefer a certain type of prey, others focus on quantity over quality. In the lawless lands that are the Badlands, it is the bounty hunters that keep some semblance of peace.

d8 Personality Trait

- 1 I really like close-ranged combat!
- 2 When I start on a hunt, I don't take a break until it's all taken care of.
- 3 I believe the bigger they are, the harder they fall, and I'm going to be the one to do it.
- 4 I see myself as the authority that the Badlands need.
- 5 I only care about hunting Corruption beasts.
- 6 I'm just in it for the money, not the greater good.
- 7 I sometimes struggle to stay focused even in dangerous situations.
- 8 I'm very picky about which bounties I do.

d6 Ideal

- 1 **Protection.** I work hard so that the people of the Badlands are safe. (Good)
- 2 **Excitement.** The thrill of the hunt is what keeps me going. (Chaotic)
- 3 **Preserve.** I must keep what is left safe. (Neutral)
- 4 **Strict.** I only go after people who have wronged those weaker than them. (Lawful)
- 5 **Money.** Prey is pay, and I like gold. (Evil)
- 6 **Wandering.** I walk the Badlands searching for my next target so that I may achieve my goals. (Any)

d6 Bond

- 1 I love my trusty weapon.
- 2 I have a sidekick that helps me from time to time.
- 3 There's a certain creature that I have been chasing for years.
- 4 I will do anything to keep my family and loved ones safe.
- 5 I have a debt that needs to be paid.
- 6 Someone or something keeps following me no matter where I go.

d6 Flaw

- 1 I don't care who gets hurt as long as I get paid.
- 2 I help those in need to my own detriment.
- 3 I chase after targets as a way to escape my own past.
- 4 I can be very lazy.
- 5 I am bad at picking a good bounty.
- 6 I have a tendency to get side tracked.



FALSE NOBLE

You've decided to dedicate your public life, personality, and entire being to pretending to be a noble from a far-off land. You tell others that you're the prince of so-and-so-country, but actually, you're a nobody from the next town over. But they can't know that. If they knew who you really were, none of your precious babygirls would stick by your side. You like to tell them tales of your noble escapes while they giggle and tell you how brave you are. Sometimes, an e-boy rival may attempt to catch you on your lies, so you must scramble to explain yourself, lest your babygirls leave you to join his party instead... Every moment you spend in the presence of others is dedicated to showing off your e-boy swagger to try and grow your party of babygirls as large as possible and continue on with your adventure of lies.

Every now and then, you feel something nagging at the back of your brain. Something telling you that you shouldn't be saying these things. The cringe instinct... It's strong. You must resist this urge to continue on your path. No matter how much a part of you gags, laughs at your stupidity, or tries to halt your tongue, you must resist. Sometimes when words like "bbygurl" or "kitten" leave your lips, you must make a conscious effort to force the sound out of your mouth. No matter what, you cannot let these urges win. You must keep up the ruse, keep up the act, and keep pretending to be of noble blood for as long as you can. You must work to keep every single one of your babygirls by your side.

Skill Proficiencies: Deception, Insight

Languages: Three of your choice

Equipment: Fine clothes, nice smelling perfume, a shiny piece of jewelry, and a fancy pouch 5 gp

FAVORED LIES

You have to keep your story straight, otherwise they might catch on. Choose a favored lie or roll on the table below.

d6 Statement

- | | |
|---|---|
| 1 | I was sought after by so many suitors in my home country that I had to flee here. |
| 2 | My father, the king, has me studying abroad to broaden my horizons. |
| 3 | I have more gold than an ancient dragon, back home of course. |
| 4 | I'm descended from a powerful cosmic entity. |
| 5 | My family is the most powerful in all the land. |
| 6 | I have lots of political influence in my home country. |

FEATURE: SMOOTH TALKER

Your initial charm is irresistible; you have advantage on the first three Charisma (Deception), Charisma (Performance), and Charisma (Persuasion) checks against a creature you have never spoken to before. If all three are successful, you charm them for the next 8 hours.

SUGGESTED CHARACTERISTICS

Those who pretend to be nobles have a wide pool of lies to pull from. Their focus on outward presentation and social status can manifest in many behaviors and actions. Though they try to hide it under the guise of being above it all, even these pretenders have a (questionable) moral code and maybe one or two people they care about.

d8 Personality Trait

- | | |
|---|--|
| 1 | I am obsessed with my material possessions. |
| 2 | If I am not the center of attention, then I must do anything I can to get there. |
| 3 | I am only happy when I am surrounded by other people. |
| 4 | I always know the right thing to say to make someone like me. |
| 5 | I make sure to get rid of any competition by humiliating them. |
| 6 | I live in constant fear of someone finding out my secret. |
| 7 | I love a good party; it's the best place to flaunt my wealth. |
| 8 | I find myself horribly cringe, but I persevere. |

d6 Ideal

- | | |
|---|---|
| 1 | Support. I can elevate my babygirls. (Good) |
| 2 | Rebellion. Shaking up the social hierarchy sounds fun. (Chaotic) |
| 3 | Playful. No harm no foul. (Neutral) |
| 4 | Bending the Rules. It's not illegal to lie. (Lawful) |
| 5 | Manipulation. I don't care if I lead someone on. (Evil) |
| 6 | Manifestation. I just want to be a noble. (Any) |

d6 Bond

- | | |
|---|---|
| 1 | I have a favorite babygirl, but don't tell the others. |
| 2 | I have an e-boy rival. |
| 3 | I love my family back home. |
| 4 | I have one friend who knows the real me. |
| 5 | I have a wingman who hypes me up that I like. |
| 6 | I'm so close to the fake me; I don't know which one is real any more. |

d6 Flaw

- | | |
|---|---|
| 1 | I break hearts too easily. |
| 2 | I sometimes spend more money than I have. |
| 3 | I am boosted. |
| 4 | I'm a party animal, to my own detriment. |
| 5 | I struggle to keep track of my lies. |
| 6 | I am unable to form a genuine human connection. |

GLADIATOR

The sun beats down on you from overhead; sweat drips from your temple. You can barely tell where your arm ends and your weapon begins—but what does that matter? All you can hear is the roar of the crowd swelling into one fantastic crescendo, a riotous sound trumpeting alongside your heartbeat. All you can see is the silver arc of your opponent's blade, their fearful eyes—and the sand as their back hits the floor.

As quickly as it begins, it ends.

The crowd cheers for your victory, gladiator, but open your eyes and remember: You've left that life behind. You're an adventurer now, eking out a path for yourself beyond the high walls of your coliseum. Perhaps you were tired of the fighting and sought a more peaceful lifestyle, or perhaps you desired a grander challenge, an even bloodier fight. Perhaps it was never your choice to leave.

Whatever your reasons, one thing is for sure: This world is big enough—wild enough—for all your ambitions. See everything. Do everything. Hell, fight everything in your underwear with a stick if you really want to. Follow that goal of yours with dogged determination, whether it be through freestylin' it solo, or even joining a party.

If you do decide to pick a crew to watch your back, just make sure they can keep up with you!

Skill Proficiencies: Athletics, Performance, Persuasion

Languages: Two of your choice

Equipment: An accessory that was your signature look in the arena, a hat or other disguise to hide your identity with, and a belt pouch containing 20 gp

FEATURE: BATTLE MASTER

Years of tusslin' in the ring have sharpened your battle instincts to such a degree that it may as well be a weapon of its own. Even if you have never known your way around a book, your knack for knowing just how to punch someone exactly where it hurts is nothing to sniff at. You've learned how to adapt to strange circumstances and hone in on your enemy's weaknesses with frightening accuracy—it's just too bad you're not the most proficient at articulating all your insight.

FEATURE: CELEBRATED IDOL?

Depending on how successful your career was, or how out of hand your reputation has gotten, your name (and any rumors attached to it) may precede you. During your travels, you may encounter adoring fans who will be more than happy to supply you and your friends with any information or basic necessities you desire. However, you may just as likely meet hostile rivals who itch for a rematch as well.

CALL OF ADVENTURE

It's never easy leaving what you've known, but some people make the choice to set off anyway. The coliseum was your home for a time, so why did you decide to go?

d6 Call of Adventure

- 1 Someone betrayed me. Someone will pay.
- 2 I bet I could use my martial prowess to do more good outside the coliseum than in it.
- 3 The same old routine has gotten boring—I crave a real challenge.
- 4 I made a promise with someone special to me, and now I must fulfill it.
- 5 I want to learn more techniques from the masters. The more ways I know how to punch someone the better!
- 6 The coliseum is no more. I must find answers...and a new purpose.

SUGGESTED CHARACTERISTICS

There's an old saying you grew up hearing: The weapon is only as good as the hand that wields it. The art of battle is a language without words, one that communicates much about your person. So. How do *you* fight?

d8 Personality Trait

- 1 I do not fight unless it's necessary. A purposeless battle is a waste of resources.
- 2 I fight for the glory of it! I live off of each victory—my pride depends on it.
- 3 Nothing gets me goin' more than pure adrenaline. PEDAL TO THE METAL!
- 4 I will do anything to win. No cost is too great, no trick is too dirty. Life isn't fair, so why should I be?
- 5 Every risk is calculated but boy am I bad at math.
- 6 Better to ask for forgiveness than for permission. How else are ya gonna get things done?
- 7 No matter how bad a fight looks, I'll come out on top. This ain't me being cocky—it's just the truth.
- 8 Everyone else should stay back. I can handle this fight myself.

AXEL'S BUCKET LIST

- Arm-wrestle a gorilla. or two. At the same time. ~~Maybe three, if I get a foot up?~~
- Bake a strawberry cake
- SUPER SPICY BAIJIU + HOTPOT 2-N-1 COMBO CHALLENGE RWAHHH

HIRED GUN

d6 Ideal

- 1 **Responsibility.** As someone with strength, it is my duty to defend the weak. (Good)
- 2 **Respect.** It would be an insult to hold back in a fight. Accordingly, I spare no mercy for those who would dare challenge me. (Any)
- 3 **Freedom.** I live unapologetically by my own rules. Don't like it? Don't bother. Unless you want a black eye. (Chaotic)
- 4 **Loyalty.** You scratch my back, I scratch yours. If anyone messes with my friends, they'll have to get through me first. (Neutral)
- 5 **Determination.** I will not rest until I complete my mission. There is nothing more important than my goal. (Any)
- 6 **Instinct.** I've survived this long with only my gut as my compass. Forget logic. The nose knows. (Chaotic)

d6 Bond

- 1 I have a mentor who taught me everything I know. I owe my life to them.
- 2 The coliseum will always be my home. I'll defend its honor until the day I die.
- 3 I've upset quite a few powerful people... Here's hoping I don't run into any of them.
- 4 My loyal fans support me even after I've left the arena. I'm thankful.
- 5 My rival and I have a casual competition going on. Next time I see them, it's on!
- 6 I myself had an idol, once, and now I try to do as they would.

d6 Flaw

- 1 I charge headfirst into fights without thinking. What plan? Just keep swingin'.
- 2 It's easy for me to get lost in the heat of battle. Oops—were they an ally?
- 3 I'm used to fighting for myself, and myself only. Others will only slow me down.
- 4 I don't know what to do when faced with a problem I can't punch.
- 5 I look down on the less fortunate. They shouldn't have been so weak.
- 6 There is nothing I can't do. I just have to try again and again and again—

Your life held a lot of bloodshed and excitement even before becoming an adventurer. At least, it was exciting for you. Those you have taken down would say otherwise. Unfortunately, they never have much to say when they meet eyes with you if they are lucky enough to have that chance. That was always your job, after all. Take out the target quickly, collect the reward immediately, and leave without a trace until the next benefactor calls in.

Bounties, missions, and targets are greatly familiar due to your history as a hired gun. Your stealth, speed, and skills are why benefactors attempted or continue to attempt to reach you. You also never had major objections to being a hired gun since it paid well and missions never became compromised. Eventually, you decided that your skills would be efficient in another field or occupation, whether or not in addition to your mercenary work.

Going on an adventure with a party is in stark contrast with being a solo hired gun since your methods of going about missions may differ with your allies and lead to challenges or fights that delay the result. If you find yourself attached to your adventuring party or any new friends and colleagues, that could also complicate how well you perform in your mission.

You have done this song and dance many times now, though. Adventures with your new group will not cause anything to go awry. Right?

Skill Proficiencies: Stealth, and choose one more from the following: Deception, Insight, or Perception

Tool Proficiencies: One type of gaming set, thieves' tools
Equipment: A set of dark common clothes and a pouch containing 20 gp

TARGET

Ever since you decided to join your party, there has always been a target on your mind, either because you still need to find them or their life affected you more than you thought. Choose a target from your past or present, or roll one on the Targets table.

d6 Targets

- 1 Someone of blood or someone I regard as such deep in my heart, I was told I needed to kill my family.
- 2 Someone whom I have had by my side, always tied through thick and thin, I was told I needed to kill my friend.
- 3 Someone whom I scorn for everything they did and what they still uphold, I was told I needed to kill my enemy.
- 4 Someone whom I can't even bear to live life without, in sickness and in health, I was told I needed to kill my love.
- 5 Someone whom I either had to look up to or felt controlled by, I was told I needed to kill my boss.
- 6 Someone whom I have no connection to, even by a simple tie, I was told I needed to kill a stranger.

FEATURE: RECOGNITION

Since you have to take in various information to identify your target, you have become better at recognizing a desired party, whether through their physical appearance, occupation, lifestyle, and more. The more details the better, of course. You are highly skilled at recognition, but there is always a chance one trait proves you wrong.

SUGGESTED CHARACTERISTICS

Hired guns may seem like they are nothing but heartless, especially for the jobs they have to do. However, that is because many need to look past the surface. What they believe and admire, what they fault in, and how they live their overall life can define more than their occupation.

d8 Personality Trait

- 1 It takes a long time to get me to open up. Many people have a lot of secrets to hide, and I am no different.
- 2 I have been waiting to make new friends for a long time, so I will jump at any opportunity to do that.
- 3 Missions are serious business for me, so do not try to talk to me when we're in active combat or searching.
- 4 Whenever I'm told I need to find someone for something, I focus intently on finding that person until I do.
- 5 I hate when someone tells me I can't do my job well when I have been hired many times and performed the utmost each time.
- 6 I can jump to conclusions about people following us, traps surrounding us, the list goes on... Hey, I'm right sometimes!
- 7 It's easy for me to remain calm, no matter the situation. I never raise my voice or let my emotions control me, even when things go awry.
- 8 Since I had to act strict at my old job, I want to add flair to everything I do to have fun.

d6 Ideal

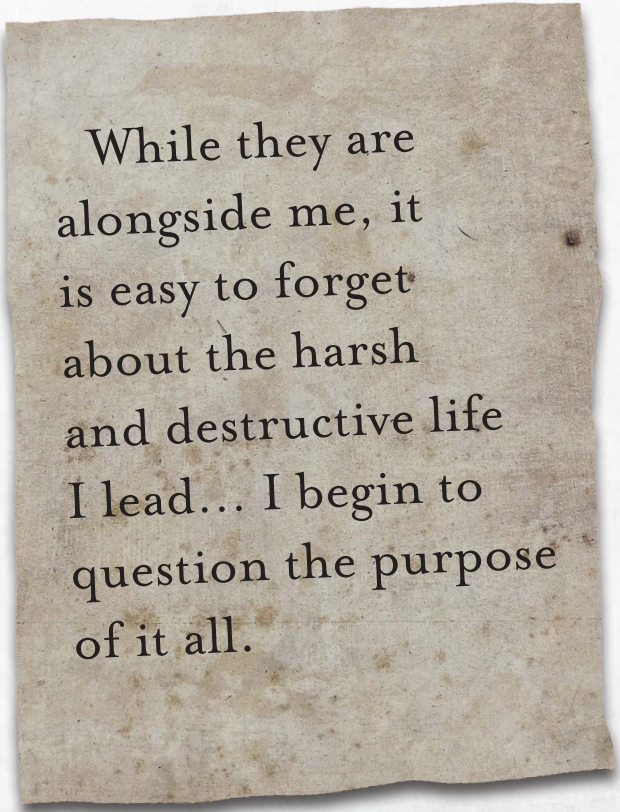
- 1 **Greed.** I will do whatever it takes to gain whatever I need through my targets. (Evil)
- 2 **Redemption.** There's a chance for some, including me, to redeem themselves from their actions. (Good)
- 3 **Honor.** I don't use cheap tactics or tricks to take out my targets; I follow my code to the best of my abilities. (Lawful)
- 4 **Balance.** Having too many ideals and bonds can affect you if left unchecked. (Neutral)
- 5 **Dedication.** I'm devoted to my tasks. That means doing my own thing to complete them. (Chaotic)
- 6 **Charity.** I will use my rewards to help as many people as possible. (Good)

d6 Bond

- 1 A benefactor called me to request the hits of the party I'm with. It's a fair share too.
- 2 Something important was taken away from me, and I will find and take out the thief.
- 3 My ill-gotten gains go to my loved ones, and I plan to keep my job a secret from them.
- 4 My code is something I take to heart. I will not do anything to break or dishonor my rules.
- 5 Having to take out someone close to me haunts me to this day. I need to decide now if I want to go through with it, but...
- 6 I try not to let my emotions and beliefs cloud my judgment during jobs. It's too risky.

d6 Flaw

- 1 My plans are the best way we need to carry out missions. No one else has the experience I have.
- 2 I suppress my emotions and beliefs so I do not have to worry during my missions.
- 3 If an innocent person has to take the fall for something inconvenient I did, so be it.
- 4 I contemplate choosing between my allies and rewards as they both mean a lot to me.
- 5 Anything I say can come across as crude since I'm not super skilled in socializing.
- 6 Regarding family, friends, or loved ones as targets... I can't help but falter at the last minute.



While they are
alongside me, it
is easy to forget
about the harsh
and destructive life
I lead... I begin to
question the purpose
of it all.

JESTER



You were a jester of some type before you became an adventurer. Perhaps you were some type of busker, or perhaps you were a professional court jester, or something in between. Regardless of your origin, you have always delighted in making people happy and becoming an adventurer is just another way to spread joy throughout the world...

Skill Proficiencies: Performance, Sleight of Hand

Tool Proficiencies: Disguise kit

Languages: One of your choice

Equipment: Jester outfit, top hat, deck of cards, whip, and a pouch containing 25 gp

ENHANCED PERFORMANCE

You provide entertainment in a variety of ways, but one act has always been your favorite.

d6 Topic

- 1 Stage combat
- 2 Slapstick
- 3 "Magic" tricks and sleight of hand
- 4 Musical Performances
- 5 Animal acts
- 6 Mime

FEATURE: UNUSUALLY LUCKY

As a jester, you've caught the eye of Lady Luck in the best (or possibly worst) manner. Whether you set out to entertain others or not, your natural antics are highly distracting and amusing. You will draw crowds wherever you go, whether you want to or not, and people will naturally be inclined to pay attention to your words and actions not because they are correct or important, but because you seem like a pleasant sort of fellow and make them laugh. Furthermore, important people will recognize your name and may be interested in meeting you for their amusement.

SUGGESTED CHARACTERISTICS

Jesters have one goal in life: to make people laugh. A good jester spends their time thinking of (or falling into) new ways to reach that goal. While the jester may act differently in their private life, when they are on the stage, as it were, this love of laughter motivates their every action.

d8 Personality Trait

- 1 I am always thinking up my next joke or performance.
- 2 I am horribly unlucky in everything except jesting.
- 3 I have become famous due to my performances.
- 4 I joke about everything, even when I shouldn't.
- 5 I am very dramatic in everything I do.
- 6 I love performing for a particular group (such as children or the elderly).
- 7 I am prone to babbling on about nothing.
- 8 I can cycle between emotions and moods rather quickly.

d6 Ideal

- 1 **Joy.** I try to bring joy to everyone wherever I go. (Good)
- 2 **Fun.** I will bring fun to everyone, whether they want it or not. (Chaotic)
- 3 **Sharing.** Everyone can enjoy a good joke. (Neutral)
- 4 **Connection.** Jokes bring people together. (Lawful)
- 5 **Performance.** I do not care how bad or poorly executed my jokes are. (Evil)
- 6 **Laughter.** I just want people to laugh. (Any)

d6 Bond

- 1 I have a favorite mentor that taught me to jest.
- 2 I joked about the wrong person, and now they're after me.
- 3 My trusty performing animal and I have never been apart.
- 4 I feel a personal connection with those I perform for.
- 5 I am indebted to the people that originally made me famous.
- 6 I love sharing jokes with fellow jesters.

d6 Flaw

- 1 I make jokes at the expense of others, whether accidentally or on purpose.
- 2 I won't stop until I've made someone laugh.
- 3 I am obsessed with pranks.
- 4 I am extremely moody when not performing.
- 5 I want to memorize every joke ever written.
- 6 I am very self-conscious.

LIBRARIAN

You were a librarian and scholar before you began adventuring. Your love of knowledge and books is second to none, and you are willing to share your knowledge with anyone that shows the interest and capacity to appreciate it. Your excellent and wide-ranging reading habits have also made you an exceptional reader of people as well.

Skill Proficiencies: History, Insight

Tool Proficiencies: Calligrapher's supplies

Languages: Two of your choice

Equipment: A bottle of black ink, several sheets of paper, a rapier, a set of common clothes, a book you have not yet finished, and a pouch containing 10 gp

READING SELECTION

You have, of course, read widely and deeply from the well of knowledge that is the library, but every reader has a favored topic. This topic is your specialty as a librarian.

d6 Topic

- 1 The arts and performance.
- 2 The natural sciences.
- 3 The applied sciences, such as alchemy and artificing.
- 4 Arcana and magic.
- 5 Human nature and history.
- 6 Combat and military history.

FEATURE: ACADEMIC CONNECTION

As a librarian of high repute, you have been vouched for by your associates and superiors. You carry a letter from a high academic authority which recommends that you be granted entry to personal libraries, research facilities, and restricted library areas. It also serves as a letter of introduction to other scholars and librarians.

SUGGESTED CHARACTERISTICS

Librarians are defined by their close relationship with books and their libraries. A librarian, much like other scholars, has spent many years with books as a primary companion, and their actions and words reflect this wealth of knowledge.

d8 Personality Trait

- 1 My nose is always in a book.
- 2 I love to regale people with tales from books I've read.
- 3 I have a quote for every occasion.
- 4 My large vocabulary permeates my speaking patterns.
- 5 I am obsessed with forming book clubs.
- 6 I must always obtain the latest book in my field of study.
- 7 I visit every library and scholar I cross paths with.
- 8 I am always seeking new people with who I'd like to share my knowledge.

d6 Ideal

- 1 **Education.** Mankind could be vastly improved by reading more books. (Neutral)
- 2 **Literacy.** Literacy should be required for all sentient beings. (Lawful)
- 3 **Communication.** Knowledge longs to be freely shared. (Chaotic)
- 4 **Power.** Books are the path to true power. (Evil)
- 5 **Wisdom.** Books are a communal means of expressing truth and beauty. (Good)
- 6 **Betterment.** Libraries provide a path to self-improvement. (Any)

d6 Bond

- 1 It is my duty to educate my fellow adventurers.
- 2 I must improve the collection of my home library.
- 3 I own a book of forbidden knowledge that must be kept safe.
- 4 I lost a particular book and will stop at nothing to get it back.
- 5 I am writing a treatise on my area of study.
- 6 My fellow librarians are my true friends.

d6 Flaw

- 1 Once I open a new book, I literally can't put it down until it's finished.
- 2 I cannot stop talking about books I've read.
- 3 I am very pushy about others gaining a proper education.
- 4 When I'm reading, I get very cranky if anyone bothers me.
- 5 I must collect and inspect every book known to man.
- 6 I believe all knowledge should be shared, even when it is not mine to share.

To Whom It May Concern,

This librarian can be trusted. Please show them the vault.

MONSTER HUNTER

Many monsters wander throughout the land with the primal urge to destroy and take the lives of many. Whether it be Corruption beasts or other aberrations, the monster hunter is dedicated to taking all monsters six feet underground.

In a land ridden with unfamiliar creatures to most and dangerous to all, it didn't take long for you to realize that you would have to sit and wait for other adventurers to take them down or for you to do it yourself. Protecting the people who can't fend for themselves is one benefit, and you can also turn in the remains of the monsters to make some easy cash on the side.

Depending on your specialty in monster hunting, you've gained a lot of knowledge and expertise regarding their strengths, weaknesses, behaviors, and actions. Whether a Corruption beast's ichor spreads or a horrifying beast strikes with its claws, your coordination and strategic skills prove to be more than enough to stand your ground.

You might have worked with a group in the past or perhaps always stayed a lone hunter. Another try at a group depends on whether you want to take on the challenge; you've taken harder hits from monsters, after all. No matter your choice, though, your journey as a monster hunter continues as you work to hone your abilities and overcome the obstacles that stand in your path.

Skill Proficiencies: Choose two from the following list:

Arcana, Nature, Perception, or Survival

Tool Proficiencies: Choose one from the following list:

alchemist's supplies, cook's utensils, leatherworker's tools, smith's tools, or woodcarver's tools

Languages: One of your choice

Equipment: A set of common clothes, an explorer's pack, and a pouch containing 15 gp

PURPOSE

Monster hunters roam around with the same goal: taking down monsters. Their motives, however, may greatly differ. Choose a central purpose of your monster hunting journey, or roll one on the Purposes table.

d6 Purposes

- 1 A monster slaughtered your group of friends without noticing your presence. You're fueled by dedication to avenge them.
- 2 You witnessed certain beasts as you wandered across your hometown and wanted to know more about them.
- 3 You have fewer and fewer coins in your possession. Hunting monsters and cashing in missions or bounties might do the trick.
- 4 You have always wanted to be a hero who could protect their folks back home. What better way than to take out the roaming monsters?
- 5 A Corruption beast attacked you, and you barely made it out. You hope to revert your Corruption while preventing others suffering the same fate.
- 6 Adrenaline fills your soul, and you're willing to put yourself at the forefront to achieve the rush.



FEATURE: REPUTABLE INSIGHT

Dedicated to hunting down specific monsters, you've gained various amounts of knowledge about them. As they tend to attack or strike with specific behaviors, you can tell whether or not the specific monster struck at a certain place based on its remains, such as their footprints, destructions, or descriptions from survivors. Whether you've made a name for yourself or have stayed in the dark, you will also have gained a reputable aura or an infamous greeting with those you meet.

SUGGESTED CHARACTERISTICS

Monster hunters are driven by various motives and pursue their missions in multiple ways. Depending on the relationships they've made, they may have a sense of responsibility or guilt upon their shoulders, and their flaws can determine the monster hunter's fate.

d8 Personality Trait

- 1 I live for the thrill of any danger. Anything to get the blood pumping.
- 2 I expect misfortune around every corner at any time. It's expected around here.
- 3 My family and friends mean a lot to me; they inspire me wherever I go.
- 4 I'm versatile in any environment I arrive at, thanks to hunting.
- 5 Learning about the various monsters is a hobby of mine, even if I need to study up close.
- 6 Nothing can take me down, an attack or a misfortune. I stay optimistic at the lowest points.
- 7 I don't care about my reputation with others; I know who I am, and that's all that matters.
- 8 I need to be left alone. Company overwhelms me and makes me feel uneasy.

d6 Ideal

- 1 **Safety.** I work to protect those who can't protect themselves. (Good)
- 2 **Knowledge.** If I figure out the intricacies of monsters, I can do what I can to improve and work around them. (Neutral)
- 3 **Freedom.** My morals and beliefs should not be tied by any laws or norms. (Any)
- 4 **Thrill.** I enjoy my hunts and adventures, and no one can take that thrill from me. (Chaotic)
- 5 **Determination.** My resolve in my goals never staggers, no matter the adversary. (Any)
- 6 **Fame.** I only hunt for the fame and glory of taking down monsters. (Any)

d6 Bond

- 1 My curiosity toward monsters is insatiable. I need to know more every day.
- 2 The loss of my loved ones pushes me to hunt every single beast down.
- 3 The Corruption that runs through me haunts me. I must find a solution fast.
- 4 Everything that I do is for the common folks and the ones with no safety.
- 5 My family depends on me for the money I make from monster hunting.
- 6 The enjoyment I feel when I attack monsters is all I need to keep living my life.

d6 Flaw

- 1 If there's a plan, I'll forget the plan. If I don't, I will simply ignore it.
- 2 In fear of losing close ones to monsters again, I shut myself away and prefer solo hunting.
- 3 The thrill of the hunt gets to my head very quickly. It's tough to stop once I start.
- 4 My curiosity tempts me to put myself in danger more than I need to.
- 5 I tend to overestimate my monster-hunting abilities, biting off more than I can chew.
- 6 If I have to throw myself in front of danger to protect fellow monster hunters, I will.

ONMYOUJI

How possible is it for a life built on promises to meet undivided fulfillment? Is a sole individual to shape every front of reality with only their will? To turn it into a suitable place for all to exist, be it themselves or others?

Raised into a fast learner, a notable warrior, and an exceptional diviner—as the heir from a renowned exorcist clan, emerging as a role model puts an entire world of expectations on your shoulders. Even as their source of indisputable pride, you were an asset for ascension; every decision must bear the clan's principles above your own. That notion didn't faze you initially, for you had embraced your purpose and were glad to aid the ones who believed in your potential.

Still, a bird will always yearn to spread its wings. When the fated day came forth, allowing you to step out from the rigorous four walls, it welcomed you with the brightest daylight. Opposite to the Corruption that disturbed all peace, a definitive reminder of your position, you would also witness the greatest wonders from an outside view.

As if the sky turned bluer, the grass greener, and your fondness more vibrant for such a place—that freedom grew into euphoria, the immensity of new sights further intriguing your youthful curiosity. Amidst the myriad of locations to explore and figures to meet, paired with the invaluable knowledge to gather, you found a second home in all of it.

Committed by mind and soul, you swore to protect this world under the exorcist's code; this ambition remains unchanged, now also stemming from the heart. For you are only one, carrying this duty may lead to fearful and wavering thoughts, although it has become something to treasure. When the course of your destiny lies in your hands, much like the galaxies, you must continually advance and transform.

Skill Proficiencies: Nature, Religion, or Performance
Tool Proficiencies: One type of musical instrument
Languages: Two of your choice
Equipment: an amulet with your clan's insignia, a notebook with stories of your travels, a musical instrument of your choice, and a pouch containing 10 gp

FEATURE: COSMIC DUALITY

Standing between two separate ends, bound to a halfway state: the dichotomy of opposite forces seeking unconditional unity. Acting as an exorcist and advisor, your proximity to the human and spiritual domains feels like second nature, and many shall come to you for help and guidance. It may require setting limits for your capabilities and coming to terms with lacking a grasp for certain things—although you feel more than enthusiastic about showcasing your field of knowledge.

FEATURE: SPEAR OF HEAVEN

Amidst continuous searches for the collective's solace, you discover a sounder way to reach them, usually attracting more pairs of eyes toward yourself. With an affinity for performing arts, sometimes incorporating dances and music, every ritual compares to a spectacle. All beings deserve an honorable departure—or at least something to soothe their aching souls.

CONNECTIONS

With an aggregation of experiences, much like stained glass, your journey now shimmers in colors. When the arranged pieces transform into a whole creation, you realize that fate is anything but a straight line, and every road will guide you somewhere. What is it that drives you?

d6 Connections

- 1 Humanity reminded me to keep my feet on solid ground. I can't lose sight of my objectives.
- 2 The esoteric showed me that there is more than meets the eye. I don't see the point in picking sides.
- 3 Nature has taught me about the wonders of the earth. I understand why this world is worth fighting for.
- 4 The skies speak to me about places beyond my imagination. I can't bring myself to stay in one place.
- 5 The stars are my compass, leading me in the right direction. I'm determined to get to where I want to be.
- 6 The universe provides the answers that I've searched for all along. One of these days, I hope to learn about what else lies within it.

SUGGESTED CHARACTERISTICS

For most of your life, they oriented you on what to do, yet not on how to be. The lesson on self-reflection was decidedly yours to take, this prompt initiative opening a rift in the clan's perceptions of you. Still, the invisible shackles from their standards cannot control you like they used to, revealing sides of your character that were previously unseen. What have you learned about yourself?

d8 Personality Trait

- 1 I choose to take a step forward, even in the face of fear or hesitation.
- 2 I welcome each tomorrow with an open mind, always embracing new experiences.
- 3 I constantly aim to broaden my horizons and improve my current skills.
- 4 Danger finds its way through somehow, yet it never gets a hold of me.
- 5 Sharing bonds is my source of joy, and I appreciate every relationship built.
- 6 I don't take my independence for granted. I'm going wherever my heart takes me.
- 7 I feel pride in my emotions and consider them my greatest strength.
- 8 Life is a cycle, and every cycle ends eventually. I want to make the most of it for as long as I'm here.

d6 Ideal

- 1 **Peace.** I recognize the extent of my powers and wish to utilize them for righteous causes. (Good)
- 2 **Altruism.** I refuse to let my eagerness to help others become attached to selfish motives. (Good)
- 3 **Autonomy.** I will be the one to define my person and take control of my decisions. (Any)
- 4 **Order.** I hope to make the choices that will benefit both realms. (Lawful)
- 5 **Service.** I shall leave the door open for whomever requires my assistance. (Neutral)
- 6 **Wrath.** All who are ill-intentioned towards the defenseless won't go unpunished on my watch. (Chaotic)

d6 Bond

- 1 My close family made me into the person I am, and I'll do anything in my power to support them.
- 2 Backgrounds are not a determining factor. Every individual must be judged by their ideals, never their origins.
- 3 Kindness should beget kindness. I don't turn my back on those who are there for me.
- 4 I have a great memory and can remember even the most intricate details about other people.
- 5 Despite my revered position, being treated differently from childhood made me feel closer to an outcast.
- 6 I value my clan's objectives even if I do not earnestly share them. I'll show everyone that I can thrive by my own rules.

Went to seek out a few renowned Onmyouji after speaking with other priestesses. Unfortunately, they also cannot figure out a cure.
 -S.K.

d6 Flaw

- 1 Mistakes and regrets are inevitable, though I'd rather avoid them by any possible means.
- 2 The thought of failing everyone strikes immense fear in my heart. As long as they're safe, I don't care what happens to me.
- 3 The amount of effort I've put into this role has repeatedly led me to forget about myself. Sometimes, the realization only hits when I'm already in too deep.
- 4 I tend to get lost in thought, turning myself into my worst enemy. More often than not, I contemplate all the things that I could've done differently.
- 5 Cruelty isn't inherent, but this world has proven highly capable of evil. Pulling myself away from despair's hands with each mission is both a task and a challenge.
- 6 I'm fully acquainted with my worth and abilities, but I can't help but contemplate if this way of life was always meant for me.

THE ORPHANAGE

Some people say that they have a special place in their hearts. For you, it was an orphanage where you spent a lot of time with a lot of people, whether they were near and dear to you or not...before it became abandoned. No matter how many times you venture and how many places you visit, you can not resist going back to the place where you've made impactful connections or memories. The abandonment of your special place consumes your mind, and you're both sure and not sure of why. It's all hazy.

The hazy memories from your experiences motivate you to keep exploring and learning what you couldn't back then. The burden of what happened back then, whatever it may be, has taken its toll on you, and you decided that you'd do anything to either defeat, overcome, or resist its gravity. That ranges from arriving at several libraries to study the cause of the orphanage's abandonment or the symptoms of what you're experiencing to actively and directly pursuing the very catalysts of your descending sanity.

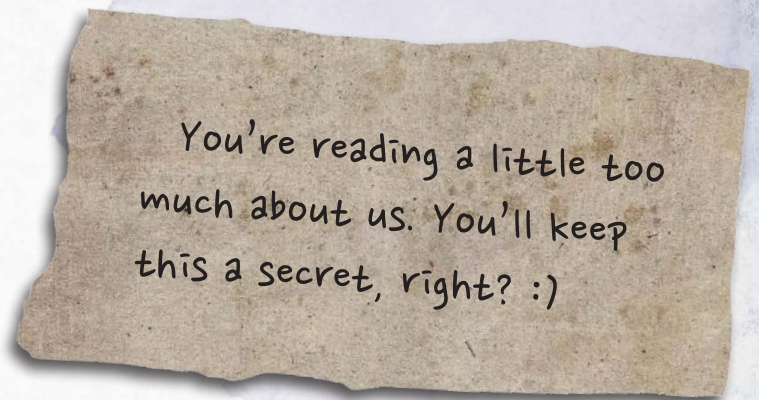
You're even willing to join an adventuring party to have access to even more possibilities and solutions. Artifacts and missions can assist with learning more about what occurred back then and how you can manage it. It is your choice whether the potential party knows. After all, they probably wouldn't understand your agenda.

You don't even entirely understand it yourself.

Skill Proficiencies: Choose two from the following list: Arcana, Investigation, Religion, or Survival

Tool Proficiencies: One gaming set and one musical instrument of your choice

Equipment: A set of common clothes, a musical instrument (one of your choice), a trinket of special significance from the orphanage, and a pouch containing 5 gp



MEMORIES

Fortunately for you, you've found a path to live independently. Unfortunately for you, the orphanage or its residents (or both) weren't so lucky. Choose a central memory, or roll one on the Memories table.

d6 Memories

- 1 An organization took control of what many people considered a home. I couldn't stop them from tearing the place down.
- 2 Someone protected me from a harrowing event. With the place abandoned, I venture to hopefully repay that person...if they're still alive.
- 3 I ran away from the orphanage after a fight I had with someone. When I returned, everything was in ruins.
- 4 When I visited the orphanage, a beast attacked all it could see. The memory is seared forever in my mind.
- 5 My family has become scattered to the winds, and I could only live here afterward. It's hazy what happened, but the orphanage joined them eventually.
- 6 Someone I considered family was taken away one night, and I had a feeling it was after me next. I left in a rush, no turning back. I only heard of the abandonment days after.

FEATURE: HAZY ACUTENESS

Your haziness mostly resides in your memories of the past, so when you focus on present matters, your acuity in battle and venture is in tip-top shape. Unfortunately, that means that when you notice something that reminds you of that special place, you find yourself frozen in place. When others notice, they're more inclined to help you if their lives aren't on the line.

SUGGESTED CHARACTERISTICS

You learned to live with the memories and experiences from the orphanage. Depending on what happened, your behaviors, ideals, and connections can make a difference in finding answers.

d8 Personality Trait

- 1 I don't talk about what torments me. No one else should have to shoulder the burden.
- 2 I like to indulge in hobbies to take my mind off things and relax. It brings me moments of happiness, even if temporary.
- 3 I don't run from evil. I challenge it and pursue to overcome the obstacles.
- 4 I create visual and physical tools to process what happened back then. If I can articulate my memories, maybe I'll find what I need.
- 5 I'm desperate. I'll do whatever I can to stop my descent, whether through an artifact or a person or creature's knowledge.
- 6 I'll do my best to protect and help those in a similar situation as me.
- 7 If anyone feels like family, I treasure them for eternity, and I'd do anything for them.
- 8 Since I couldn't save much in the orphanage, I tend to hog what I can get from trips.

d6 Ideal

- 1 **Independence.** I am a free spirit now—no one can tell me what to do. (Chaotic)
- 2 **Gratitude.** For those who pay me in kindness, I pay tenfold however I can. (Good)
- 3 **Retribution.** Whoever hurts and destroys what I hold dear will meet the same fate. (Evil)
- 4 **People.** I'm committed to people, not ideals. I help those who help me. (Neutral)
- 5 **Creativity.** The world needs new, bold ideas, especially if proven helpful. (Neutral)
- 6 **Self-Knowledge.** If you know yourself, there's nothing else left to know. (Any)

d6 Bond

- 1 I had a beloved I met while at the orphanage. I long to see them after all this time.
- 2 My allies who have helped me from the darkest pits encourage me to keep living.
- 3 A higher power demolished a precious place, so I plan to do the same to them!
- 4 The memories I made and the connections I forged... never will be forgotten.
- 5 My creations and tools help me stay in tranquility, so I always carry them with me.
- 6 I keep my thoughts, discoveries, and adventures in a journal; this will be my legacy.

d6 Flaw

- 1 I have certain rituals I need to do every day, or else, I'll fall into my despair again.
- 2 I keep everything harrowing to myself, even to the point where it harshly bottles up.
- 3 I find fantasy is sometimes better than reality and will avoid the latter if need be.
- 4 If I'm overpowered and outnumbered, I absolutely will run away and hide.
- 5 My heroism can be overbearing, to the point I put myself in danger repeatedly.
- 6 Answers... answers, answers, I need them. What happened? Where are you?



RONIN

You were trained in the martial arts in your youth, but you parted ways with your master and dojo. As a ronin, you now wander Elysium in search of stories and lore. It is often a solitary search, full of adventure and marked by the dangers of the wilderness, but your chance meetings with other fellow travelers and rest stops in small towns make the journey worth it. When you finally become an adventurer, teaming up with others, your knowledge of both people and the wilds will prove crucial to your allies.

Skill Proficiencies: Insight, Survival

Tool Proficiencies: Cook's utensils

Languages: One of your choice

Equipment: A longbow, a kasa hat, a notebook of stories and lore you've collected, a set of traveler's clothes, and a pouch containing 10 gp

SPECIALIZATION

You've been wandering for a long time in search of lore. Over time, you've become particularly focused on one aspect of the journey over all others, and that defines who you are as a person and as a ronin.

d8 Aspect

- 1 Honing your martial skills.
- 2 Helping the common folk.
- 3 Collecting stories from the common folk.
- 4 Discovering nature's secrets.
- 5 Fighting monsters.
- 6 Mastering an artistic or performing ability.
- 7 Compiling works of lore.
- 8 Weaving compelling stories.

FEATURE: MAN OF THE WAVES

As a masterless wanderer, you roam from place to place, never settling for long. However, because of your wanderings, you have developed an understanding of both human nature and the natural world that is second to none. Commoners will willingly grant you cheap or free lodging whenever you are in town, regardless of how well they know you, and monsters and animals will not ambush you when you sleep in the wilds.

SUGGESTED CHARACTERISTICS

Ronins are generally mellow, cooperative people who get along easily with new and familiar faces alike. Their time spent in the wilderness may make them seem distant or otherly, but their inherent understanding of people makes them surprisingly easy to warm up to.

d8 Personality Trait

- 1 I love making new friends everywhere I go.
- 2 I have a tale or factoid for every occasion.
- 3 Animals and monsters are my friends, and the wilderness is my home.
- 4 I am addicted to collecting tales and lore.
- 5 I feel a wanderlust that keeps me from staying in one place for too long.
- 6 I have a tradition and obligations to uphold, even as a ronin.
- 7 I feel compelled to help everyone I meet.
- 8 I find information more interesting than people.

d6 Ideal

- 1 **Equilibrium.** There is a balance to be found between humanity and nature. (Neutral)
- 2 **Caring.** I must help and befriend all manner of people and creatures. (Good)
- 3 **Order.** There is order in all things, and by learning about them, we can discover this order. (Lawful)
- 4 **Change.** Life is like a ronin's wanderings, ever new and changing. (Chaotic)
- 5 **Control.** Mastery and knowledge give me power over everything I see and do. (Evil)
- 6 **Journey.** The journey is what matters in life. (Any)



d6 Bond

- 1 I still communicate with my old master and dojo.
- 2 I saved a town once, and I am still devoted to them.
- 3 My journal of stories and lore sustains me.
- 4 I have a friend/rival in the martial arts.
- 5 The woodland creatures are my dearest friends.
- 6 I would do anything for my friends.

d6 Flaw

- 1 I have an unnatural fondness for monsters, even though they generally want to kill me.
- 2 I am easily distracted.
- 3 I made a grave mistake for which I am still atoning.
- 4 I have been in the wilderness so long that I barely speak.
- 5 I “stay natural” and refuse to bathe.
- 6 I am always either too hot or too cold.

ROYAL RUNAWAY

There are several reasons why someone decides to run away from their home. Sometimes, the past holds danger. Sometimes, some individuals grow weary or unsatisfied with how things carry on. There are numerous motives, regardless of environment or status.

You had a path set for you, well off with all the prestige you could ask for, but that path isn't yours. It took you days and nights to plan your escape without your family knowing. Luckily, thanks to your learned skills and talents during your noble upbringing, you left without a trace with all the supplies you could gather—time to make a name for yourself and live how you want.

Now that you are on the run, you must familiarize yourself with the strikingly different environments and continue your journey without your family knowing where you are when they notice your disappearance. There are several ways you could manage.

On the one hand, you may use your nobility to your advantage, making connections in high-class events and places to know more about what you need to know, such as the people you will converse with in the future or the possible places to run further away and pursue your goals. On the other hand, you may learn to think quickly on your feet about how to fit in with those around you without them knowing of your royal heritage. It is possible that connecting with others with the same interests and goals may work.

Whichever skills and abilities you carried over from the life you left behind, you decided to live by your standards and with your abilities, no one else's.

Skill Proficiencies: Choose one of the following you would have gained during your time in the royal family: History, Persuasion, or Religion.

After that, choose one of the following you would have gained while on the run from your family: Deception, Insight, or Stealth

Tool Proficiencies: One gaming set of your choice.

Languages: One of your choice

Equipment: A set of traveler's clothes, one family keepsake, and a pouch containing 20 gp

MOTIVES

Any runaway has a reason to run away from their family, and for royals, it's no different. Choose a major motive for your noble departure, or roll one on the Motives table.

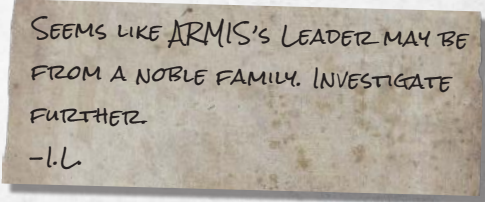
d6 Motivation

- 1 I don't feel fit to rule in my parent's stead. Maybe I'll find my purpose outside of my home.
- 2 Running away gives me a breath of fresh air from my family's suffocating nature.
- 3 Everything's become so boring and drab. An adventure is what I need to spice things up.
- 4 I want to be well known, but I want it to be in my fashion, not from a path laid out for me.
- 5 My family is corrupt, and I want to change that. I'm not powerful enough, so maybe with the right outside skills...
- 6 I hate being royalty; it's done nothing but exist as a burden. It's time I leave it all behind.

When you choose this background, select one of the following features that guides how you interact with those around you.

FEATURE: NOBLE BACKGROUND

Depending on how prestigious and well-known your family is, many noble and high-class families know of your history. If you decide to make yourself known, you know how to find events that would allow your entry and to secure and converse with an audience of the same or similar status. That means, however, that they may ask about your absence from your family, and you will have to come up with a good enough story to stay hidden or convince them it is nothing to be concerned over. On the other hand, if you speak with the common folk, they will be more than happy to accommodate you and avoid your displeasure.



SEEMS LIKE ARMIS'S LEADER MAY BE
FROM A NOBLE FAMILY. INVESTIGATE
FURTHER
-L.L.

FEATURE: TIPS AND TRICKS

Sometimes, hiding in obscurity is the best path to take to hide from your royal family. With how you gained your knowledge and honed your skills during your time in nobility, however, you'll have a higher understanding of some things compared to others. It helps with how you blend or fit into society or the people with whom you surround yourself. You can connect with others through common interests and goals, and you may also find yourself with a safe place to stay where no one in your family can find you.

SUGGESTED CHARACTERISTICS

Royal runaways have grown up in different environments than the common folk, so your upbringing may reflect how you are as a person now. Whether or not you decide to carry the responsibilities and ideals you were raised with is all up to you now.

d8 Personality Trait

- 1 I can't help but be paranoid that my family will somehow find me.
- 2 I do not hold myself in higher regard than the common folk.
- 3 Do not ask me about my royal blood or family. I'm not that person anymore.
- 4 I carry the dignity and poise of my nobility, reminding those whom I approach.
- 5 My favor and trust, once lost, is forever lost. Do not try again.
- 6 I am willing to take a gamble on new adventures and jobs; what could go wrong?
- 7 I can be very stingy with my money; I need to save up wherever I can.
- 8 With my charisma and social skills, I can sway many into seeing my importance.

d6 Ideal

- 1 **Selflessness.** I try to help whomever I can, no matter what the personal cost. (Good)
- 2 **Independence.** If there is anything I can do to remain free from my royal heritage and family, I will do it. (Chaotic)
- 3 **Power.** I will crush those who try to stop my goals, even if it means continuously using my influence and intimidation. (Evil)
- 4 **Sincerity.** There's no use in pretending to be someone I'm not, even when on the run. (Neutral)
- 5 **Aspiration.** I hope to achieve what I want on my terms, not because I was born into it or it's immediately given to me. (Any)
- 6 **Responsibility.** Even if I abandoned my duties when I ran away, I am in a position where, if I have the power to change something, I must for the better. (Good)

d6 Bond

- 1 I have a benefactor who helped me escape and hide from my family. I need to pay them back for everything.
- 2 Even though I left everything behind, I still love and care for my family members.
- 3 I fell in love with someone my family did not approve of; I hope to see them again.
- 4 My adventures and journeys will show that I am worth the position I was born into.
- 5 If I need to live on my own, it must be as who I am and not as someone people frame me as.
- 6 I need more power so I can show the wrongdoings of my family and take control.

d6 Flaw

- 1 I'm quick to anger with every insult and threat people throw my way for my status.
- 2 I think lowly of people who can't take initiative. At some point, you must to survive.
- 3 I distrust people easily in fear that, once they recognize me, they will report me to my family or tell everyone they know.
- 4 My pride succeeds me; people need to know how successful I am on my own.
- 5 Gossip and scandals are my bread and butter. I'll sneak into a tavern or party to know more.
- 6 If possible, I'll push my allies to do something or go somewhere perilous before me.

S-CLASS ADVENTURER

You've spent your life training for the sole purpose of being at the top, and your diligence bore the fruits of your efforts even from an early age. You have an almost uncanny ability to dedicate all of your mental and physical energy to the task that you give yourself, and this task is, more often than not, becoming one of the best adventurers out there.

Do you take fights head-on, or do you hone your skills to support your friends? Perhaps you prefer to dwell in the seedier taverns in the darkness of the city, or maybe you are most often found at the forefront of a rescue team, seeking to save those you can.

You don't know what it means to settle in one place, either physically or mentally. The only place you can truly call home is wherever your quests lead you. The only lifestyle you know is that of finding new challenges, new rewards, and new abilities. Whether these are found staggering through the dusty Badlands or desperately fighting off Corruption beasts in the depths of Utopia, you know that with each new adventure, you are exactly where you are meant to be.

Skill Proficiencies: Choose two from the following list:

Athletics, Perception, Nature, Persuasion or Stealth

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice) your guild card with your rank, a set of traveler's clothes, and a belt pouch containing 15 gp

CHOSEN ROLE

A successful party is a well-balanced party, or so the saying goes. When you first began your adventure, a particular archetype appealed to you most. Choose one or roll for one on the Archetype table.

d6 Archetype

- 1 The tank
- 2 The support
- 3 The mage

d6 Archetype

- 4 The warrior
- 5 The marksman
- 6 The sneak

FEATURE: HIGH RANK

As an S-Class adventurer, you have spent years working your way up the totem pole. You are well known to anyone in the guild, and you can always find free room and board at one of the locations. Additionally, when you are there, people may feel compelled to give you gifts or you may be assigned special quests with legendary rewards.

SUGGESTED CHARACTERISTICS

Adventurers have a myriad of different approaches to each quest they accept. Some charge in immediately while others take their time to do proper research. There are no right ways to adventure, but there are certainly more perilous ones.

d8 Personality Trait

- 1 I think all quests should be accepted; it's the best way to gain fame!
- 2 If it doesn't pay well, then I don't think it's worth it.
- 3 I need to research the objective for at least one day before beginning the quest.
- 4 It's not about the money, it's about helping the people around us.
- 5 I would rather not fight monsters; I think fetch quests are fun!
- 6 I hate interacting with other adventurers.
- 7 I am very picky about what quests I choose; if it isn't a guaranteed success, then it will reflect poorly on us.
- 8 I feel like I need to find some party members, and fast! That last encounter was a little too close for comfort.

d6 Ideal

- 1 **Helpfulness.** The role of the guild is to help the people, and I will make sure to embody that ideal! (Good)
- 2 **Business.** If I can get paid, then the exact quest doesn't matter. (Neutral)
- 3 **Thrill.** I feel the most alive after completing a quest. (Any)
- 4 **Ethical.** I only accept offers that won't force me to compromise my morals. (Lawful)
- 5 **Ruthless.** It doesn't matter what I need to do, as long as the quest is completed. (Evil)
- 6 **Happy Go Lucky.** If I throw a dart at the questboard, it will land on the request I should accept. (Chaotic)

d6 Bond

- 1 I am part of a great party that I hold close to my heart.
- 2 I wouldn't be where I am today without the guild; I owe them a lot.
- 3 I have a familiar or other beastly companion who has stood by my side.
- 4 There is a person I love whom I am doing this all for.
- 5 The thrill of adventure is all I need.
- 6 I have a mentor whom I am working to surpass.

d6 Flaw

- 1 I can be overconfident and cause trouble for my teammates.
- 2 Sometimes I am too risk averse and pass up on lucrative quests.
- 3 My time management skills leave something to be desired; I have to be reminded some requests have deadlines.
- 4 I tend to jump right into the middle of things without analyzing the situation first.
- 5 I can be overbearing and try to micromanage my party.
- 6 I make money as fast as I can spend it on new, shiny gear.

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WIZARD ARCHIVIST

Archivists are among the most knowledgeable and prepared wizards. They are more commonly found among longer-lived races and, among the shorter-lived, those with longer-than-average life spans. Elves and dragons with strong organizational skills and an orderly mindset are most likely to become Archivists, as are members of certain longer-lived evil races, such as liches, archdevils, and vampires.

Because they study for a longer time before starting their official training, Archivists tend to have a larger knowledge pool than traditional wizards. While some specialize in the minutiae of a particular area or areas of study, others prefer a more comprehensive approach. Their academic discipline and intellectual rigor lead to the ability to learn and prepare spells more effectively than traditional wizards.

EXTRA PREPARATION

Archivists are always prepared for any contingency. This mindset, when considered in light of their encyclopedic knowledge, results in better and wider preparation of spells.

Starting at 2nd level, when you prepare spells, you may prepare additional spells equal to your proficiency bonus. These spells must be of a level for which you have spell slots.

SUPREME STUDYING

An Archivist's mind is particularly effective at absorbing a wider range of knowledge due to their many years of diligent study. This is equally true of their spells.

From 2nd level onwards, each time you gain a level in this class, you can add an additional spell of your choice to your spell book. This spell must be of a level for which you have spell slots.

SPEEDY SCRIBING

Archivists are particularly experienced in recording and storing new information, be it mundane or magical. As such, they are quite skilled in the handling of scrolls.

At 6th level, your years of training with the quill has reached its peak. From now on, the time you must spend to copy a spell into your spellbook is halved.

Additionally, when you copy a spell from a spell scroll, you have advantage on your Intelligence (Arcana) check to successfully copy the spell.

CROSS-REFERENCING

Archivists have become adept at analyzing and comparing sources of information, given their vast knowledge. Their spells can similarly be recombined with ease.

Starting at 10th level, when you cast a wizard spell with a spell slot, you can temporarily replace its damage type with a type that appears in another spell in your spellbook. This applies for this casting only.

SHORT-TERM MEMORY

An Archivist's memory is like a steel trap, sharp and eager to grasp new information while still maintaining their large knowledge pool. Their memorization skills are no different.

Starting at 14th level, once per long rest, you can commit a spell's formula to memory for 24 hours. This spell must be of a level for which you have spell slots. It does not count against your prepared spells and does not consume a spell slot when cast.



Found some useful information at the Central Elysium Library. I was assisted by a helpful scholar. I didn't catch his name.
-S.K.

WARLOCK

CAULDRON LORD

Hands up, bottoms up—your skills come not from your physical prowess or your adventuring past, but from your skills in mixology. The victories you win are based on your brewing skill and your patron’s power, so it’s natural that only the most skilled are able to overcome the deadliest of enemies. Cauldron Lords are alchemists of a specific nature: boldly creative, exacting experimenters, and reckless risk-takers. Although who exactly is at risk—the Cauldron Lord, their hapless friend, or their unfortunate enemies—varies from alchemist to alchemist.

EXPANDED SPELL LIST

The Cauldron Lord lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CAULDRON LORD EXPANDED SPELL LIST

Spell level	Spells
1st	<i>colorful sphere, magmo’s ccorrosive liquid</i>
2nd	<i>sour arrow, blindness/deafness</i>
3rd	<i>natural armament, nondetection</i>
4th	<i>corrosive bubble, fabricate</i>
5th	<i>yagoo’s hand, rainin’ arrows</i>

BREW’S BLESSING

You gain proficiency with alchemist’s supplies. Your leveled spells and Mystic Arcanum are granted to you in the form of potions that are manifested by your patron. To cast a spell, you must drink one of these first, and this replaces any verbal or material components of the spell.

Minor Potions. During a short or long rest, you may use your alchemist’s supplies to create a special potion that will modify the next cantrip you cast after consuming it as a free action. You must pick the effect you want at the time of creation.

- If it has a casting time of 1 action, it instead becomes a bonus action.
- If the range is 5 feet or greater, it is doubled.
- If the range is touch, it becomes 30 feet.

You may do this a number of times a day equal to your proficiency bonus. These lose their potency after 24 hours or upon use.

Mixed Drink. You can modify one of the potions that are granted to you by your patron.

- If your spell requires an attack roll and misses, the spell slot is not consumed and the potion reappears in your hand.
- Damage dealt by the spell bypasses any resistances.
- You have advantage on any Constitution saving throws to maintain concentration on the spell.
- You are able to cast the spell granted by Mystic Arcanum one level higher than it was originally bestowed. This can only be applied to a spell once per long rest.
- You may use your alchemist’s supplies to modify a potion once a day. When you reach 10th level in this class, you may do this twice per day. Doing so does not count against the number of times you may create a potion. The modifications last for 24 hours or until consumed.

FRIENDS FOREVER!

At 6th level, your patron grants you a new type of concoction that allows you to summon a companion that resembles yourself. It uses the Just a Little Guy stat block. This companion can exist in conjunction with the one summoned by find familiar.

If your companion reaches 0 hit points, it will dissolve, and you will be granted a new potion by your patron upon completing a long rest.

JUST A LITTLE GUY

Small construct, unaligned

Armor Class 12 (natural armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills Investigation +2, Perception +2

Senses darkvision 30 ft., passive Perception 12

Languages understands languages you speak

Challenge 0 (10 XP)

Telepathic Bond. While Just a Little Guy 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.

SPEED PAINT

Starting at 10th level, you are given magical parchment and an endless ink vial by your patron. You are given a number of papers equal to your Charisma modifier per long rest. These can be used to quickly draw a potion and pull it from the page into reality. Doing so takes a bonus action, and the parchment is destroyed upon use. The potion created must be the same as one that you prepared within the last 24 hours. Blank pages never lose potency, but you can only use this ability a number of times per day equal to your Charisma modifier. Pages with illustrations become normal drawings after 24 hours.

HELPING HAND

Starting at 14th level, your training has granted you the ability to complete many tasks at once.

You learn the mage hand cantrip if you do not already have it. If you do, pick a cantrip you do not know from the warlock spell list and add it instead.

This mage hand, and all other mage hands you possess, are enhanced. You are able to attack with them as long as you are proficient with the weapon and it does not have the heavy or two-handed property. They are able to activate magic items and can cast spells for you. When you cast a spell in this way, the mage hand performs all somatic components. Additionally, they are able to use the Speed Paint ability as a free action.

Any mage hand is an extension of yourself; even if you have multiple, you are still only able to perform one action and one bonus action on your turn.

EXPANDED INVOCATIONS

Those granted power by the Cauldron Lord have an expanded list of Eldritch Invocations to choose from.

MORE INGREDIENTS

Prerequisite: 5th level

When you create a Minor Potion you have additional effects to choose from:

- If your spell forces a creature to make a saving throw to resist its effects, you are able to impose disadvantage on their first saving throw made against the spell.
- When you roll damage for a spell, you can reroll any 1's or 2's.
- If your spell forces a creature to make a saving throw to resist its effects, you are able to choose a creature to automatically succeed on its saving throw.

LOOPIN'

Prerequisite: 7th level, Pact of the Tome feature

You can place one piece of your magical parchment into your Book of Shadows. When you do so, you may store one minor or modified potion so that it never loses potency. You can only have one piece of paper stored at a time. Any additional pages will destroy the first.

GOTTA GO FAST!

Prerequisite: 9th level

When you cast *yagoo's hand*, it has the ability to move you up to your walking speed as a bonus action. When you move in this way, you do not provoke attacks of opportunity, and are not impeded by difficult terrain.

LITTLE GUYS

Prerequisite: 9th level, Pact of the Chain Feature

Your Just a Little Guy can be split into a number of smaller creatures equal to your proficiency bonus. They have the same stats and share a health pool. If they are more than 60 feet away from one another, all of them are instantly destroyed.

MAD SCIENTIST

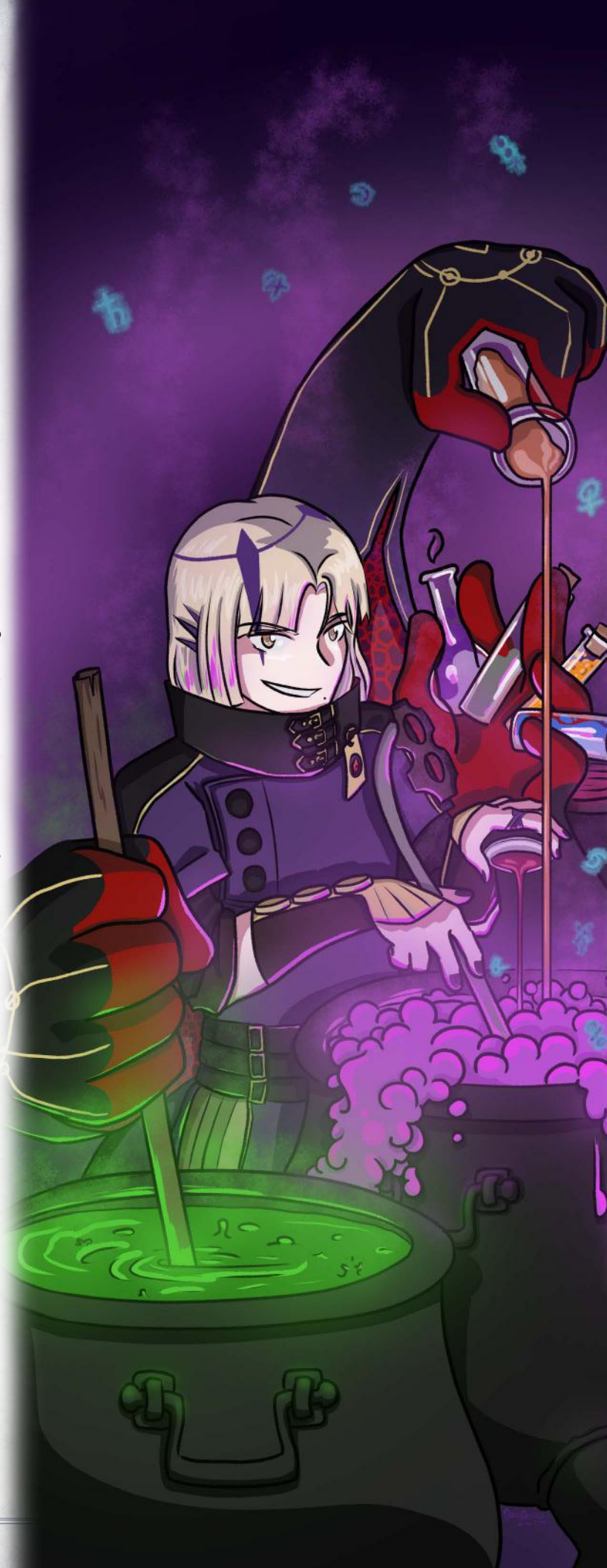
Prerequisite: 15th level

You are able to apply the modifications from Minor Potions onto potions granted to you by your patron. This is in conjunction with any changes from Mixed Drink.

VICTORY ROYALE

Prerequisite: 15th level, Pact of the Blade Feature

Your mage hand is stronger, and can now wield weapons with the heavy property. If you have more than one active, they are able to use weapons with the two-handed property. Attacks made this way count as if you were using a pact weapon.



DRUID

CIRCLE OF CORRUPTION

Druids of the Circle of Corruption have chosen to unroot themselves entirely from the ways of their elders. Rather than fight an unending battle, they have welcomed this new, distorted form of nature with open arms and have learned how to leash and command it with new forms of dark knowledge. Ancient knowledge and rites have been twisted and rewritten, allowing them to utilize the power and forces of Corruption for their own benefit.

Due to the source of their power, these druids are often spurned. But as the fight against Corruption grows deeper, some have begun to question: How exactly did these druids harness such destructive and seemingly uncontrollable powers for themselves? Keen observers note that they emerged recently, most notably after the abandonment of an Asclepian research lab that was rumored to study the Corruption. Those who seek answers are firmly rebuffed, keeping the circle shrouded in mystery.

Like the Corruption itself, druids of this circle are as mutable and veiled as the shadows. Some travel the deepest parts of the Badlands, unseen by any as they study, tame, and even transform into creatures of Corruption. Others stalk the streets of Xenokuni while hunting their prey, distinguishable from other druids only by faint veins of black under their skin—a result of the process by which they are able to command such dark powers. While many are born into what they are, these particular druids are willingly made—although how many actually survive the process is unknown.



BEAST BREAKER

Starting from 2nd level, you are able to forcefully tame Corruption beasts. Over the course of a long rest, you can do this in multiple ways. You can attract any Corruption beasts within a 1-mile radius. If there are none, you can drain your own blood to create them. For each Corruption beast created this way, you gain one level of exhaustion until your next long rest. Alternatively, you can capture a normal beast of CR 1/8 or higher and corrupt it, but it will dissolve after 8 hours.

MUTATED CORRUPTION BEAST

Large monstrosity, chaotic evil

Armor Class 10 + your wisdom modifier

Hit Points 30 + two times your druid level

Speed 40 ft., fly 40 ft. (Flying form only), burrow 40 ft. (Burrowing form only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	6 (-2)	8 (-1)	5 (-3)

Saving Throws Str +9, Con +8

Damage Resistances bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 9

Languages understands the languages you speak
Challenge —

Mania. The mutated corruption beast has advantage on melee attacks against creatures that are missing any hit points.

Body of Ichor. Creatures hit by a melee attack must make a Constitution saving throw against your spell save DC. On a failed save, they are poisoned for one minute. Additionally, whenever a mutated corruption beast deals poison damage, it regains hit points equal to half the damage dealt, and the target has their maximum hit points reduced by that amount.

Affront to Life (1/day). When the mutated corruption beast is reduced to 0 hit points, it has a chance to reconstitute itself. At the start of its next turn, roll a d6. On a 5 or a 6, it reconstitutes itself with half its hit points. If any other number is rolled, it explodes. All creatures in a 5-foot radius must make a Dexterity saving throw against your spell Save DC or take 13 (3d8) poison damage.

ACTIONS

Multiattack. The mutated corruption beast makes a number of attacks equal to your proficiency bonus.

Rip and Tear (Base Form Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) plus your wisdom modifier piercing damage and 4 (2d6+1) poison damage.

Slash and Scar (Base Form Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. Hit: 6 (1d12) plus your wisdom modifier slashing damage.

Slice and Dice (Flying Form Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) plus your wisdom modifier slashing damage.

Pummel and Smash (Burrowing Form Only). The mutated corruption beast slams the ground, and all creatures in a 10-foot radius must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 27 (6d8) bludgeoning damage and is knocked prone. On a successful save, a creature only takes half as much damage and it is not knocked prone.



It is loyal to you, and you can have a number tamed equal to half your proficiency bonus (rounded up, minimum of 1) at a time. The control lasts for 24 hours, after which the ability will need to be used again. It has its own place in initiative, and it will attack the nearest enemy. If there are no enemies remaining, it will attack the nearest creature unless instructed otherwise.

On your turn, you can use your action to control one of the beasts and make it attack again.

INFECTION

Having survived the rite of entry into this circle, what was once a threat to your body has now become a tool for your use. Twisted rites allow you to spread tendrils of Corruption as a means of infection. The corruptive powers that lie dormant in your blood act as a parasite that can turn conjured creatures into Corruption beasts, and bring them into the boundaries of your control for a period of time.

Starting at 6th level, you can create Corruption beasts from creatures conjured by the following spells: *conjure animals*, *conjure minor elementals*, *conjure woodland beings*. When you cast the spell, it changes the spirits into a number of Corruption beasts equal to the amount you can control. Any remaining spirits are instantly absorbed by the Corruption beasts. The remaining hit points of the absorbed spirits are pooled together and spread equally among the Corruption beasts as temporary hit points.

ONE WITH THE BEAST

Starting at 6th level, you can use your Wild Shape to turn into a tamed Corruption beast once a day. At 10th level, this becomes a greater tamed Corruption beast of your chosen form.

CORRUPTIVE BEAST MASTERY

Starting at 10th level, your tamed Corruption beast evolves. All of its stats increase by 2 and it also has access to two more forms when summoned or created: Flying or Burrowing.

ABSOLUTE DOMINATION

Starting at 10th level, as an action on your turn, you can destroy one of your beasts. This will not trigger their Affront to Life ability. When they are destroyed, all creatures in a 15-foot radius must make a Dexterity saving throw against your spell save DC. On a failed save, they take 10d6 poison damage and are poisoned for 1 minute. They may not reattempt the save. On a successful save, they take half as much damage and may reattempt the save against the poisoned condition at the end of each of their turns.

When out of combat, you can share the senses of any of your beasts so long as they are within 1 mile of you.

PARASITIC PARADIGM

Starting at 14th level, you have mastered your power and understanding of the Corruption, allowing you to manipulate its creatures into twisted and impossible forms. You can use this power to forcibly combine the strengths of two creatures into one overwhelming force of destruction. The might of any Corruption beast is yours for the taking—including your own.

You can merge two or more Corruption beasts under your control into a singular creature. It has the same armor class and stats as a mutated Corruption beast, and its hit point maximum is the sum of the amount of hit points each beast had upon merging. Additionally, it has access to all the same actions as its individual parts due to gaining their physical traits.

If you have used Wild Shape to become a Corruption beast, you can absorb other beasts under your control. When you do so, you gain temporary hit points equal to the amount the creature had upon being devoured. You also gain their physical traits and corresponding actions.

Additionally, when you or one of your Corruption beasts reduces a creature's maximum hit points, you regain hit points equal to the damage rolled. This can occur once per round.

BARD

COLLEGE OF JESTERS

What truly lies in the masquerade of a jest? The veils of a jester are ever so prevalent, yet... What is fiction, if not a play on someone's mind? Perhaps there's no true answer to this question; the bards of this college embody living evidence of this—mastering comedic timing within performances through illusions or sheer wit. “Jesters,” as they call them. Some jesters achieve notoriety from shows, others through means of underhanded tactics. Though, there are those who would simply prefer to instead seek thrill and excitement in life.

FRIVOLOUS EXCHANGE

At 3rd level, you begin gaining experience in the ways of making yourself or others look like fools in specific manners. Choose one focus from the following:

Tricks. You learned to weave your illusions so potently that they've become more convincing and can trick the senses. You learn the *minor illusion* cantrip, which doesn't count against the number of bard cantrips you know. When you cast this spell, select two of the following senses: touch, smell, taste, sight, or sound. Your illusion affects two of the senses you have chosen with a single casting of this spell. You cannot deal any damage to any creature or object when you cast this cantrip in this way.

Kicks. Your cunning wit has made it easier for you to improvise jokes and insults on the spot. You learn the vicious mockery cantrip if you don't already know it, which doesn't count against the number of bard cantrips you know. For you, the die you roll for damage is a d6 when you cast it.

In addition, whenever you gain a level in this class, you can change your focus from one to the other.

BONUS PROFICIENCY

Also at 3rd level, you gain proficiency in one of two of the following skills of your choice, depending on the focus you have chosen.

Tricks. You have learned how to maneuver your illusions to your favor in your interactions. You either gain proficiency in Performance or Deception.

Kicks. Because of your natural penchant towards comedy, it's somewhat easier for people to either not take you too seriously or trust you. You either gain proficiency in Persuasion or Deception.

A FOOL'S GOLD

Whether it is through the illusions you intertwine into your performances, or the improvisation of the jokes that you create, you gain a feature based on your chosen focus at 6th level because of your improvement.

Tricks. The illusions you create are more tangible than others, making them more difficult to hit, or more resilient to damage. As a bonus action, you can expend one use of your Bardic Inspiration and roll a Bardic Inspiration die. You can choose illusions equal to your Charisma modifier (a minimum of 1) to gain a base AC of 10 + the number you rolled on your Bardic Inspiration die.

Kicks. Your enemies are so terrible at what they do that you can't help but make jokes at their expense. You can use a bonus action to expend one of your uses of

Bardic Inspiration to ridicule your opponents. For the next minute, you can roll your Bardic Inspiration die and add its result to any damage you deal with an attack or spell, as long as you spend your bonus action ridiculing or making jokes at your enemies. Creatures that can neither see nor hear you are immune to this effect.

THE JEST OF THE CENTURY

You have achieved mastery over the focus you have chosen—so much so that you have gained the ability to influence others with your skills. At 14th level, you gain a feature based on your chosen focus.

Tricks. You have learned how to beguile your enemies with your illusory performances. As an action, you can expend one use of your Bardic Inspiration to create special kinds of illusions to distract your enemies. Roll your Bardic Inspiration die. You weave illusions equal to the result of this roll, and you can choose between the Small, Medium, or Large size categories for each of these illusions. You can choose their appearance, as long as they have the general appearance of a creature. The illusions manifested in this way gain a base AC of 10 + the number you rolled on your Bardic Inspiration die.

When a creature hostile to you or your allies enters within 30 feet of any of these illusions, they must roll a Wisdom saving throw against your spell save DC or be forced to attack these illusions instead. The creature is unaffected if it's immune to being charmed.

Kicks. The fool's luck, as they say—yours is so contagious that you can manipulate others enchanted by it. When a creature that you can see rolls a result of 1-5 on an attack roll, saving throw, or ability check, you can use a reaction to expend one use of your Bardic Inspiration to force the creature to reroll. The target must use the second roll.

As part of the same reaction, you can belittle a creature that you can see and assign the originally rolled result to them. The next attack roll, saving throw, or ability check that the target makes is instead replaced by this roll.



BARD

COLLEGE OF ORCHESTRAL PUPPETRY

While bards of the College of Orchestral Puppetry typically refer to themselves as conductors, those who break away from the norm may instead find themselves being called puppeteers. Often seen wielding a baton with elegant and studied precision, those outside earshot of their melodies could easily mistake them for a wizard. They study anatomy and music in tandem, learning to perfect the movements of their own body alongside how to most efficiently maneuver someone else's.

Conductors who take up adventuring see each combat as a performance, the battlefield as their stage, and all who surround them as their orchestra. While few doubt their power, this ideal of perfection often leads to conductors having a divisive reputation among adventurers. While some value their support and guidance, others take issue with the brief loss of autonomy required to follow a conductor's tempo.

CREATE PUPPETS

When you join the College of Orchestral Puppetry at 3rd level, you gain the ability to discreetly attach lingering strands of your magic connecting you to other creatures' vital points. After you cast a spell of 1st level or higher that targets one or more creatures, you may choose any number of those creatures (excluding yourself) to mark as your puppets, attaching strings that last up to 1 hour. The strings are incorporeal and invisible to everyone except you. You may have a maximum amount of puppets equal to your Charisma modifier. If a Puppet ends their turn further than 120 feet away from you or out of your line of sight, the strings snap, and they are no longer your Puppet. You may also dismiss any of your puppets at will on your turn (no action required).

If a Puppet is reduced to 0 hit points, you gain temporary hit points equal to your Bard level.

PUPPET SHOW

At 3rd level, when you have at least one Puppet, you can use a bonus action to expend one use of Bardic Inspiration and activate their strings' dormant magic, making them briefly corporeal as they attempt to seize control. Each Puppet takes psychic damage or regains hit points (you choose for each creature) equal to a roll of your Bardic Inspiration die.

Additionally, each Puppet that is Large or smaller must succeed on a Strength saving throw against your spell save DC (a target can choose to fail). Any creature that is currently charmed by you automatically fails. For each creature that fails, you may choose one of the following:

- The creature is forcibly moved by you up to 15 feet in a direction of your choice without provoking opportunity attacks.
- The creature is knocked prone.

OSTENSIVE LESSON

Also at 3rd level, you learn a more direct method of aiding your allies beyond inspiring them. When a creature within 120 feet of you fails an ability check with an ability that you are proficient in, you can use your reaction to take brief control, allowing them to reroll using your skill modifier. If the creature is currently one of your puppets,

they treat a d20 roll of 7 or lower as an 8.

Once a creature succeeds on an ability check using this feature, you cannot use it again until you finish a short rest.

OBSERVED AND COMPOSED

At 6th level, you learn one enchantment spell of your choice from any class. The spell must be of a level you can cast. This spell counts as a Bard spell for you but doesn't count against the number of Bard spells you know. You can replace the spell gained with this feature at the end of a long rest.

Additionally, while you are concentrating on an enchantment spell affecting at least one of your puppets, your concentration can't be broken as a result of taking damage.

MAGNUM OPUS

At 14th level, you have gained effortless control of your strings. When you use Puppet Show, all attached creatures regardless of size must now make a Strength saving throw or be moved up to 30 feet.

Additionally, after using Puppet Show, you can force each creature who failed the save to make a single weapon attack against another creature you choose within their range.



FIGHTER

THE CRIMSON RUSE

The wild, reckless nature of a brute. The quick, tactical precision of a hitman. The patient, sharp instincts of a hunter. A fighter following the technique of the Crimson Ruse archetype knows how to catch opponents off guard as they question what truth lies beneath their ruse.

Due to its all-encompassing nature, fighters of this archetype find their skills easily transferable to other disciplines. Thus, it is typically hard for one to identify practitioners of the archetype. A silent rogue may suddenly draw a battleaxe as they cackle maniacally, a dutiful paladin may quietly drive a dagger into someone's heart, and a burly barbarian may showcase their vast knowledge of weaponry. Despite their numerous differences, all are united under the same exact mantra.

AXES ARE FOR MONSTERS...

At 3rd level, you learn to tackle large monsters with equally large weapons, defending against physical blows with a sturdy, pseudo-barbaric resilience. When you are about to take bludgeoning, piercing, or slashing damage while you are wielding a melee weapon with the heavy property, you can use your reaction to gain resistance to the triggering damage type until the beginning of your next turn.

You can use this feature a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Starting at 18th level, you may use this feature to gain resistance to any damage type. If you use this feature against bludgeoning, piercing, or slashing damage, you instead gain immunity.

...DAGGERS ARE FOR PEOPLE

Also, from 3rd level onward, your reckless and wild exterior masks your cunning, tactical approach to combat. When you stow a heavy weapon as a free action, you may also draw a light weapon as part of the same action. When you do so, your first attack with the drawn weapon is made with advantage, and you gain the benefits of the Dodge action until the beginning of your next turn.

When you roll a critical hit with a light weapon, you can make an additional attack against the creature as part of that same action. If the target is humanoid, they are also frightened of you until the end of their next turn.

Starting at 18th level, you also roll a critical hit on a 1 while wielding a light weapon

POTION CHUGGING

Your relentless stamina is fueled through a copious supply of potions. Starting at 7th level, when you use Second Wind, you can also consume a potion that is on your person.

WEAPON COLLECTOR

Your love for weaponry and multi-faceted nature has made you a versatile fighter able to plan for any situation. Starting at 10th level, you can take 1 minute to replace a fighting style you know with another fighting style available to fighters. If the fighting style uses a resource, you only gain that resource once per day.

RADIANT WRATH

At 15th level, you gain the ability to channel all facets of yourself into a perfected state. As a bonus action, you can give yourself advantage on all attack rolls, ability checks, and saving throws, and you may ignore the weapon and creature restrictions of your subclass features. This effect lasts for 1 minute, or until you roll a critical failure while you have advantage.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER FORAGER

While some may assume rangers to be the stony and lonely type, oftentimes they remain loyal and offer protection to those that seem to be in need. Some may wander in search of a home, and some may seek out other means of filling the spaces in their lives, but more often than not, they will remain ever-vigilant, constantly on the lookout, and watching their (and any possible companions') surroundings, sometimes to their own detriment. If it means protecting the ones they seemingly care about, they'd do anything, even if they don't admit to it. Recently, more and more people are becoming interested in foraging, and rangers are gaining a particular affinity for food, so be ready for a hearty meal if you ever gain an ally like this.

FORAGING MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Foraging Ranger Spells table.

The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

FORAGING RANGER SPELLS

Paladin Level	Spells
3rd	<i>create or destroy water</i>
5th	<i>continual flame</i>
9th	<i>tiny hut</i>
13th	<i>fire shield</i>
17th	<i>mass cure wounds</i>

PREPARE SNACKS

Starting at 3rd level, you gain proficiency with cook's utensils, and you learn Create Bonfire.

When you forage, you have advantage on the Wisdom (Survival) check to find food. If you are in a favored terrain, you are automatically able to find food without a check. Additionally, you are able to forage even when moving at a fast pace.

MADE WITH LOVE

Starting at 3rd level, when you forage, you are able to find an additional number of special ingredients equal to your proficiency bonus. When cooked, they become Special Snacks and have a flavor profile of your choice. They lose their magical potency after 24 hours, but they are still able to provide nutrition. These snacks take a bonus action to consume. A creature can't benefit from more than one snack's magical effect at the same time. If a snack is consumed while the effect of another snack is still active, the effect of the first snack is removed.

Sweet. When a Sweet Snack is consumed, the creature regains hit points equal to $2d8 +$ their Constitution modifier.

Salty. A Salty Snack grants another creature the benefits of your Favored Foe. If you lose concentration, they also lose the ability.

Sour. Sour Snacks grant a creature a +1 to their spell attack rolls and their spell save DC for the next minute.

Spicy. After a creature consumes a Spicy Snack, their weapon attacks deal an additional 1d4 fire damage for 1 minute.

Savory. Savory Snacks give a creature a +1 to their AC for 1 minute.

MASTER CHEF

Starting at 7th level, you gain resistance to fire damage and the ability to cast *detect poison and disease* at will.

Additionally, when a member of your party uses hit dice during a short rest, they regain at least half their hit die's value per die rolled.

BON APPÉTIT

At 11th level, the effects of your Special Snacks are more potent and gain additional effects.

Sweet. Your Sweet Snacks now heal a creature a number of hit points equal to $2d8 +$ their Constitution modifier + your proficiency bonus. Additionally, the creature's walking speed is doubled for the next minute.

Salty. Salty Snacks not only benefit you, but cause your enemies to become salty. For the next 1 minute the creature can Dodge as a bonus action. This is in addition to the previous salty snack effect.

Sour. Sour Snacks now grant a +2 to spell attack rolls and spell save DC and grant advantage on Constitution saving throws to keep concentration on a spell for 1 minute.

Spicy. A Spicy Snack is so hot that it now grants a creature resistance to fire damage for 1 minute, and the additional fire damage is increased to 1d6.

Savory. When a Savory Snack is consumed, a creature has a +2 to AC and gains temporary hit points equal to your level for 1 minute.

TASTES LIKE HOME

As your yearning for home grows, so do your fond and resplendent memories of the place resurface. To keep yourself and your companions morale high, you think to yourself: Who doesn't love a good, almost-home cooked meal?

Starting at 15th level, you are able to prepare a meal over a long rest that uses all your gathered snacks. This takes 1 hour to prepare and 1 hour to eat. The beneficial effects don't set in until the two hours are up. A number of creatures equal to double your proficiency bonus can eat the food. When they do so, they can choose three snacks to gain the benefits from. All effects lasting 1 minute or longer are extended to 8 hours.





DRUID

GHOST HUNTER

Ghost Hunters are druids with a passionate interest in ghosts and spirits. They can communicate with ghosts, turn into ghost animals, and even gain ghost-like qualities. Druids may become Ghost Hunters for many reasons, from wanting to talk to their deceased relatives and friends to having a personal interest in the supernatural, to looking to answer pressing questions about the nature of the afterlife. Due to their obsession with ghosts and spirits, Ghost Hunters gain unusual abilities centered on the dead and dying.

BORDERING LIFE AND DEATH

Ghost Hunters have an unusual relationship with those at the edge of life and death; their frequent exposure to ghosts and spirits helps them better identify and understand the dead and dying. Starting at 2nd level, you gain expertise with Wisdom (Medicine) checks to identify the dead and dying, as well as the manner of injury or death. You also gain the cantrip *spare the dying* to stabilize those in danger of crossing the boundary between life and death. This spell doesn't count against your number of known cantrips. Additionally, you gain the *speak with dead* spell, it is always prepared and does not count against your number of prepared spells. Once per day, you may cast this spell without consuming a spell slot, and you can cast it normally otherwise. Additionally, you can use this spell to communicate with a ghost or spirit if you are aware of its presence, even if no corpse remains.

GHOSTLY FORM

Ghost Hunters long to cross the boundaries between life and death, whether to unite with loved ones or to help lost spirits pass on to the afterlife. Starting at 6th level, when you use Wild Shape you may turn into a spirit form of your chosen beast. This form has the same stat block as your chosen beast and cannot interact with anything corporeal, but it can communicate with any ghost or spirit animal it comes across regardless of languages it can speak or knows.

Additionally, if you change your form through other magical means, you may choose to become its Ghostly Form. This has the same restrictions and abilities as if you were using Wild Shape.

APPROACHING DEATH

Associating with ghosts and spirits allows Ghost Hunters to learn their ways and abilities, becoming more ghostlike with time. Starting at 10th level, you gain the mage hand cantrip, and it does not count against your cantrips you know. Additionally, the following spells are always prepared and do not count against the number of prepared spells: *gentle repose*, *misty step*, *gaseous form*, *invisibility*, see *invisibility*.

CROSSING THE BARRIER

Ghost Hunters that devote their lives to the dead and dying for long periods of time eventually discover a certain thinning at the border between life and death. From 14th level onward, you may cast the *etherealness* spell once per day. When cast this way, your movement is not reduced when moving up or down, and you are able to see into the material plane as normal.



CLERIC

GRAND EXORCIST

Adept to the esoteric and divine, entrusted with preserving the relations between the familiar and the unknown. Human by essence, yet standing above the mundane status—the Grand Exorcist is described as the living bridge supporting both realms.

Once assigned as practitioners, they will perform in areas closely tied to nature, occultism, and astronomy. In different systems, those granted the title of Grand Exorcist can also carry duties to ward off malignant spirits. Sometimes, they shall find themselves much more affiliated with the supernatural than their earthly aspect—but is that an entirely negative thing to be?

The routes they choose may diverge from one another, but their objective is perpetually the same: to secure the balance of the world.

GRAND EXORCIST DOMAIN SPELLS

Cleric Level	Spells
1st	<i>should affect attack rolls, heroism</i>
3rd	<i>invisibility, warding wind</i>
5th	<i>fly, haste</i>
7th	<i>remote gateway, stoneskin</i>
9th	<i>commune with nature, long skip</i>

MULTIFACETED PRACTICE

Whenever you finish a long rest, you can choose one of four Talismans to resonate with. While on this chosen path, your Grand Exorcist Domain feature will adjust themselves accordingly.

Additionally, you gain proficiency with martial weapons.

Five Gates of Cosmos. Talismans of *elemental arts*. As nature calls out to your abilities, you are about to sense pieces of the universe expanding within yourself. With the invitation reciprocated, five paths will mark their presence: earth, water, fire, air, and aether.

Spiritual Thread of Creation. Talismans of *conjunction*. The craft of manifesting an entity into a tangible form, one to abide by your commands and empower you with their blessings. With a solid emotional bond, their loyalty and might are bound to increase.

Trials of Enlightenment. Talismans of *divination*. To comprehend all that was, is, and will be—the glorious gift of divine knowledge. Standing before you are the previously unseen dimensions of your being, as your dedication towards communicating with the esoteric is acknowledged.

Songs of the Omniscient. Talismans of *exorcism*. The most prominent symbol of your title, defined by rituals of spiritual binding and release. In your hands lies the power to deliver from evil unrestrained, as well as restore peace to those seeking it.

CHANNEL DIVINITY: TALISMANS

The guidance is yours to accept, so you reach out your hand to the horizon—and like a friend, it leads the way towards the main destination. You begin to comprehend what is your purpose as a Grand Exorcist.

Starting at 2nd level, you can use your Channel Divinity to summon the Talisman of your chosen path. Depending on your resonance, a different effect occurs.

Elemental Arts. Choose an element to infuse your weapon with for 1 minute. When you land an attack, you deal an extra 1d6 damage. This increases by 1d6 when you reach 5th level (2d6), 11th level (3d6) and 17th level (4d6). The damage type depends on the element.

Element	Damage Type
Earth	Force
Water	Cold
Fire	Fire
Air	Lightning
Aether	Radiant

Conjunction. You summon a being from your Talisman. It uses the Talisman Spirit stat block. It acts on your turn and lasts for 10 minutes or until it is reduced to 0 hit points.

TALISMAN SPIRIT

Small fey, unaligned

Armor Class 12 (natural armor)
Hit Points 20 + (2x your level)
Speed 20 ft., fly 40 ft.

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

Senses passive Perception 10
Languages understands languages you speak
Challenge —

Magical Envoy. You can use your talisman spirit to cast spells with a range of touch.

Harmonious. Your talisman spirit can hold concentration on a spell for you. While doing this it cannot use Magical Envoy. If it takes damage it must roll a concentration check but does so with advantage.

Divination. For 1 minute, whenever an ally (excluding yourself) within 30 feet rolls a 1 or a 2 on a d20 for an ability check, attack roll, or saving throw, they may reroll the die and must use the new roll, even if the new roll is a 1 or 2. You may use this ability once per turn.

Exorcism. You present your holy symbol, and all undead that fail a Wisdom saving throw have disadvantage on all attack rolls, skill checks, and saving throws for 1 minute. They may repeat this saving throw at the end of their turn.

CLEAR UNDERSTANDING

Starting at 6th level, you cross the illusory barrier from your chosen path, and the view before you turns clearer. Upon properly mastering the Talismans and their properties, they also voice their answer, further blossoming into the medium for your abilities.

Elemental Arts. You are able to communicate with any elementals you meet as if you share a language. Additionally, any additional damage you deal through your

Channel Divinity: Talisman Resonance ignores resistances and immunities.

Conjuration. You are able to summon a lesser talisman spirit. It uses the same stats as your talisman spirit but does not have its abilities. It can be controlled as long as it is within 120 feet, and understands basic commands. It cannot attack, can carry up to 10 pounds, and disappears upon using Channel Divinity: Talisman Resonance. It can turn invisible, and you can see through its eyes as a bonus action. While doing this, you are incapacitated.

Divination. When you resonate with this path, roll one d20 and record the number rolled. For the next 24 hours, you can replace any of your own attack rolls, saving throws, or ability checks with the result. You must choose to do so before the roll.

Exorcism. You can use your action to protect yourself against undead creatures for the next hour. They have disadvantage on attack rolls against you, and you cannot be charmed, frightened, or possessed by them. If you are already charmed or frightened, the effect immediately ends.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

DEEP RESONANCE

Resembling the rain that provides both rainbow and thunder, equity persists in the concept of balance. Despite the void's sudden arrival, you brace yourself for the awaited moment, and something about it feels strangely comforting. Whispers from the other side become heard, a gentle beckoning for a dive into the depths. Their message is unambiguous: fear not the night, but welcome it as part of you. So long as you understand yourself, the sun will always stay in sight.

From 8th level onward, you gain more abilities whenever you use one of your Channel Divinity features.

Elemental Arts. When you use your Talisman, you are able to attack twice, instead of once, whenever you take the Attack action on your turn in addition to the extra damage.

Conjuration. When you use your Talisman, you can choose to summon two talisman spirits. They act on your turn, and they share a healthpool.

Divination. When you use your Talisman, you can now also make use of the Talisman's power. Additionally, the effect can be used twice per turn for all affected creatures.

Exorcism. Your Turn Undead is empowered, allowing you to instantly destroy undead creatures with a CR of 2 or lower. At 14th level, this becomes CR 4 or lower, and at 17th level, this becomes CR 5 or lower.

FULL-FLEDGED EXORCIST

Secrets from the universe begin to scatter like stars, indicating the cycle's approaching conclusion. As your worth is proven, this role becomes inherently yours to perform, and the journey that brought you so far rewards you with a new perspective.

Starting at 17th level, you can resonate with two different paths at once. Additionally, you can swap between paths during a short rest, up to once per day.



FIGHTER HERO

Fighters who follow the way of the Hero are those who have chosen to fight for any in need. They are born leaders who look to an ideal world, yet are realistic enough to understand that sometimes—just sometimes—a little bit of violence is necessary to right wrongs. Those who choose the way of the Hero focus on an efficient form of fighting, but also want to look sufficiently cool while getting things done. To that end, their training is a mixed focus on firearm weaponry supplemented by light magic.

HERO'S TRAINING

At 3rd level you gain proficiency with firearms, and being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

SHINY SOUL

Starting at 3rd level, the spirit of a hero residing inside you manifests itself in the form of Hero's Light dice, which are each a d6. You have a number of these dice equal to twice your proficiency bonus, and they can be used on a wide variety of effects. You regain all your expended Hero's Light dice when you finish a long rest.

When you reach certain levels in this class, the size of your Hero's Light dice increases: at 5th level (d8), 11th level (d10) and 17th level (d12). Any damage dealt by these dice count as magical damage for the purpose of overcoming resistance and immunity to non magical attacks and damage.

Some of your Hero's Light abilities require creatures to make a saving throw. The saving throw DC is calculated as follows:

Hero's Light save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Light Bullets. When you use a firearm, you may load it with a Bullet of Light. It uses your Hero's Light dice to deal additional radiant damage when you hit a target. When you use these as ammunition you ignore the loading property of the weapon. When you use a Bullet of Light, your weapon's damage counts as magical damage for the purpose of overcoming resistance and immunity to non magical attacks and damage.

Light Blade. You manifest a blade of light that extends from or surrounds your equipped weapon when you make an attack roll. This weapon has the finesse property, and its damage die is 1d8. It may deal slashing or radiant damage of your choice. You may use your Hero's Light dice for damage rolls instead.

Once per turn, when you bring a creature to 0 hit points using this sword, you regain 1 Hero's Light die. You may use this ability a number of times equal to your proficiency bonus, and it refreshes on a long rest. This ability is applied to any later features that use this weapon.

Light Barrier. When you are hit by a melee attack, you may use your reaction to summon the Armor of Light around yourself. Roll a number of Hero's Light dice that you choose. The attacker takes radiant damage equivalent to the total roll. Additionally, your Armor Class increases an amount equal to your proficiency bonus until the end of your next turn. Starting at 11th level, you may create an additional Armor of Light around an ally within 60 feet with the same reaction.

BRILLIANCE

Beginning at 7th level, you have become more proficient with your light abilities and are now able to channel your power into more focused and powerful attacks.

Beam of Light. You focus the energy of your light bullets into a singular beam. As an action on your turn, you can roll any number of Hero's Light dice and deal that much damage in a 60-foot-long, 5-foot-wide line. Creatures in the area must make a Dexterity saving throw against your Hero's Light DC or take damage equal to the total of the roll. On a successful save, they take half damage.

Sweeping Blade. When you manifest your Light Blade, you may enhance it. Once per turn, when you take the Attack action, you may replace one of your attacks with your Sweeping Blade by rolling any number of Hero's Light dice. Each creature in a 15-foot cone in front of you takes damage equal to the result or half as much on a successful Dexterity saving throw.

ILLUMINATION

You have obtained a new understanding of your abilities through communication with slimes. Your light has become a cutting blade that illuminates the darkness and defeats evil.

Starting at 10th level, any radiant damage you deal ignores resistances or immunities. Once per turn, when you deal radiant damage to a creature, you can cause it to become illuminated, causing the next attack roll against it to be made with advantage.

DAZZLING LIGHT

Constantly fighting powerful enemies has only served to reinforce your skills and deepen your familiarity with your abilities. Your light skills can now be used with more finesse, able to blind or damage your enemies at will.

Starting at 15th level, your Illumination now causes creatures to become blinded until the end of their next turn upon failing a Constitution saving throw. Additionally, creatures of your choice within 5 feet of the target take an equal amount of radiant damage as your initial target.

TRUE SAVIOR

You have gained global recognition for your efforts in looking cool while defending the weak. The knowledge that you would still be loved even if you were just-a-worm has allowed you to fully master your abilities, and your fighting prowess has reached new heights that are seen only in a rare Hero of great renown.

At 18th level, you are able to summon your Hero's Light in a wide area. As an action, you strike the ground with your Light Blade or aim a Light Bullet at a point within range.

Each creature you choose within 30 feet of the area struck must succeed on a Constitution saving throw or take radiant damage equal to a number of expended Hero's Light dice of your choosing, and be blinded until the end of their next turn. A creature that succeeds on its saving throw takes half as much damage and isn't blinded. When you attack this way, you gain Armor of Light that lasts for 1 hour.



RANGER

MACHINE TAMER

Some rangers have a strong connection with the mechanical world rather than the natural world. As a result, they can form bonds with, speak with, and repair constructs and machines they find in the world. Machine Tamers serve as a powerful link between man and machine, interpreting for both sides to allow the two sides to work in harmony. They are often seen associating with machines and constructs both sentient and inanimate.

MACHINE LEARNING

To become one with machines, you must first learn to understand them. Starting at 3rd level, you gain constructs as an additional favored enemy. This does not reflect enmity, but rather your developing understanding of the machine world. Furthermore, your Intelligence (Nature), Wisdom (Animal Handling), and Wisdom (Medicine) skills extend to constructs, allowing you to soothe, heal, understand, and possibly direct them under favorable conditions.

Spells with the word “animal” in the title now also apply to constructs (includes *animal friendship*, *speak with animals*, *animal messenger*, etc.). You also gain the *mending* cantrip if you don't already know it.

MACHINE PARTNER

A Machine Tamer without a machine sidekick is like a day without a sunrise. At 7th level, you gain a construct companion that becomes your friend and subordinate in adventuring. It uses the Construct Companion stat block. This companion acts on your initiative, and will attack the nearest enemy. If you are unconscious or not present, the construct acts independently, seeking to protect or save you. If your machine sidekick is destroyed, you may attempt to repair it using smith's tools if feasible. Otherwise, you may spend 24 hours fully repairing your construct. If you cast *mending* on the construct, it regains 2d6 hit points.

INNOVATE AND IMPROVE

At 7th level, you may choose two abilities to add to your construct.

- **Magic Resistance.** The construct has advantage on saving throws against spells and other magical effects.
- **Magic Weapons.** The construct's attacks count as magical for the purpose of overcoming resistances and immunities.
- **Immutable Form.** The construct is immune to any spell or effect that would alter its form.
- **Arm Launcher.** The construct gains the ability to shoot small chunks of metal as a ranged weapon attack at a target within 30 feet. These attacks have a +3 plus your proficiency bonus to hit, and they deal 2d8 + your Wisdom modifier piercing damage.

Whenever you gain a level in this class, you may choose to swap out one chosen upgrade for another you are able to select. This process takes 4 hours.

If you are a 20th-level ranger, you may instead swap an upgrade once per 10 days.



CONSTRUCT COMPANION

Medium construct, unaligned

Armor Class 13 + your proficiency bonus

Hit Points 5 + five times your ranger level (the construct has a number of Hit Dice [d10s] equal to your ranger level)

Speed 30 ft., fly 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the languages you speak

Challenge —

ACTIONS

Multiattack. The construct companion makes a number of attacks equal to your proficiency bonus.

Smack. Melee Weapon Attack: +3 + your proficiency bonus to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) + your proficiency bonus bludgeoning damage.

Rotating Blades. The construct companion extends a series of sharp blades from its body. All creatures within 5 feet must make a Dexterity saving throw against a DC equal to (10 + your proficiency bonus) or take 14 (4d6) slashing damage. On a successful save, they take half as much.

MACHINE LANGUAGE

At 11th level, you gain a greater comprehension of the fundamental nature of machines. You become able to communicate with machines and constructs even if they do not normally speak or communicate in your language using a form of universal machine pidgin. It is not possible to explain this machine language to anyone besides other Machine Tamers, though you can use it to translate or explain issues between people and machines or constructs.

In addition, you can access to the following upgrades, and you may add two to your construct.

- **Combat Ready.** The construct has advantage on initiative checks.
- **Lightning Absorption.** Whenever the construct is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.
- **Fire Absorption.** Whenever the construct is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.
- **Arm Blaster.** If the construct has an Arm Launcher, you may now upgrade it to a blaster. Its range increases to 60 feet and it now deals $2d8 +$ your Wisdom modifier fire damage.
- **Heavy Slam.** When the construct hits a creature with Smack, the target must make a Strength saving throw against your spell save DC or be knocked prone. Additionally, the damage of Smack increases by $1d8$ bludgeoning damage.
- **Sharpening Edges.** When the construct uses Rotating Blades, all creatures within 10 feet must make the saving throw. Additionally, if a creature fails, their speed is halved until the end of their next turn.

MACHINE LORD

At 15th level, you gain the ability to associate with a second construct in addition to your current companion. Its characteristics follow the same limitations as those of your original sidekick. As a Machine Tamer, it is up to you to see that the two machine sidekicks get along with each other, although both will separately be loyal to you.

Your second construct can have different upgrades from the first. It starts with none, and each upgrade takes you 4 hours to install.

In addition, you can access to the following upgrades, and you may add two to your construct.

- **Regeneration.** At the end of its turn, the construct regains hit points equal to your ranger level if it is below half health.
- **Flamethrower.** If the construct has an Arm Blaster, the arm attachment is improved even further. It now spews flames in a 20-foot cone. All creatures in the area must make a Dexterity saving throw against a DC equal to $10 +$ your spellcasting modifier or take $8d6$ fire damage. On a successful save, they take half as much. This

ability can only be used once per round.

- **Bouncing Bolts.** When the construct hits a target with Smack, it deals an additional $4d6$ lightning damage to the initial target and all creatures within 5 feet of the target.
- **Motor Blades.** The construct can choose to activate the blades in its body for an extended period of time. While active, all creatures that come within 5 feet take $4d4$ slashing damage. This occurs during movement and at the start and end of a creature's turn, but a creature can't be damaged more than once per round in this way.



PALADIN

OATH OF THE TRANQUIL POND

The Oath of the Tranquil Pond attracts paladins that believe in a kinder world yet understand the dangers that lurk around every corner. These paladins appreciate that not everything that is evil must remain evil, yet know that when true evil approaches, one must face it head on, with bravery and devotion. Paladins of the Tranquil Pond look for the goodness in all things; they wander far and wide in search of friendship, accept the faults in themselves and others (including monsters), and promote kindness wherever they go.

Paladins of the Tranquil Pond are rare, in part because despite being Lawful Good or Neutral Good, they are likely to be more accepting of monstrous and evil races and may even party and travel with them. They radiate a natural calm and accepting spirit which manifests itself in their light-oriented magics, both protective and offensive. They also tend toward strong self-sacrificing tendencies, as they identify strongly with their newfound (and long-term) friends and wish to devote themselves fully to their cause.

TENENTS OF THE POND

Kindness. Be kind to everyone you meet because you do not know their lore yet

Calmness. Remain calm, like the stillness of a tranquil pond

Compassion. Appreciate that everyone has different experiences and that those that might be evil now need not necessarily always remain evil

Fearlessness. Have no fear in the face of the unknown, because even the darkness might become a friend

Self-Sacrifice. Give freely of yourself in support of your cause and your friends

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE TRANQUIL POND SPELLS

Paladin Level	Spells
3rd	<i>faerie fire, guiding bolt</i>
5th	<i>calm emotions, fake it till you make it</i>
9th	<i>speak with dead, vitality transfusion</i>
13th	<i>charm monster, grim avatar</i>
17th	<i>legend lore, start of the day</i>

CHANNEL DIVINITY

When you take this oath at 3rd level you gain the following only one channel divinity options, and a passive feature.

Friend to All. You sacrifice the standard ‘Turn the Unholy’ as all creatures deserve compassion. Instead, you gain these passive benefits:

- Proficiency with the survival skill
- You may cast a modified version of *speak with dead* a number of times per day equal to your proficiency bonus. This version allows you to converse with a ghost rather than a corpse. The normal restrictions apply.
- Choose one of the following languages to learn: Abyssal, Deep Speech or Infernal

BOW OF TRANQUILITY

Starting at 3rd level, you can summon an empowered version of your light bow for 1 minute. While using this, you gain the following benefits:

- You can use your Charisma modifier instead of Dexterity for attack and damage rolls.
- When you hit a creature with a light arrow you can activate your divine smite.

AURA OF SERENITY

Starting at 7th level, any evil aligned creatures that enter your aura must succeed on a wisdom saving throw against your spell save DC. On a failure, the creature is charmed or frightened (your choice) for 1 minute or until they take damage. This effect forgoes immunities.

At 18th level this range increases to 30 feet.

SELF-SACRIFICE

If you have used all of your Lay on Hands pool, you may heal a creature using your own hit points instead, up to your maximum.

STILL WATERS

At 20th level, as an action, you turn your aura into a physical pool of shallow water for 1 minute, this effect persists even if you are unconscious. All creatures of your choice in the area must save against your Aura of Serenity. On a failure they are all charmed by one another. The charm ends when a creature takes damage or the effect ends. You also gain the following benefits:

- You regain 10 hit points at the start of your turn.
- Any creatures that pass the save must repeat it at the end of their turn.
- You have advantage on saving throws against any spells or effects created by enemies.



BARBARIAN

PATH OF THE CORRUPTED

For many Elysian citizens, Corruption is a death sentence—victims of Corruption beast attacks who die are the lucky ones, for those who live will eventually die a slow and agonizing death from the Corruption.

Some rare individuals, however, somehow managed to find a way to not only survive the Corruption but even harness it as a source of power. These individuals are forever changed, parts of themselves permanently corrupted both physically and spiritually—yet they are too stubborn to die and instead choose to spit at Corruption beasts by turning their own powers against them.



CORRUPTION OVERFLOW

You tame the Corruption within and tap into it as a source of rage.

Starting from 3rd level, when you rage, you can choose to overflow your Corruption outward into a ring of deadly energy. While you are raging, any creature that ends its turn within 5 feet of you or successfully makes a melee attack against you takes 1d4 corruption damage, and you deal an extra 1d4 corruption damage when you hit a creature with a melee attack. The corruption damage increases to 1d6 at level 5, 1d8 at level 11, and 1d10 at level 17.

CORRUPTED FORM

At 3rd level, a part of your body—perhaps one of your arms or part of your torso—is permanently transfigured into something similar to that of a Corruption beast's.

You gain proficiency in the Intimidation skill. Additionally, when the corrupted parts of your form are visible, you have an advantage on Charisma (Intimidation) checks.

SPIRIT CORRUPTION

At 6th level, your Corruption now overflows even more, ravaging others spiritually as well.

While your Corruption Overflow feature is active, whenever you score a critical hit against a hostile creature with a melee attack or when you reduce a hostile creature to 0 hit points, all creatures within 10 feet of you must make a Wisdom saving throw (DC 8 + your Strength modifier + your proficiency bonus). If they fail, they are frightened until the end of their next turn.

DEVOURING CORRUPTION

Your Corruption can now even devour the spirit of others and rob them of their life force.

At 10th level, while your Corruption Overflow feature is active, you can use your corrupted parts or extend your Corruption to either one of your limbs or your mouth in order to perform a special unarmed attack that can either replace one of your attacks or be used as a bonus action. It is considered a natural weapon that deals 1d4 + your Strength modifier corruption damage. When you hit a creature with this attack while raging, you regain hit points equal to the damage dealt. You can only use Devouring Corruption once per turn.

This attack counts as magical for the purpose of overcoming resistances and immunities.

CORRUPTION OVERDRIVE

You force your Corruption's intensity to an overdrive, ravaging yourself as much as your enemies.

Starting at 14th level, when you enter a rage or as a bonus action while you are raging, you can force your Corruption to go into an overdrive. While you are in an overdrive, you roll double the dice for your Corruption Overflow feature, but you take corruption damage equal to half the roll whenever you hit with a melee attack. Corruption Overdrive ends when your rage ends, or you can end it as a bonus action.

PROTOCOL #19 SUCCESSFUL ON
REPTILIAN CREATURES. SUBJECT #103
PRODUCED RESULTS ON PAR WITH RODENT
EXPERIMENTATIONS. STILL SEEKING HUMAN
TEST SUBJECTS.
-L.L.



SORCERER

PRIMAL BEAST

The might of the beasts before time never truly left the land. Strength, speed, durability—the prehistoric magic flowing through your veins reinforces your body to its utmost peak. You or one of your ancestors has made the spirit of the hunters of old your own. Perhaps the wandering soul of a predator judged you a suitable host to rampage anew, or a primordial ritual unleashed a part of your lineage dormant for generations. Now the ancient magic makes your body surge with pure power. Let the prey bleat that it's but a crude form of sorcery—they just never have felt the glorious rush of ecstasy when you get your blood pumping.

PRIMAL BODY

At some point in your life, your body goes through certain changes, your face is covered in acne, and you start to develop feelings for—no, wait, that's puberty. We're talking dinosaurs here. Just as frightening as puberty, though, this change.

Thanks to the ancient magic strongly flowing through you, your physical body has gone through some significant changes. A certain part of you has taken on the property of the beasts of old, flaring up inside you as you channel your magic. At 1st level, choose one of the following:

- Your teeth grow sharper or form into large tusks, dealing 1d10 piercing damage on a hit. If the attack hits, as a bonus action you can attempt to grapple the target.
- Your nails elongate into claws or your hands form sharp talons, dealing 1d6 slashing damage on a hit. If another creature is within 5 feet of the first target, you can attempt to attack that creature as well, slashing through both in one swing.
- You have sprouted a thick tail or your legs have grown as big as tree trunks, dealing 1d8 bludgeoning damage on a hit. If you hit and the target is no more than one size larger than you, the target needs to make a Strength saving throw against your spell save DC or be knocked prone.

Because your body is reinforced by magic, these attacks count as melee spell attacks with a range of 5 feet. The damage dealt increases as you gain levels in this class. When determining the damage, you roll two dice at 5th level, three dice at 11th level, and four dice at 17th level.

PRIMAL HEALING

As the incredible warrior that you are, it's only natural that you get hurt. However, thanks to the magic flowing through your body, those scrapes heal incredibly fast. Healing of emotional scars is not guaranteed.

Whenever you roll hit dice to regain hit points, you can spend sorcery points to reroll the dice, 1 sorcery point per rerolled die.

UNARMORED DEFENSE

Those dino reflexes come in handy when hunting big bounties. Also when dodging unhappy customers.

When not wearing armor or wielding a shield, your AC is equal to 10 + your Dexterity modifier + your Constitution modifier.

TOUGH HIDE

You find yourself in all sorts of situations you probably shouldn't be, like between the teeth of a monster with a jaw bigger than yours. Luckily you have your dino skin.

Starting at 6th level, you gain resistance to all non-magical bludgeoning, piercing, and slashing damage. For 3 sorcery points, you can use your bonus action to include magical bludgeoning, piercing, and slashing damage as well for 1 hour.

PRIMAL ROAR

Dinosaurs are known for their terrifying roars, and you are no exception. Well, maybe you're not exactly frightening, but at least you're loud. As long as it's deafening, right?

From 6th level onward, you can use your action to roar, screech, or in another way let out a loud sound. All creatures within 20 feet of you must make a Constitution saving throw against your spell save DC or take 6d8 thunder damage and be deafened and stunned until the end of your next turn. On a successful save, they take half as much damage and are not deafened and stunned. You can use Primal Roar an amount of times equal to your proficiency bonus, regaining all uses after a long rest.

DEADLY HUNTER

You have your moments—sometimes—when you look incredibly cool and competent as you use your dino abilities. It's usually when your allies aren't watching, but still, you know you are awesome, and that's what counts.

Starting at 14th level, more of your dinosaur skills start to become apparent. You can spend 1 sorcery point to use one of the following abilities:

- As a bonus action, you can sharpen all of your senses. For the next 10 minutes, you have blindsight with a range of 30 feet.
- As a bonus action, you can take the Disengage or Dash action.
- Upon being hit, you can use your reaction to make an attack with your natural weapon.

PREDATOR SUPREME

Now you can make them see the true might of the dinosaurs! Of course the claims of you being a boyfailure have always been questionable, but showing off these prime physical abilities will make them eat their words.

Starting at 18th level, you can spend 6 sorcery points to temporarily enhance one of your physical attributes as a bonus action. Choose one of Strength, Dexterity, or Constitution. This ability score is temporarily increased by 4, to a maximum of 24. If Constitution is chosen, the increase in the maximum number of hit points is instead granted to you as temporary hit points. In addition, ability checks and saving throws made with the chosen ability have advantage. This transformation lasts for 1 minute. It ends early if you are incapacitated, if you die, or if you use it again for the same or a different ability.

MONK

WAY OF THE CONTEMPTUOUS PALM

Monks that follow the Way of the Contemtuous Palm, or Contemptors, focus their negative emotions into raw energy that can be applied to their combat actions. Initially, the Contemptor can focus their mind to empty it of all but contempt for a single specific enemy. This contempt can emotionally and physically harm the enemy or can be used to repel the enemy, including effects such as arrow repulsion and disarming. Eventually, the monk develops so much disdain for their fists themselves that they can begin to use the weapon they most despise as a channeling agent for their contempt.

Contemptors are, as one could well imagine, unpopular among their peers due to their attitude, but they are so solely driven by their condescending ways that it becomes central to their personality. While groups of Contemptors are extremely uncommon, individual Contemptors have been known to become adventurers as a way to channel their constant negative emotions. Contemptors are surprisingly functional as party members, provided they are careful to direct their disdain toward enemies and outsiders and avoid focusing their negativity on other adventurers in their group.

PATH OF HATRED

Starting when you choose this tradition at 3rd level, when you use Deflect Missiles, you may choose to spend 1 ki point to deal psychic damage to the attacker equal to the initial damage roll. Additionally, when you are hit by a melee attack, you may spend 1 ki point to do one of the following:

- Cause the attacker to take the same amount of damage done to you.
- Disarm them, causing them to drop their weapon at their feet.

FIST OF SCORN

At 3rd level, when you hit an enemy with an unarmed strike, it does additional psychic damage equal to your proficiency modifier.

DISRUPT ENERGY

Starting at 6th level, Stunning Strike is enhanced against a target that has attacked you or an ally since the end of your last turn. The target has disadvantage on their saving throw against the stunned condition. If they fail, all enemies within a 5-foot radius of you or the target must make the saving throw (not at disadvantage) against being stunned.

AURA OF CONTEMPT

Starting at 11th level, you may spend 3 ki points to activate your Aura of Contempt in a 10-foot radius until the start of your next turn. While this aura is active, the following effects occur:

- Your Deflect Missiles automatically activates whenever a projectile enters your aura for the first time on a turn.
- When you disarm an enemy, their weapon is flung 5 feet outside your aura.



DETESTED WEAPON

At 17th level, you choose 1 weapon you most despise. It must be a simple or martial weapon and must lack the heavy property. If it is a versatile weapon, you may only wield it with one hand. When you use this weapon it counts as an unarmed strike.

ENHANCED AURA

When you are wielding your Detested Weapon and you activate Aura of Contempt, you may spend an additional 3 ki points (total of 6) to gain these additional benefits:

- The range of Aura of Contempt extends to a 20-foot radius.
- You may select a number of creatures up to your Wisdom modifier to be unaffected. All others must make a Constitution saving throw against your Ki save or be pushed outside your Aura.
- Creatures that enter or leave your Aura the first time on a turn take psychic damage equal to your martial arts die + your proficiency bonus.
- If you use Stunning Strike on a creature that has hit you this round, they automatically fail the save, but the stunned condition goes away at the end of their next turn.

MONK

WAY OF THE MANY

In any tradition there are bound to be those who stretch the definitions of their customs to the absolute limit. Maybe even to the point that people start questioning whether or not it can even be categorized under the same “traditions.” Monks who follow the Way of the Many are only “monks” in the sense that they also eat, breathe, and fight things. Instead of strictly following monastic traditions, they are in favor of messing sh** up through whatever means necessary. They combine the speed of monk attacks with their star chain whips to conquer all challenges.

AYO?

A lifetime of “ayo?” has trained you to be ready to defend yourself or the hard-working neechan at any moment. With time, use of your Star Chain Whip has become second nature to you.

At 3rd level, when you use the Attack action with an unarmed strike or monk weapon on your turn, you can make one attack with your Star Chain Whip as a bonus action.

Additionally, all whips count as monk weapons for you.

DOCTOR

Following extensive training, you’ve learned that sometimes, the best medicine is a solid beating. After all, if it isn’t moving it isn’t in pain, and isn’t that why people go to a doctor?

Starting at 3rd level, when you use Flurry of Blows you can grant yourself or an ally within 30 feet temporary hit points. This amount is equal to the damage roll of both attacks. You can use this ability a number of times equal to your proficiency bonus and it refreshes on a long rest.

GLADIATOR

No scouting, no planning, no thought, head empty. With time and practice, you’ve honed your mental capacity to not think at all, until the only objective is to have a little heehee-haha.

At 6th level, when you use Flurry of Blows, you can make the two attacks with your Star Chain Whip.

Additionally, once per turn when you hit an enemy with your Star Chain Whip you may force them to make a Strength saving throw against your Ki save or they are knocked prone. On a successful save, they are unaffected.

HITMAN

Constantly exchanging blows with a large collective of rather aggressive Axelotls has transformed your style of fighting. After so much time desperately trying and failing to hit the little guys, you’ve become a professional hitman when it comes to any creature except the axelotl.

Starting at 11th level, after you hit a target with an attack, you may put Crosshairs on them as part of the same attack. You have advantage on attacks against a marked target, and they have disadvantage on any saving throws made against your Ki save DC. If the target falls to 0 hit points the mark moves to the next enemy you hit, otherwise it lasts for 10 minutes. This refreshes on a short rest.

ASSASSIN

You’re a dingo who can’t read, and the laws of physics can’t affect you if you don’t know anything about them. Your abilities have ascended common sense, bringing new meaning to “where there’s a will, there’s a way.”

At 17th level your ability with your Star Chain whip has reached its peak:

- Your Star Chain Whip critically hits on a 19 on the dice.
- Your Star Chain Whip has an additional 5 feet of reach.
- If you knock an enemy prone with your Star Chain whip you can immediately drag them within 5 feet if they fail a Strength saving throw against your Ki save DC.

Additionally, the creature affected by your Crosshairs has disadvantage on attacks against you, and your next attack against them after first placing your mark on them counts as a critical hit.



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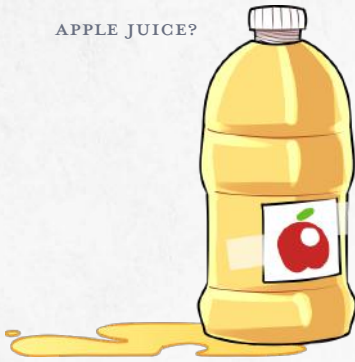
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APPLE JUICE?



AXEL'S CHAIN



ALTARE'S GUN SABER

Ranged Weapon (firearm), legendary (requires attunement)

Given to him by the OmegaAlpha himself, Altare's unique dual-type weapon can function as both a saber of light energy and a medium-range gun. On the side of the gun is a switch, which often gets mistaken by outsiders as a safety mechanism. In reality, the switch allows the weapon to change from the ranged-weapon variant to the energy-saber variant, effective in close-range combat. No one suspects it, either, so it gives you the element of surprise when facing off against unsuspecting foes.

You gain a +3 bonus to attack and damage rolls made with this weapon.

Energy Weapon. This firearm requires no ammunition. It fires energy bullets that each deal 7 (2d6) radiant damage to a target within the 80-foot range.

Quickswap. As a bonus action, you may swap to the saber form. While in this state, it becomes a longsword that deals radiant damage.

Gleaming. When you hit a creature with this blade, you may choose to force it to make a DC 18 Constitution saving throw. On a failed save, it is vulnerable to radiant damage for the next minute. It may repeat this save at the end of its turn to end the effect. You may use this ability a number of times equal to your proficiency bonus, and it refreshes on a short rest.

✦ AURIA (@AUREILLION) |
 ✦ JUSTMOMOCHI (@JUSTMOMOCHI) | ✦ EMU

ALTARE'S LIGHT ARMOR

Light armor (light), legendary (requires attunement)

Light in both weight and construction, Altare's Light Armor is an unusual feat of radiant-light smithing. Made by Guild TEMPUS leader and founder Altare, the armor provides protection for most of the wearer's body and illumination in dark places. The armor consists of small shards of deflective head armor, sturdy pauldrons, highly decorative yet effective chest and black plates, and lightweight greaves. Its unusual construction allows a full range of motion despite its full-body coverage. Further, the armor's radiant composition gives it nearly imperceptible weight such that the wearer suffers no penalties for wearing this armor and can smoothly activate or remove the armor with a bonus action.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

APPLE JUICE?

Potion, very rare

This large bottle can often be found sitting on roadsides, without a clear owner. Picking up and drinking from it is a bit of a gamble. 99 percent of the time it is apple juice. That other 1 percent...One might fear it may be a bodily fluid.

When you drink this potion, it restores 5 levels of spell slots.

✦ EMU | ✦ FLUOR (@FLUORART)

AXEL'S CHAIN

Weapon (whip), legendary (requires attunement)

From knocking your enemies to the ground to restraining them, and from holding things together to pulling foes apart—this dingo's multi-purpose chain serves many uses! While primarily used as a whip, it also functions as a lasso at times (when wielded by the right person, that is). Made from a lightweight metal alloy, it cuts through the air effortlessly while laying plenty of weight on your enemies to effectively render them incapacitated.

You gain a +3 bonus to attack and damage rolls made with this weapon. It has a total reach of 15 feet.

Weighted Chain. Your damage rolls always use your Strength modifier, even if you used Dexterity to attack.

Your Favorite. When you hit a creature, it must make a DC 18 Strength saving throw. On a failed save, it is knocked prone.

Come Back Here, Yo. When you make an attack with this weapon using your Dexterity modifier, you may attempt to lasso a target. If the attack hits the creature, must make a DC 18 Dexterity saving throw or become restrained. As part of the same action, you may move the target within 5 feet. While a creature is restrained in this way, you cannot attack using this weapon. The creature can escape if it uses its action to succeed on a DC 18 Strength check or if the weapon's user is incapacitated.

✦ AURIA (@AUREILLION) |
 ✦ SAILORURMOM (@SAILORURMOM) | ✦ EMU

Corruption and exhaustion seem like they may be similar?

Note to self: Badlands Stamina Potions are not a good testing ingredient.

-S.K.



BALISONG
(BUTTERFLY KNIFE)



BADLANDS BRAND STAMINA POTION

Potion, rare

While looking like a typical health potion at first glance, the expected vibrant, red hue of the potion's contents is a slightly darker crimson. More noticeable, however, are the multicolored swirls of purple and various shades of magenta that persist inside the liquid even if shaken. Upon drinking the potion, the subtle, delicious flavors of grape, guava, and pear upon your lips are quickly followed by an immense burst of energy and stamina.

When you drink this potion, you are cleared of all levels of exhaustion and heal 9 (2d4+4) hit points. Additionally, you gain the effects of the haste spell for 1 minute (no concentration required).

Curse. This potion is cursed. After 1 minute, you regain all your previous levels of exhaustion, plus an additional level. You also come under the effects of the *slow* spell for 1 hour, which can't be dispelled by any means.

✂️ WOTT (@THEWAYOFTHEWOTT) |
👤 CHONKEE42 (@CHONKEE42)

BAG OF INFINITE MAGCOIN

Wondrous item, legendary

A small, unassuming purple leather pouch might just be the way to riches beyond your wildest dreams. The Bag of Infinite Magcoin appears to contain just that—infinite Magcoin and, therefore, infinite wealth. What are Magcoin worth? Don't worry about it; just use them freely and let the money do the talking for you! Reach into the bag, pull out a few coins, and share the wealth!

✂️ SEMILUMINARY (@SEMILUMINARY)

BALISONG (BUTTERFLY KNIFE)

Weapon (dagger), uncommon

A golden butterfly knife serves as a versatile tool for pocket utility and self-defense, while its folding mechanism doubles as a captivating art form for amusement through skillful flipping.

When you are hit with a melee attack, you may use your reaction to reduce the damage dealt by an amount equal to your Dexterity modifier. This refreshes on a short rest.

👤 KANGKONG (@EVERYTHLNGOESS) | ✂️ EMU

BETTEL'S HAT



BARGAIN FINDER

Wondrous item, common

Finding a good bargain is a matter of skill and experience, right? With the Bargain Finder, you don't need any of that! Take this small, compass-like object and follow its needle to cheaply priced success! In addition to its bargain-directing needle, the Bargain Finder's face changes color as you get closer or further from the nearest bargain, turning redder for "hotter" and bluer for "colder," so you'll know when you've found it! The Bargain Hunter uses proprietary magics to determine what is or is not a bargain, as well as to decide which bargain is nearest. The Bargain Finder can also be used to track difficult bargains, such as the appearance locations of Twilit Bentos or the dig sites of Hidden Rice Caches.

✂️ SEMILUMINARY (@SEMILUMINARY)

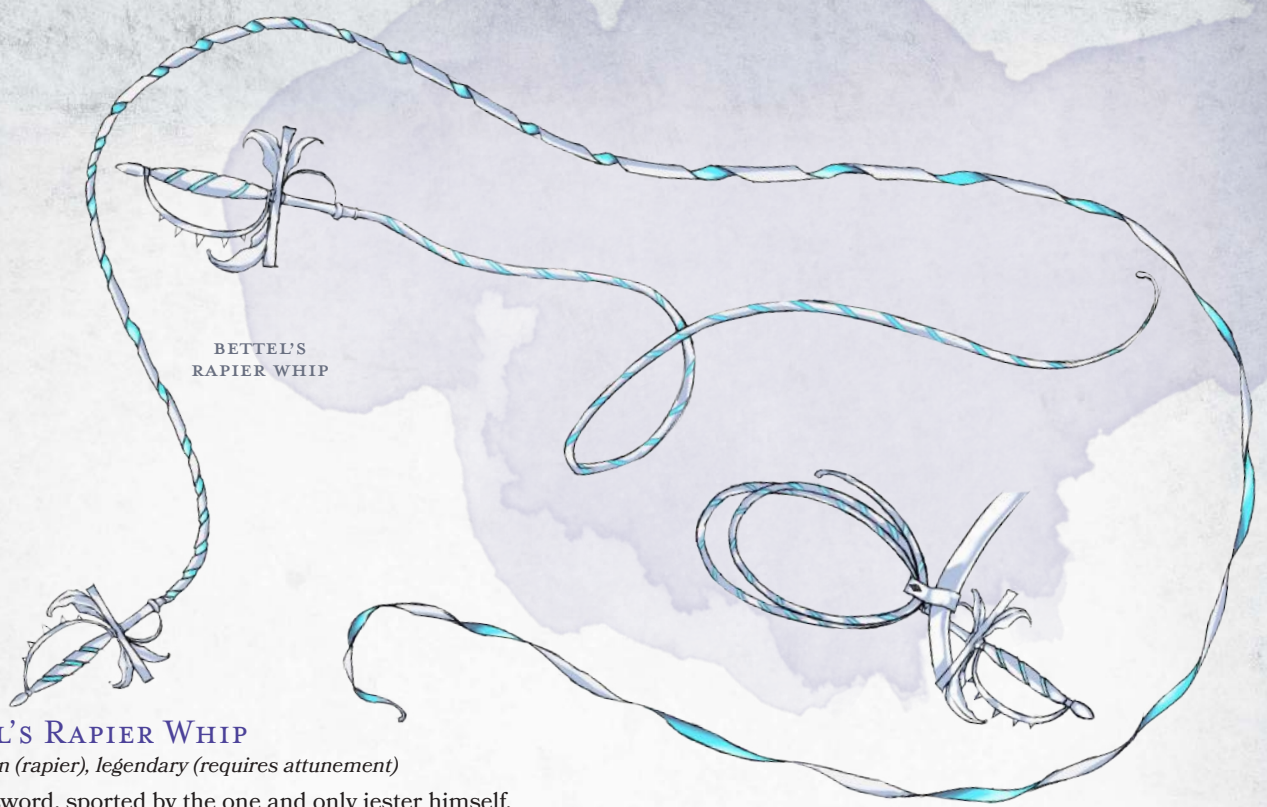
BETTEL'S HAT

Wondrous item, very rare (requires attunement)

When attuned to this item you can use your bonus action to activate the hat's magic. When you do so, roll a d4 to determine the effect.

Result	Effect
1	Your highest ability score is reduced by 4 for 1 hour. This effect can be ended by <i>remove curse</i> .
2	If you are in combat, for the next 1 minute you have disadvantage on all attack rolls, ability checks, and saving throws. If you are not in combat this lasts for 1 hour. This effect can be ended by <i>remove curse</i> .
3	Your next attack roll counts as a critical hit or your next spell that hits an area counts as maximum damage on all dice.
4	You gain 1 luck point that lasts for 1 hour or until used.

✂️ SEMILUMINARY (@SEMILUMINARY) |
👤 NIYANCORI (@2YANKO_RII) | ✂️ EMU



BETTEL'S
RAPIER WHIP

BETTEL'S RAPIER WHIP

Weapon (rapier), legendary (requires attunement)

This sword, sported by the one and only jester himself, is made of a flexible alloy of titanium and aluminum for maximum flexibility. While the sword hilt is modeled more closely after a rapier, the blade itself takes on an interesting shape, twisting around like a piece of candy. A whimsical weapon for a whimsical man!

You gain a +3 bonus to attack and damage rolls made with this weapon. You may use your bonus action to change between the solid blade form and the flexible whip form.

A Definitely Funny Joke. When you hit a humanoid creature, it takes additional psychic damage equal to your Charisma modifier.

Whimsy. When in the whip form, this weapon has a range of 10 feet, and it does slashing damage. Additionally, when you attack, you may do so in a 10-foot-cone in front of you. All creatures in the area must succeed on a DC 18 Dexterity saving throw or take 28 (6d8) psychic damage. On a successful save, it takes half as much damage.

Please Laugh. While this weapon is equipped, in the first round of combat, you may tell a joke as a free action. All creatures who can hear you must make a DC 18 Wisdom saving throw or fall prone laughing. It may repeat the saving throw at the end of each of their turns, ending the effect on a success.

✦ AURIA (@AUREILLION) |
✦ YOKO (@YOKOBLUU) | ✦ EMU

BITTER CITRINE

Weapon (spear), very rare (requires attunement)

A halberd that is used less for regular combat and more for ceremonial purposes. However, it could also be used as a makeshift staff or a tall stick to reach those dastardly top shelves

A creature attuned to this weapon increases its Intelligence score by 2, to a maximum of 20. Additionally, its Strength score decreases by 1. The spear has 3 charges that can be used to cast the *formalities* spell. It regains 1 charge daily at dawn.

✦ BLASTOSIS (@ACUTEBLASTOSIS) | ✦ EMU

BLADES OF AZURE

Weapon (dagger), very rare

Twin daggers that are most suitable for sneak attacks and other non-valorous combat. For some reason, equipping them makes you feel...slimier...?

When you deal sneak attack damage using twin daggers and are of a non-good alignment, you deal an extra 3 (1d6) piercing damage.

✦ BLASTOSIS (@ACUTEBLASTOSIS) | ✦ EMU

BLUSTERY KAZOO

Wondrous item, instrument, rare (requires attunement by a bard)

Kazoos are strange and wondrous, but the Blustery Kazoo outdoes them all! Hum away on this majestic kazoo, and it will generate a gust of wind to blow your enemies away. Keep humming to set up a wind wall to protect yourself and your amazing music from those who would stop you!

When you blow on this instrument as an action, all creatures in a 15-foot cone in front of you must succeed on a DC 15 Strength saving throw or be pushed back 15 feet. Additionally, this instrument allows you to cast wind wall on your next turn. This ability can be used once per day, and it refreshes at dawn.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

BONK HAMMER

Weapon (warhammer), very rare (requires attunement by a creature of lawful good alignment)

Let troublesome party members and NPCs feel your wrath in a safe and subdued manner!

Three times per day, the hammer allows the user to cast *silence* upon creatures it deems as having broken social or moral codes. Upon exiting the sphere, the offending creature(s) must make a DC 16 Wisdom saving throw. On a failed save, it becomes frightened of the hammer's wielder for 1 hour and is discouraged from repeating the same problematic behavior.

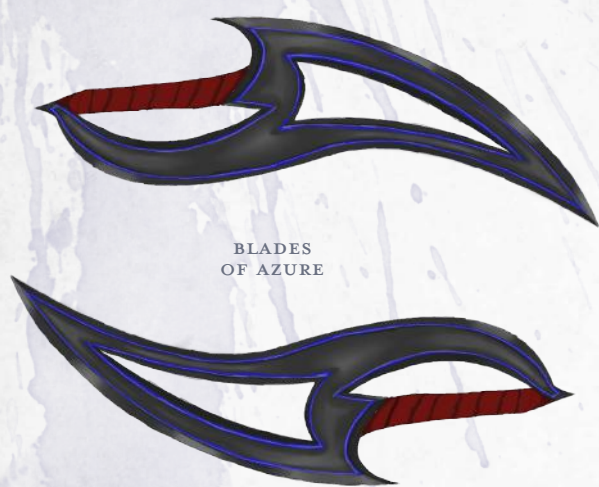
✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU



BITTER CITRINE



CACOPHONOUS WAND



BLADES OF AZURE

BOOK CLUB

Weapon (club), common

What was once a regular mace-like club is now a strange-looking weapon adorned with an assortment of tomes, all strapped onto it with spiked belts. The books appear to be very beat up (no doubt due to how much this weapon has been swung), so there are pages sticking out all over them.

Closer inspection of the books show they vary anywhere from children's fantasy stories about animals to murder mystery novels. The books can be swapped out for new ones if the wielder desires, they just have to fight with the belts first. But rumor has it that if the wielder were to multiclass into a Wizard, they could even strap their spell books to the club to do some extra magic damage to all of their enemies... Who knows if it truly works since it hasn't been tried yet!

A creature hit by this weapon takes an additional 2 (1d4) slashing damage due to the papercuts it can cause. Hitting a creature over the head with this weapon causes its Intelligence score to increase by 1, to a maximum of 20. This effect lasts for 1 hour.

EVREN | LIME52 & EVREN

BOOTS OF JAYWALKING

Wondrous item, common

Boots of Jaywalking will get you anywhere in any way except the most conventionally acceptable, legal manner. From crossing over the open ocean to walking across vast canyons to running up trees, these boots will truly teach you to expect the unexpected and walk the impossible mile! That said, Boots of Jaywalking may make your life more of an adventure than you bargained for as you find yourself entering houses through the window or chimney, traversing surfaces while hovering a bare inch above them, or simply angering the local sheriffs by crossing the road at an undesirable location and/or angle.

While you wear these boots, your walking speed is doubled and you gain the ability to move across vertical surfaces and along ceilings, while your hands remain free. However, you only gain this effect while traversing surfaces one is not usually be able or permitted to traverse.

SEMILUMINARY (@SEMILUMINARY) | EMU

BUTLER'S UNIFORM

Wondrous item, rare

Blend in with high society with this traditional look! The Butler's Uniform will provide you with the grace and etiquette you need to serve society's finest lords and ladies. Made only in the starkest black with the finest and stiffest of pure white shirts, this uniform encourages meek and polite mannerisms for even the rowdiest of gentlemen.

While wearing this uniform, you have advantage on your first Charisma (Performance) or Charisma (Persuasion) rolls when interacting with a creature for the first time.

SEMILUMINARY (@SEMILUMINARY) | EMU

CACOPHONOUS WAND

Wand, rare

This cursed item could—should—have been forgotten and lost forever in a gloomy section—directly connected to hell—of a 100¥ shop. Unfortunately, Jurard discovered it during one of his perilous explorations and maliciously gifted it to Ruze.

The Cacophonous Wand looks rather harmless, with its star-shaped gem and its bright pink color. However, woe betide the one who will pull out and throw away the little plastic tab on the back, as hellfire will then light up the wand, and an unstoppable loud and horrendous sound will rise, driving people crazy in no time at all...

Knowing that the artifact is now in Ruze's hands, who cleverly disarmed Jurard's trap, humanity prays that the famous monster hunter will only use this cursed power against his teammates.

As an action, you may uncap the plastic tab on the back of the wand. All creatures within 30 feet, including you and your allies, must make a DC 15 Wisdom saving throw or be stunned. An affected creature may attempt the save again at the end of each of its turns, ending the condition on a success.

POULET CHICKN (@P000ULET) | HAMMIE (@HAMMIEYAMMY) | LIME52

COPIUM



CROWN OF SCREAMING



CALMING NEKOMIMI

Wondrous item, very rare

Sometimes in life, we find ourselves in situations that are difficult and/or dangerous to navigate. Wouldn't you like a direct way to take action? We recommend our new Calming Nekomimi! Put them on an upset friend, client, or monster, and watch the tension just drain away! Wear them yourself and watch entire rooms of people become relaxed and joyful in your presence! These nekomimi are created using our secret calming methods to organically soothe the upset through direct contact OR visual appreciation! Get yours today!

When this headpiece is placed on an unwilling creature's head, it must succeed on a DC 13 Wisdom saving throw or become incapacitated. It may repeat the save at the end of each of its turns, ending the effect on a successful saving throw. On a willing creature's head, it grants the once-a-day ability to let out calming vibes. All creatures in a 30-foot radius around the wearer must succeed on a DC 13 Wisdom saving throw or become incapacitated. It may repeat the save at the end of each of its turns, ending the effect on a successful saving throw.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

CHESS AXE

Weapon (axe), common

Magnificent Pollux the First, Softest Paw and Great Master of Chess, was the first one to make use of this kind of axe during a play of chess. It occurred during one big finale, and that unexpected move completely unsettled his opponent and brought Pollux the victory.

Just like that, the Queen's Gambit became totally outdated, and everybody only swore by the Chess Axe's Gambit.

Chess Axes look pretty much like any throwing axes to untrained eyes. Nonetheless, there are two slight, yet important, differences between the two. First of all, Chess Axes are often lighter than throwing axes. This may be because a lot of players master the technique with their foot—as a homage to the father of this now famous move—or because it is a measure against harming the opponent in case of a failed throw. Secondly and finally, Chess Axes always have a ribbon tied around them, white or black, depending on the side of the player.

Chess axes are a pretty common weapon, yet must not be placed in all hands—or feet...

When an enemy targets you with an ability or spell attack that requires an Intelligence saving throw, you may throw the handaxe as a reaction. If you hit a creature, you automatically pass the save.

✦ POULET CHICKN (@P00ULET) | ✦ LIME52

CLOAK OF MANY HANDS

Wondrous item, artifact (requires attunement)

The Cloak of Many Hands is the busy adventurer's greatest helper! This rich purple cloak can generate up to six Mage Hands that can help with sorting, throwing, grabbing, threatening, playing music, break dancing, and many other useful tasks! Due to the strain placed on the cloak due to creating and managing such a magnificent number of hands, the hands generated by the Cloak of Many Hands have a range of about 10 feet. Impress your fellow adventurers by obtaining one of these fantastic cloaks today!

While you wear this cloak, you can use a bonus action to summon 6 mage hands. These mage hands function as normal, except they can only move up to 10 feet away from the wearer.

✦ SEMILUMINARY (@SEMILUMINARY) |
✦ AVOCADOS (@KARMAS1234) | ✦ EMU

COMPLETIONIST'S GRIMOIRE

Wondrous item, very rare

The Completionist's Grimoire is the most trusted companion of any adventurer looking to fulfill every task, activity, and/or goal in a target area. Upon opening the book and pointing it at a defined area, it will generate a list of all possible completable tasks in that area. When a given task is completed, the book will place a checkmark next to it. Never miss a side quest again!

If all suggested tasks for one area are completed, the Completionist's Grimoire fills its user with a sense of immense accomplishment, granting it 1 inspiration. This ability has 3 charges that refresh at dawn.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ PALLADIUM

COPIUM

Potion, common

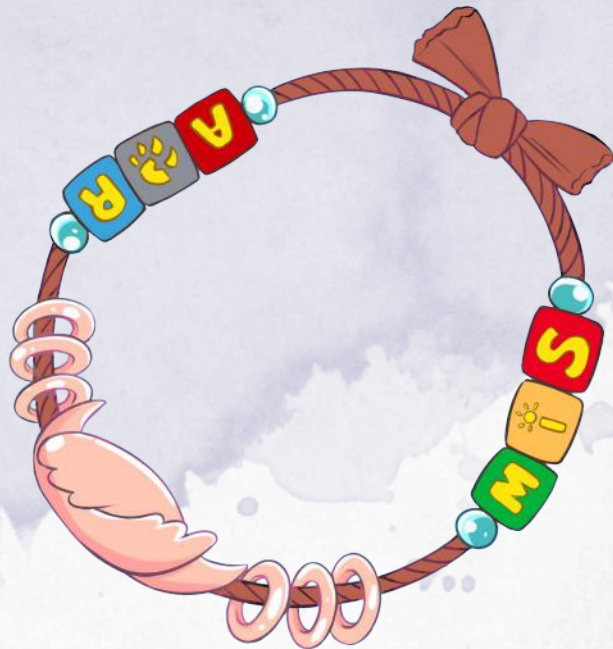
Is your life difficult and frustrating? Do you long for something strong that will set you free from your disappointments and worries? Try Copium, that magnificent magenta potion created by the one and only Magni Dezmond! Copium gives its users a sense of relief, filling them with feelings of assurance and blissful denial. Lost at a video game? Try Copium! Dating woes? Copium will set you free! Feel inadequate? Copium will bring you up!

When you drink this potion, you can cast the *calm emotions* spell on yourself.

✦ SEMILUMINARY (@SEMILUMINARY) |
✦ NODAYOMI | ✦ EMU



CLOAK OF
MANY HANDS



CURSED FRIENDSHIP
BRACELET

CROWN OF SCREAMING

Wondrous item, legendary (requires attunement)

The Crown of Screaming initially looks like a harmless, if pointy, crown of no particular attributes. When placed on the wearer's head, the crown provides a mild compulsion to the wearer to scream at random intervals. However, the true strength of the Crown of Screaming appears in battle: when attacked in combat, the crown generates a sonic barrier of screams, activated upon attempted contact with the wearer. These piercing screams distract and aggravate the attacker, and the sonic energy created by the screaming provides effective damage reduction against all non-magical attacks.

Immediately when you first equip this crown, make a DC 12 Wisdom saving throw. On a failed save, you start screaming. Roll a d10. The outcome determines how many minutes pass before you can reattempt the save. If you fail again, roll the d10 once more. On a successful save, you stop screaming. If you are incapacitated, unconscious, paralyzed or petrified, this has no effect.

Sound Barrier. As a reaction, when you are hit with an attack or take damage, you may activate this ability. While it is activated, you gain the following effects for 1 minute:

- Ranged attacks against you are made with disadvantage.
- You are resistant to non-magical piercing, slashing, and bludgeoning damage.
- Creatures have advantage on their first melee attack against you on their turn.
- Creatures within 5 feet of you have disadvantage on attacks against your allies due to your incessant noise.

This ability can be used up to 3 times per long rest.

✦ SEMILUMINARY (@SEMILUMINARY) |
✦ LULU (@ILLULUSTRATIONS) | ✦ EMU

CURSED FRIENDSHIP BRACELET

Wondrous item (bracelet), uncommon (requires attunement)

Wearing the bracelet gives you advantage on saving throws against spells, abilities, and other circumstances that could cause you to become frightened, as you know that your friends are always there to cheer you on. In addition, you have advantage on Charisma (Performance) checks to imitate the voices of your closest allies.

Curse. The bracelet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the bracelet, as it is an important reminder of the bond with your allies, and you wear it at all times. While cursed, illusions of your closest allies surround you at all times, which are only visible to you. These images appear real to you, to the point that your mind will always justify their appearance. You giving voices to them, however, can be heard by everyone. You have disadvantage on Dexterity (Stealth) checks as you just can't stop yapping and arguing with your teammates.

✦ PALLADIUM | ✦ NIYANCORI (@2YANKO_RII)

DAGGER OF TOXICANTS

Weapon (dagger), very rare (requires attunement)

A dagger of dark steel and a handle patterned with black dots. It can only pass as ordinary while sheathed, as drawing its blade causes the poison-like corruption concentrated within the dagger's point to occasionally drip its jet-black ichor onto the ground. The weapon must be handled with care so as to not accidentally harm the wielder; after all, while axes are for monsters...

Attacks with this weapon score a critical hit on a 19 or 20. When you score a critical hit against a humanoid, it is poisoned for up to 1 minute. While poisoned in this way, the target takes 2 (1d4) necrotic damage at the start of its turn. Additional critical hits against a poisoned target increases the damage by 2 (1d4) necrotic damage and resets the duration.

✦ WOTT (@THEWAYOFTHEWOTT)

DYNASTES HELM



DYNASTES HELM

Wondrous item, very rare

A helmet made of exoskeleton parts scavenged from giant species of horned beetles. It provides skull protection in a stylish yet menacing fashion, making it ideal for battle or haggling at the local market.

The chitin material is lightweight but extremely durable. It is difficult to pierce through and resistant to being crushed, even if stepped on by a medium-to-large-sized beast.* In a pinch, the horn pieces could also be used for stabbing foes.

While wearing this helm, you gain a +1 to your armor class. Additionally, once per day, you can use your action to maximize your menacing energy in a 30-foot radius around you. Creatures of your choice in the area must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature is frightened of you for one minute. It may repeat the saving throw at the end of each of its turns, ending the effect on a success.

**This statement has not been verified by the Guild of Merchant-Artisans.*

✂ NYCTAHYDE | ♣ NODAYOMI | ♣ EMU

FRIED AXELOTLS



EYE CATCHING GRIPPER CASINGS



EYE-CATCHING GRIPPER CASINGS

Wondrous item, rare

The bright stripes on these foot coverings elicit a strong reaction from any creature that sees them. Repulsed creatures must make a DC 13 Wisdom saving throw. On a failed save, it takes 7 (2d6) psychic damage, or half as much on a successful save. Creatures who enjoy these are instead healed 7 (2d6) hit points.

✂ EMU | ♣ QEEKO (@QUEENQEEKO)

FLAYON'S R-TRUS CONTROL PANELS



FLAYON'S R-TRUS CONTROL PANELS

Wondrous item, legendary (requires attunement by an artificer)

Machina X Flayon controls his massive mech, the R-TRUS, through the use of the R-TRUS Control Panels. These red and black panels hover by his side with the aid of propellers, always ready for him to input commands at a moment's notice. With these control panels, the R-TRUS is at his fingertips, available for him to command the mech to move and attack as he wishes. The R-TRUS is both a home to Flayon as he streams from within across the world and a formidable weapon with which he can crush his foes.

Touch Pads. You need one or more free hands to perform actions or bonus actions on the panels.

Booting up. You can use your bonus action to activate the two panels. When activated, the two panels count as a spellcasting focus for your artificer spells. The panels will stay activated until you dismiss them with a bonus action or until you are incapacitated or die, at which point the panels fall to the ground.

Flying Shields. When activated, the two panels will fly around you and provide you with protection. They hover in the air in your space and protect you as if you were wielding a shield, leaving your hands free.

R-TRUS Remote Control. When the panels are active, you can use your action to establish a remote connection with the R-TRUS. If it is not yet activated, you can activate it as part of the same action. Once activated, you can do the following on your turn:



- You can command the R-TRUS to move up to its speed to a point you have indicated, or use your action to command it to use its thrusters, moving up to twice its speed.
- If the R-TRUS is within 500 feet of you, you can accurately use its remote-controlled weaponry. You can use your action to fire a missile at a point within 200 feet of the R-TRUS. All creatures within 10 feet of that point must make a Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. You can use this weapon 10 times, using the energy stored within the R-TRUS. Expended uses are restored while recharging during a long rest.
- If the R-TRUS is within 30 feet of you, you can use your action to command it to kneel down, allowing you to climb into it and take full control of its capabilities.

You can use a bonus action to disconnect from the R-TRUS. If you disconnect from the R-TRUS or the two panels are deactivated, the R-TRUS will immediately power down, even if it's in the middle of flight.

✍️ ROCKETBLUETULIP | 🎲 HAMMIE (@HAMMIEYAMMY) |
✍️ PALLADIUM

FRIED AXELOTLS

Food and drink

A strange tempura dish created by frying Axelotls. Tastes surprisingly sweet and has no benefits, just a mild sense of guilt.

✍️ WISPY (@WISPYFRAPPE)

GAMBLER'S COOKIE JAR

Wondrous item, very rare

The most ordinary and barely enigmatic jar, contrasted by the wide selection of eye-catching cookies and enriched by the peculiar theme of their design. It might as well be the perfect choice for a tea-time snack, each flavor offering the consumer a unique experience—but perhaps in more ways than one. (What is everyone's favorite flavor among them all?)

When a creature reaches into the jar to pull out a cookie, it rolls a d10. The number rolled determines the result, and upon consuming the cookie, the associated effect will occur.

This item has 3 charges that refresh at dawn.

d10	Cookie	Effect
1	Blue Slime Cookie	Upon consumption, the creature is poisoned for 1 hour.
2	Dingo Tail Cookie	Upon consumption, the creature is only able to walk on ceilings for 1 hour. Movement on any other surface is halved, and it is heavily encumbered.
3	Jester's Hat Cookie	Upon consumption, the creature has disadvantage on all rolls for 1 hour.
4	Tengu Wing Cookie	Upon consumption, the creature gains the ability to let out a sonic wave attack in a 30-foot cone in front of itself. All creatures in the area must make a DC 13 Wisdom saving throw or take 21 (6d6) thunder damage and fall prone. On a successful save, a creature takes half damage and does not fall prone. This ability can be used once.
5	Pilot's Tail Cookie	Upon consumption, the creature's movement speed is doubled for 1 hour, but any Dexterity checks it makes are made with disadvantage.
6	Ronin's Bow Cookie	Upon consumption, the creature's alignment is changed to Lawful Good for the next hour.
7	Dino Cookie	Upon consumption for the next hour, everytime the creature makes any sort of roll, they must roll an additional 1d6. The number rolled is subtracted from their result, to a minimum of 0.
8	Stove Cookie	Upon consumption, the creature gains 14 (4d6) temporary hit points that last for 1 hour.
9	Musical Note Cookie	Upon consumption, the creature has advantage on all Charisma (Performance) checks that require singing for the next hour.
10	Insulting Quote Cookie	Upon consumption, the creature takes 21 (6d6) psychic damage after hearing harsh words in their mind. After 1 hour, it steals its resolve and regains all the hit points, up to its maximum amount.

✍️ RINNE (@BYRSEKER) |
🎲 DALURENNE (@DALURENNE) | ✍️ EMU

GAUNTLETS OF IDEAL MUSCULATION

Wondrous item, very rare (requires attunement)

Do you want to get really jacked really fast? Gauntlets of Ideal Musculation will show you a whole new way to develop your delts, quadz, and biceps! Simply place your hands within these magical gauntlets and discover what happens when you are unable to remove them! Pack a mighty punch—because each of your hands now weighs as much as your entire body! Crack crabs (or boulders!) with your heavily gauntleted fists! Gauntlets of Ideal Musculation will bring you newfound strength—or else!

Once you attune to these gauntlets, the only way to remove them is with the *remove curse* spell. The following effects occur if you have a Strength score less than 20:

- You are unable to equip another weapon, and can only attack using your fists.
- When you roll to hit you do so with disadvantage and take a -15 penalty to the result. If your attack hits, you deal bludgeoning damage equal to 2 times your strength score.
- You are only able to make one attack per round, regardless of other features.

If your Strength score is 20 or higher, you instead gain these abilities:

- You are unable to equip another weapon and can only attack using your fists.
- You attack normally and are proficient.
- You can make up to two attacks per round.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

GIANT'S PIANO

Wondrous item, very rare

Are your hands just too big for a regular piano? The Giant's Piano may be for you! Designed for people with very large hands, the Giant's Piano provides the musical support you've been looking for. Hewed from the trunk of a redwood tree, this massive piano has a full complement of 88 keys, with the keys being carved from dinosaur bones and black basalt. Its low notes have such strong vibrations that they may cause minor earthquakes. Let your music be heard, no matter your size—try a Giant's Piano today.

When you hit a key on this piano, all creatures in a 30-foot radius around it must succeed a DC 15 Dexterity saving throw or fall prone.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

GLOVES OF SPINNING SILK

Wondrous item, rare

A pair of gloves that are woven out of silk. Intricate patterns resembling spider webs are stitched upon the back. If touched, a slight pulsing sensation can be felt. Upon being worn, the wearer will gain a notable improvement in handicraft skills, especially if textile materials are involved in the action.

Once per short rest, the wearer can attempt to entangle an enemy in silken strings. A visible creature within 30 feet must make a DC 10 Dexterity saving throw. On a failed save, it is restrained and may attempt the save at the end of each of its turns to end the condition.

✦ REMORIUM (@CARDIACFRAGMENT) | ✦ EMU

GREMLAPHONE

Wondrous item, rare

The Gremlaphone is a magic horn of unknown origins found by the Ruzaders at a Badlands' garage sale.

As soon as the little creatures used the Gremlaphone to scream profanities through the Criminal's Cut, Ruze discovered the horn's ability to provoke any creature within hearing distance. The horn's magic caused a legendary barfight which made Ruze confiscate it.

After their prize was "stolen," the Ruzaders retaliated by hot gluing several stickers onto the Gremlaphone. It is unknown if Ruze isn't removing the stickers out of fear for damaging the rune inscriptions, or to keep the Ruzaders happy.

The horn is now used by Ruze to taunt Corruption beasts away from the more squishy ARMIS members and mow them down with his trusty axe Zephyr.

You can use an action to blow this horn. All creatures that can hear the noise within 30 feet must make a DC 15 Wisdom saving throw. On a failed save, creatures are taunted by you for 1 minute. A taunted creature must spend its turn moving towards you and attacking you. It cannot take reactions and may repeat the saving throw at the end of each its turns. On a successful save, the effect ends.

This item has 3 charges that refresh at dawn.

✦ WOLFSTER (@WOLFSTERWOFFLE) | ✦ EMU

HAKKA'S TWIN SPEARS

Weapon (spear), legendary (requires attunement)

A generational relic from the Banzoin clan, currently left in the hands of their latest heir, Hakka. Slashing through all Corruption beasts to cross their path, the raven's loyal companions bear no unfamiliarity to the life of obliteration, feeding off the wielder's ever-so-fueling thrill and adrenaline for battle. Their first hunt, never to be forgotten—established during Hakka's first trial into the way of exorcism and the first encounter with the threat growing its roots underneath the soil in Elysium, up to its eventual claim of another victim: their holder. Still, they remain by the exorcist's side as his weapons of choice, relentless in the objective of cleansing the world from harm done, and counting on a remedy for the one in their possession.

You gain a +3 bonus to attack and damage rolls made with this weapon. It has the following properties and abilities:

- **Raven's Paradigm.** You may choose whether melee attacks with the spears deal radiant or necrotic damage.
- **Shattered Wings.** As a bonus action, you may recall a thrown spear within 120 feet back into your hand. The spear flies back to you in a straight line. Each creature in the line must make a Dexterity saving throw. A creature takes 28 (8d6) radiant damage on a failed save, or half as much damage on a successful one.
- **Dead World.** When this weapon is equipped, you may scream as a bonus action. All creatures who can hear you must make a DC 18 Wisdom saving throw or become frightened. This ability resets on a long rest.

✦ RINNE (@BYRSERKER) |

✦ QEEKO (@QUEENQEEKO) | ✦ LIME52



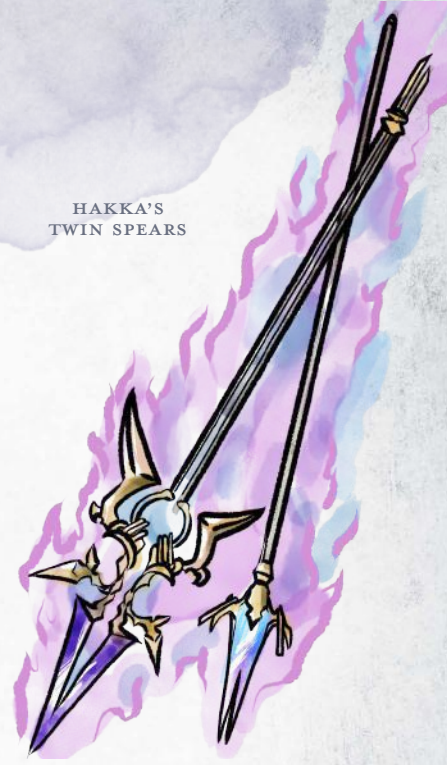
HUNTER'S
MJØD



GREMLAPHONE



IDOL
COSTUME



HAKKA'S
TWIN SPEARS

HIDDEN RICE CACHE

Wondrous item, very rare

Sometimes, you need to be assured that your important foodstuffs are kept secret and safe. Worry no more! If you purchase a Hidden Rice Cache from one of our certified vendors, you will be provided with a single existing copy of a riddle and coordinates to guide you to a specially prepared barrel of properly preserved rice. Never concern yourself with theft of your foodstuffs again! Be prepared for every eventuality with our Hidden Rice Cache!

This item creates 25 pounds of perfectly cooked, fluffy rice every 14 days. The rice remains warm, and stays fresh as long as it is inside the barrel. If all of the rice is consumed before 14 days is up, it will not create more.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

HUNTER'S MJØD

Food and drink

A bottle of mead specially made by backwoods bayou demon hunters. Deceptively potent, and requires a DC 10 Constitution saving throw to drink without immediately becoming inebriated; the DC increases by 5 for every additional sip.

Regardless of whether the check is passed or not, drinking this grants the user a 2d6 bonus to Wisdom (Perception) checks, as well as immunity to disease and possession for 1 day after ingestion. Drinking the whole bottle in one sitting extends the duration to one week.

The drink comes in different variants, such as orange, elderberry, and maple.

✦ ✦ ✦ KY (@KYANTHROPY)

IDOL COSTUME

Wondrous item, legendary (requires attunement)

Do you want to become an idol? Place your trust in the magic inherent in the Idol Costume, and your wish just might be granted! The beautiful tailoring of the costume gives you the confidence and grace necessary to improve your Charisma (or rizz as the kids say these days), and its perfect cut enhances your natural dancing and singing abilities. By using the Idol Costume, even the roughest ruffian can become a shining star on stage and stream!

Shiny. Your Charisma score is 20 while wearing this outfit.

Sparkly. You have expertise in Performance (Charisma) and Persuasion (Charisma).

Shimmering. Enemies have disadvantage on their first attack roll against you on their turn.

Showy. You have advantage on your initiative rolls, as other creatures are captivated by you.

Starry. When you hit an enemy with an attack roll you cause stars to explode. Enemies within 5 feet of the original target take radiant damage equal to your level. This damage ignores resistances and immunities.

Singing. As an action on your turn, you fulfill Yagoo's dream and sing like the pure idol you are. All creatures that can hear you must make a DC 20 Wisdom saving throw. On a failed save, it takes 49 (14d6) psychic damage, or half as much on a successful one. Creatures affected by your Spell Binding have disadvantage on this saving throw.

Spell-Binding. As an action on your turn, you may attempt to captivate all creatures that can see you. When you do this, a creature must succeed on a DC 20 Wisdom saving throw. On a failed save, it is charmed and begins waving penlights (don't worry about where it got them). It may reattempt the save at the end of its turn unless it has taken damage from your Singing, in which case it is charmed permanently.

✦ SEMILUMINARY (@SEMILUMINARY) |

✦ KAZU (@KAZUCHIIN) | ✦ EMU

INVERTED CROSS EARRING

Wondrous item, common

Popularized by a man with an odd yet striking resemblance to a famous bounty hunter in a red coat, the upside-down cross earrings are looking good from afar, but most of these are cheap and fake jewelry. They come in silver or golden color.

Though, it seems that some of these inverted cross jewels have been cursed with some kind of spell that brings to light the inner e-kid that lies in the deepest part of your spirit. Affected people would start listening to sad emo music and wearing dark monochrome clothes, a t-shirt layered over a long-sleeved shirt, and some chain accessories. They'd also become quite flirtatious and give unclear speech about two inner wolves fighting inside of them. Badlands authorities decided to take the matter seriously and are currently investigating the phenomenon.

✦ POULET CHICKN (@POOULET)

JELLY CUBE

Adventuring gear, uncommon

These dense gelatinous cubes are found in caves. At first glance, it may look like an enemy, but upon closer inspection it is revealed they are just blobs. They're often used as ranged projectiles, though if jammed over a creature's head, suffocation will occur.

Enemies take 11 (2d10) bludgeoning damage when hit by a jelly cube. A creature whose head is fully encased must make a DC 12 Constitution saving throw or become incapacitated. It may repeat the save at the end of each of their turns.

✂️ EMU | 🍷 FLUOR (@FLUORART)

LENS OF HETEROCHROMATISM

Wondrous item, very rare (requires attunement)

The Lens of Heterochromatism appears as a jeweler's loupe with a color-shifting casing. When raised to the user's eye, the iris of that eye changes color to a shade different from the user's other eye. This cannot be undone. Side effects may include swelling, redness of the sclera, the ability to see into the future or past, the ability to shoot laser beams from the affected eye, and/or nearsightedness.

When you attune to this item and hold it up to your eye, you must roll a d100. The number on the die determines the effect. This lens has 10 charges, once all have been consumed it becomes a normal jeweler's loupe.

Result Effect

- | | |
|-------|--|
| 01-16 | It changes to a random color. No other effect occurs. |
| 17-32 | Your eye swells to the point of being shut. You have disadvantage on all Wisdom (Perception) checks that rely on sight. Additionally, you have disadvantage on all attack rolls. A <i>greater restoration</i> or <i>wish</i> spell is required to remove the effect. |
| 33-48 | You lose the ability to see clearly past 10 feet. You must succeed on a Wisdom (Perception) check to see something beyond that distance. Getting glasses will fix this issue. |
| 49-64 | From now on, whenever you open that eye, you shoot a 30-foot-long laser beam that deals 40 (9d8) fire damage to one creature you look at. A magical eye patch or other magical covering will be able to block this. |
| 80-99 | You gain 30 feet of darkvision if you did not already possess it. However, everything seems overly saturated and a bit grainy. |
| 100 | From now on, your eye gains the ability to see 5 seconds into the past or future. |

✂️ SEMILUMINARY (@SEMILUMINARY) | ✂️ EMU

MAG-NET

Weapon (net), rare

Do bugs make you crazy? What about monsters? Handle both with ease with the Mag-Net! This Magni Dezmond-branded heavy-duty net has a sturdy metal handle, strong twine netting, and even has some mag-magnets (better known as regular magnets) in the rim, just in case! It is excellent at catching insects and small

JELLY CUBE



TEST NO. 849
SUBJECT: JELLY CUBE
PROTOCOL: #5
RESULT: GELATINOUS
MATTER WAS
CONSUMED BY THE
CORRUPTION IN 7.35
SECONDS.
-LL

RING OF LIES



MAHOU SHOUJO
OUTFIT (WITH WAND)



RUZADER
FOSSIL



animals as a net, yet durable enough to knock larger monsters unconscious if necessary! As a bonus, the magnets in the net rim are strong enough to pick up small metal items or attach the net to metal surfaces. This is great for finding lost bits and bobs or hanging your net on a metal wall.

This net has a +1 to hit and requires a DC 13 Strength check to resist being restrained.

Creatures that are Small have disadvantage on their saving throw to resist being restrained by the net. Tiny creatures are automatically restrained. Creatures Medium or larger that are hit by the net must succeed a DC 13 Strength check or be knocked prone.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

MAHOU SHOUJO OUTFIT (WITH WAND)

Wondrous item, legendary (requires attunement)

Do you believe in magic? Then wave the Mahou Shoujo Wand and you will be transformed with the Mahou Shoujo Outfit! Not only does this outfit radiate the power of cuteness, but it also provides you with access to three cantrips of your choice! May your magic bring love and punish evil!

While wearing this outfit and using the wand, you learn three cantrips of your choice, regardless of class. Your spellcasting ability for these cantrips is Charisma. These cantrips do not count against your number of known cantrips. Additionally, you can wave your wand again as a bonus action to activate your full magical-girl potential for 1 minute. When you first enter this state, all creatures that can see you must succeed on a DC 12 Wisdom saving throw. On a failed save, it is charmed for the duration of your transformation or until it takes damage. When you make melee weapon attacks in your transformed state, they deal extra radiant damage equal to your proficiency bonus.

✦ SEMILUMINARY (@SEMILUMINARY) |
✦ KAZU (@KAZUCHIIN) | ✦ EMU

MINISCULE DANGER SWORD

Weapon (dagger), common

Are you unbothered by the constant miniscule dangers that try to hassle you, yet find that you need some sort of weapon to manage them? The Miniscule Danger Sword is for you! Its rough-hewn wooden edges will give additional damage, via splinters and paper cuts, to those pesky zombies, skeletons, and slimes. Build your base in peace with the Miniscule Danger Sword!

You have a +1 bonus to attack and damage rolls made with this weapon against undead and oozes. When you hit a creature with an attack, it does an additional 2 (1d4) piercing damage as splinters fly off.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

PATCH OF SOOTHING

Wondrous item, very rare

As a lone wanderer in the heat of battle, sometimes you'll encounter an inconvenient pain, a nasty scratch, or a sore muscle. With no healer in sight, what do you do? We recommend applying a Patch of Soothing! The Patch of Soothing is made from clean, handwoven silk cloth saturated with our secret soothing balm. It stays fresh for weeks and can be easily stored in a pocket or pouch. Whether it's a large cut, a strained muscle, or even

a puncture wound, just cover the affected area with the Patch of Soothing and hold for fifteen seconds to secure the patch to the damaged location. Your pain should be soothed in minutes! The Patch of Soothing also closes wounds and prevents infections!

When placed on a creature, it gains 15 (6d4) temporary hit points.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

PROSPECTING PICK

Weapon (warpick), very rare (requires attunement)

Gold rushes in the Badlands have everyone eyeing their chance at fame and fortune. But how can you manage to get your hands on that precious metal while protecting yourself from the dangers of caves and mines? The answer is the Prospecting Pick! With a head of solid iron and a handle of sturdy oak wood, the Prospecting Pick is excellent at mining stone, coal, copper, iron, and most importantly, GOLD! Even better, this pick can be used for both digging and fighting! Whether it's a giant serpent trying to make a home in your mine or a cold-blooded claim jumper out to murder you for that sweet lucre, the Prospecting Pick will help you remove the problem!

You have a +2 bonus to attack rolls with this weapon and advantage on attack rolls against creatures with a burrow speed.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

RING OF LIES

Ring, rare

You have advantage on Insight (Wisdom) checks when wearing this ring. When a creature rolls a Deception (Charisma) check against you, it does so at disadvantage.

If it fails and you are able to see through their lies, it takes 3 (1d6) lightning damage. If you lie, you take 3 (1d6) lightning damage.

✦ ✦ EMU | ✦ MABOPOKI (@MABOPOKI00)

ROCK CANDY

Food and drink

A delectable treat from the Badlands made to look exactly like precious stones, Rock Candy is the perfect solution for those who have urges for but cannot handle a crystalline diet. The complicated process of forming the candy into realistic crystal rock shapes is a guarded secret of the Badlands' chefs. Be careful feeding the candy to your pets, as there have been cases of certain creatures becoming mellow or going into a frenzy.

Rumored to "break your teeth," when a creature consumes a Rock Candy, they roll d6. On a 5 or lower, they take 2 (1d4) damage. On a 6, it removes one level of exhaustion.

✦ JELLO | ✦ EMU

RUZADER FOSSIL

Wondrous item, artifact

The fossilized remains of a Ruzader. If you obtain one, you can perhaps trade or sell it for some coin.

✦ ✦ HAMMIE (@HAMMIEYAMMY)



SHINRI'S BOW



SHINRI'S
SHIRT OF
PECTORAL
PROTECTION



SYMBOL T-SHIRT

SCENE-SHIELDING AXE

Weapon (greataxe), rare (requires attunement)

This clever axe combines the functions of both weapon and shield into one! The Scene-Shielding Axe is so large and bulky that its head can literally serve as a shield.

- You have a +2 to attack and damage rolls made with this weapon.
- Creatures with a Strength score of 15 or lower have a disadvantage on all attack rolls with this weapon due to its size.
- As a bonus action, you can change between the axe form and shield form. While in the shield form, it functions as a +2 shield.
- Once per day, the wielder may use the axe to cast *darkness*.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

SHIELD OF ARROW REPULSION

Shield (shield), very rare (requires attunement)

The Shield of Arrow Repulsion is a must for any seasoned adventurer. While the shield itself looks like any other rectangular wooden shield, it is particularly effective at deflecting arrows. Traditional arrow deflection shields work by using magical shielding technology or applying the skill of the user to physically deflect the arrows at an appropriate angle. However, the Shield of Arrow Repulsion works through emotional repulsion—that is, the shield itself yells statements of disgust at incoming arrows to repel them from its user. Because the shield is self-aware, it can deflect arrows from any angle, up to and including from behind the user!

When a creature hits you with a ranged attack, you may activate the shield as a reaction. The attack misses. Additionally, the attacker or any creatures of your choice within a 30-foot cone in front of you must make a DC 15 Wisdom saving throw. On a failed save, it is frightened of you and may reattempt the save at the end of its turn. This ability refreshes on a long rest.

✦ SEMILUMINARY (@SEMILUMINARY) | ✦ EMU

SHINRI'S BOW

Weapon (longbow), legendary (requires attunement)

The light bow wielded by ex-ronin adventurer Josuiji Shinri is quite unique. First, in structure, it is a compound bow capable of exerting massive amounts of pressure upon its arrows, yet it also is capable of folding up to be worn on its wielder's back.

You gain a +3 bonus to attack and damage rolls made with this weapon.

This weapon transforms any arrows shot with it into light arrows, which have the following properties and abilities:

- The arrows deal radiant damage instead of piercing damage.
- The arrows emit a faint glow in a 10-foot radius. They illuminate creatures they hit, causing the next attack roll against them to be made with advantage.
- When you take the Attack action using the bow, you can expend one spell slot to deal additional radiant damage. The extra damage is 4 (1d8) for a 1st-level spell slot, plus 4 (1d8) for each spell level higher than the 1st, to a maximum of 18 (4d8). There is no limit against creatures with an evil alignment.

✦ SEMILUMINARY (@SEMILUMINARY) |

✦ LULU (@ILLULUSTRATIONS) | ✦ EMU

SHIRT OF PECTORAL PROTECTION

Light armor, rare

The magical Shirt of Pectoral Protection, which is always the purest shade of deep black, provides extra-comfy warmth, stops claims of exhibitionism, and prevents even the most intense and dedicated attempts at pectoral and abdominal ogling. Since its current owner, Guild TEMPUS member Josuiji Shinri, obtained the mystical top, he has not been seen without it! Warning: may or may not cover arms, back, and other areas, but definitely covers neck, pecs, and abs.

While wearing this shirt, a creature has a +1 bonus to AC. Additionally, any Wisdom (Perception) checks to see the wearer are made with disadvantage.

✦ SEMILUMINARY (@SEMILUMINARY) |

✦ KYOKI (@AMAIKYOKI) | ✦ EMU

SPEAR OF REASSURANCE

Weapon (spear), uncommon

Does the daily grind of hunting dangerous beasts and going on adventures make you worried or anxious? Then the Spear of Reassurance is for you! This large magical spear, suited specifically to hunting boars and other vicious charging beasts, emits a calming aura. The spear also has the unusual effect of quelling a barbarian's Rage, so barbarians beware!

When you make an attack roll against a beast, you do so with advantage. Additionally, the calming aura is so strong that any raging creatures instantly have their Rage ended. They cannot enter Rage again if this weapon is still equipped.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

SUNBREAKERS

Wondrous item, rare (requires attunement)

Sunbreakers are a type of dark-tinted glasses that protect the wearer's eyes from many types of light, although they are best known for their protection against the sun. When worn in the presence of sunlight, whether it originates from the sun or a spell, the glasses darken to a perfectly appropriate degree for the wearer to be able to see clearly. These magical glasses also respond to a variety of other lights, dimming less for moonlight and firelight and more for brighter sources, such as welding torches. There are even reports that Sunbreakers can prevent a wearer from being blinded by magic attacks.

While wearing these glasses, the user has advantage on all saving throws made to resist the blinded condition.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

SYMBOL T-SHIRT

Wondrous item, artifact

A plain t-shirt with Ruze's oshi mark or a red Libra sign on it. It does not protect the wearer from physical or magical attacks. Instead it repels enemies mentally due to being a warning sign that the wearer is about to tell you about a complex bible-length webcomic.

Any creatures with an Intelligence score of 18 or higher are automatically frightened of you.

✍ EMU | ✎ FLUOR (@FLUORART)

TEMPANTSU

Wondrous item, legendary (requires attunement)

Do you feel like a loser? Did you, in fact, mess up at an inopportune time and end up having to post your undergarments for everyone to see? Well, take that under-frown and turn it upside-down! Own your failure and make it AMAZING with Tempantsu! Tempantsu are underwear styled for your needs and designed to bring you assurance in even the most embarrassing situations! While Tempantsu come in a variety of shapes and sizes, from soft and comfy to elephant-tastic, the one thing they all provide is a big boost to your confidence! While wearing nothing but Tempantsu, the positivity you feel will literally protect you from harm! So dress for success with Tempantsu!

You have a +3 bonus to your AC while wearing this item and nothing else.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ WOLFSTER (@WOLFSTERWOFFLE) | ✎ EMU



THROW-TION

Wondrous item, very rare

Throw-tion is a throwable potion bottle that is delicate enough to break when thrown a distance of up to 30 feet, yet strong enough to be stored in your pouch! Just pour a full dose of your potion or concoction into the Throw-tion bottle and store until needed. The Throw-tion bottle will keep your potion fresh for up to a year! Throw-tion is made from a secret glass formula, enhanced with minor magics to ensure that the bottle will not break until after it is thrown! Throw-tion is great for panic healing, monster poisoning, and, of course, copium dosing!

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

TORCH OF CEILING LIGHT

Adventuring gear, common

When you enter a dungeon, do you have certain concerns? Are you afraid that monsters might jump on you? Are you worried that rocks might cause death from above? The Torch of Ceiling Light is here to solve all of your problems! The Torch of Ceiling Light is an extra-long torch perfectly suited to lighting up those high, hard-to-reach places that are always likely to cause you problems in a dungeon.

This torch burns as normal, but the light it casts is always elevated by 10 feet. Additionally, it only provides bright light in a 10-foot radius and dim light for an additional 10 feet.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

TWILIT BENTO

Food and drink

The Twilit Bento is an unusual type of cursed consumable that may be created when a regular bento is made around sunset or twilight. These bentos appear completely normal at night, but disappear into empty air as the sun rises, then reappear again when the sun sets. Because of the Twilit Bento's penchant for disappearing, bento merchants usually sell them at an increasingly deep discount as night appears and encourage them to be eaten immediately upon purchase.

When consumed, the bento heals a creature for 28 (8d6) hit points.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

UNWATERING POWDER

Wondrous item, common

Do you absolutely despise the natural, clean taste of water? Would you rather it taste like almost anything else? Well, good news! Unwatering Powder will remove that nasty water taste from your water! Unwatering Powder comes in 12 delicious flavors, from Ultimate Cherry to Strong Coffee and anywhere in between. Just add the Unwatering Powder, stir your drink, and voila, no more nasty water taste!

When the powder is added to water and consumed, the user gains temporary hit points equal to its Constitution modifier.

✍ SEMILUMINARY (@SEMILUMINARY) | ✎ EMU

UNLUCKY UMBRELLA

Weapon (spear), artifact (requires attunement by someone without the Lucky feat)

Legend has it that this umbrella once belonged to the ruler of a vibrant and prosperous kingdom. So enamored was the ruler with this umbrella that they kept it by their side at all times, opening it even while strolling indoors. Some saw this habit as simply being a strange quirk of their ruler, while others whispered of the umbrella accumulating bad karma each day it remained open under the palace's roof—and blamed the catastrophic collapse of the kingdom on its ruler's folly. Henceforth, misfortune would plague those foolish enough to open the umbrella above their head.

Some scoff at this story, but all agree upon the umbrella's remarkable craftsmanship. Even after centuries of rain and shine, this umbrella still retains its golden ornamentation and exquisite quality. This has attracted many owners over the years, passing through the hands of heroes, villains, and any alignment of adventurer in between. No matter how each comes to acquire the Unlucky Umbrella, though, no one has been able to keep it for very long.

And so, the cycle continues. Stumble upon this beautiful artifact; marvel at its design. Feel how light it is within your palm. It fits your grip perfectly, and you're certain that, if you keep it closed, it'd make a fine spear. Still, wonder...

If you opened it, would Lady Luck grant you mercy?

While closed, this spear has a +3 to attack and damage rolls.

When opened, the holder of the spear must roll a percentile dice to determine what happens to them.

Result	Effect
01-25	The creature is poisoned for the next 4 hours. This condition can be removed by <i>greater restoration</i> .
26-50	The creature becomes blinded and deafened for the next 8 hours. This condition can be removed by <i>greater restoration</i> .
51-60	The creature is paralyzed for the next 24 hours, and it cannot be moved by any external means. This condition can be removed by <i>greater restoration</i> .
61-70	The creature falls prone every consecutive 10 feet of movement it takes. This lasts for 24 hours.



UNLUCKY UMBRELLA

Result	Effect
71-80	The creature has disadvantage on every roll it makes for the next 24 hours.
81-90	The creature is struck by lightning emanating from the top of the object. It takes 65 (10d12) lightning damage that cannot be reduced.
91-96	The creature gains one level of exhaustion. Every hour, for the next 4 hours it gains one level of exhaustion. Taking a long rest during this time will not reduce the exhaustion level. A creature cannot die from this effect.
97-98	The creature drops to 0 hit points and immediately begins making death saving throws. If a creature dies this way, it cannot be revived through any means other than the wish spell.
99-00	For the next minute, Lady Luck fights by their side. The creature has a +10 to every stat and proficiency in all saving throws and ability checks. It has the effects of haste, and all of their attack rolls hit and deal double damage regardless of resistances or immunities. Any damage it takes is halved, and any healing it receives grants it an equal amount of temporary hit points. It cannot be affected by any negative conditions, and any creature that tries is subjected to its own effect. This ability cannot be activated again for at least 1 year.

✍ SUNSHII (@SUNSHIIIIIIII) | ✎ EMU

GOLDBULLET'S RIFLE

*Ranged weapon (rifle), legendary (requires attunement)
2d10 piercing - ammunition (100/500 ft.), reload (6 shots),
two-handed*

Goldbullet's sniper rifle is his master go-to weapon for hunting and combat. Goldbullet's rifle is a rare two-handed ranged attack weapon that gives Goldbullet high precision with a detachable optic scope that can be attached to the top of the gun.

Goldbullet's rifle is treated with the utmost love and respect from Goldbullet himself. Claiming the name "Lorraine," the rifle is treasured and taken great care of. Wherever Goldbullet goes, Lorraine goes with him. Goldbullet loves Lorraine dearly, so much so that he cuddles it often. Moreover, whenever Goldbullet cuddles and snuggles Lorraine, it gets stronger each time. The results from being loved include the rifle's heavy piercing damage from the bullets and the sharper lens from the optic scope to observe and track whoever is the target.

The rifle is a beautiful matte-black, alluring emerald-green, and lovely light-blue firearm with a dark-green muzzle, black barrel, black stock, emerald-green optic scope, black-and-gold bipod, foregrip, and a matte-black trigger and trigger guard. The beauty of the rifle is unparalleled to any weapon Goldbullet has ever used or known.

The long-ranged gun has a fast reload speed with moderate to heavy piercing damage that can pierce through armor and tear through flesh with incredible speed. Goldbullet's rifle is a heavy hitter and is a mandatory weapon to combat anything heading its way. It can be used for attacks at any range, but it is best at long range. Close up and with its scope detached it may deal just as much damage, but its accuracy shines when it nails a target a mile away. Though the rifle's magazine can hold up to six bullets at a time, it is believed that Goldbullet rarely needs more than one to finish the job.

You gain a +3 bonus to attack and damage rolls made with this weapon. It has the following properties and abilities:

Cuddles. During the first combat encounter following a long rest, the rifle deals additional damage equivalent to your Dexterity modifier.

Versatile. As a bonus action, you may detach or attach the rifle's scope. With the scope attached, the rifle gains 60 feet of range and deals an additional 18 (4d8) piercing damage to creatures more than 100 feet away. With the scope detached, the rifle deals an additional 18 (4d8) piercing damage to creatures within 30 feet. Additionally, creatures hit at this range must make a DC 18 Strength saving throw or be knocked prone.

Biggest Gun on the Planet. While carrying the rifle, you have advantage on Charisma (Intimidation) checks.





JURARD'S PISTOLS

*Ranged weapon (pistol), legendary (requires attunement)
2d6 piercing - ammunition (50/100 ft.), reload (20 shots), light*

A set of silver-colored pistols decorated with ornate, bold designs. These are the main weapons wielded by none other than the most devilishly handsome Prince of the Badlands, Jurard T Rexford! Each pistol is capable of releasing up to twenty shots before needing to be reloaded. With such a high rate of fire, being on the opposing end of these firearms is almost certainly a recipe for defeat...as long as the accuracy holds up!

So whether it's in a close-ranged duel or a long-distance shootout, Jurard's pistols are always ready to deliver swift and destructive power. The only way these bad boys could let you down is if you, yourself, are a failboy... They may be strong, but they can't make up for terrible luck. Sorry!

These silver-colored pistols are more than just weapons, though; they are an extension of Jurard T Rexford himself, reflecting his bold, loud personality anywhere he goes across the Badlands. Their striking, red, jagged design along the pistols' silver bodies makes them stand out when compared to other weapons, capturing attention instantly. The intricate patterns weave through the metallic sheen, enhancing their allure.

You have a +3 bonus to attack and damage rolls made with these weapons. It has the following properties and abilities:

Prince's Prestige. While attuned to these weapons, you gain proficiency in both Persuasion and Deception, and you learn one additional language of your choice.

Boy Failure. If the result of an attack roll is a 1, the user takes 2d6 psychic damage.

Dino Mode. While attuned to these weapons, you can choose to temporarily let the predatorial magic imbued in the pistols take over your body, increasing your speed, senses, and reflexes. At the start of your turn, you can go into Dino Mode, granting you the following abilities:

- Your base speed doubles.
- You have advantage on Wisdom (Perception) checks.
- Your shots no longer have disadvantage because of long range, and your targets do not gain benefits from half or three-quarters cover.
- If you take the Attack action, you can shoot two additional times.
- If you are hit by an attack, you can use your Reaction to make an opportunity attack against the attacker.

The effects of Dino Mode last until the start of your next turn. You can use Dino Mode up to 6 times per day, regaining all spent uses at dawn of the next day.

OCTAVIO'S WAND

Wand, legendary (requires attunement by a bard)

Opulent. Octatonic. Operatic. These words are used to describe the owner of this one-of-a-kind weapon and describe the weapon itself equally well. The ivory, off-white wand, ornately fashioned into the form of a conductor's baton, can often be found in the hands of Octavio when on the battlefield alongside the rest of ARMIS. The puppeteer uses his magical focus to conjure and operate magical strings that shoot out from his shoulders into their target, forcing any Corruption beast in his sight into complete obedience. The baton glows brightly around every inch, pulsating with magical energy as its enchanting magics take form.

While none would oppose the fact that this weapon is filled with an outstanding amount of power, one may also regard such potential with fear; after all, the power to effortlessly override a creature's autonomy is not something easily overlooked. One may find being an audience to this magic either beautifully enchanting or terrifyingly ominous. The exact origins of where and how Octavio got his hands on obtaining such an odd artifact is unknown to everyone other than the puppeteer himself; and while he never misses an opportunity to give a quick performance, be it through a puppet show or song, that particular story is one that will only reach its conclusion when the maestro wishes to hear the crowd's ovation. And thus, the puppetmaster continues orchestrating.

While you are wielding this wand as your spellcasting focus, you gain a +3 bonus to spell attack rolls and your spell save DC. In addition, this wand has 15 charges that can be used for the following properties, using your spell save DC:

Change Tempo. Whenever initiative is rolled, you can spend 1 charge to attempt to speed up or slow down the creatures around you. One target within 30 feet of you must make a Wisdom saving throw, or you can add or subtract your Charisma modifier to or from the total initiative roll. A target can choose to fail the save. You can spend one more charge to target an additional creature, up to 3 charges per initiative roll.

Conduct. You can spend 1 charge to cast *command* at 1st level. If cast in this way, the target has a disadvantage on the initial saving throw against the spell's effects. You can spend 1 additional charge to target an additional creature with the same command, up to a maximum of 5 charges.

Intermezzi. You can spend 3 charges to cast *hold monster* at 5th level. If cast in this way, the target has a disadvantage on the initial saving throw against the spell's effects. You can spend 2 additional charges to target an additional creature, up to a maximum of 7 charges.

Battaglia. You can spend 7 charges to cast *dominate monster* at 8th level. If cast in this way, the target has a disadvantage on the initial saving throw against the spell's effects. You can spend 4 additional charges to target an additional creature, up to a maximum of 15 charges.

The wand regains all of its spent charges daily at dawn.



ZEPHYR

Weapon (greataxe), legendary (requires attunement)

Zephyr. Nothing in particular occurs to most people when hearing this word, besides maybe them knowing the names of the four winds. But in Southern Elysium, more specifically in the circles of monster and bounty hunters, the word alone makes even the best fighters shiver. Because it is nothing less than the name of the weapon of Elysium's greatest monster hunter, Ruze the Red, also known as Crimson Ruze.

There are many reasons why Zephyr is able to instill such respect and fear through the simple mention of its—or rather, his, as Ruze himself would say—name. The first one is obviously the man who wields him, as his reputation as a ferocious bastard precedes him. And even if he keeps saying, “Axes are for monsters [...],” you never know.

The second reason is that people can tell Zephyr is indeed built to kill big monsters. The worn leather handle and the cracks on the blade suggest that the weapon has been used for quite some time now, but it doesn't take away from his stunning looks. Impressively tall, it is also hard not to be captivated by the shiny golden metal and veins, as well as the engravings and the strange purple gemstones, curiously the same color as his wielder's eyes.

But if it was only for his appearance, Zephyr wouldn't inspire so much dread. What really makes people uneasy are the rumors surrounding him.

Many times has Ruze mentioned how lightweight the axe is, but what could explain this fact? His enchanted blade could be a reason, or the fact that Ruze could be way stronger than he would admit. Some also say that Zephyr can shapeshift into various weapons, so the idea that he could balance his weight, too, wouldn't be so surprising.

In addition, the link between the bounty hunter and this axe, which he calls his best friend, is quite strange. Ruze jokingly talks about it as if they were “soul-bonded.” It is,

though, a serious thing to consider, as it seems Zephyr is in a way sentient—one could even say alive or maybe inhabited by something—and is able to communicate with Ruze. A pact of some sort could also explain their connection, but what about the exact nature and terms of it?

Things don't end here as, considering the rumors of demonic blood concerning the great monster hunter, some suspect that Zephyr could act as a way for Ruze to channel his powers or help him hold something back. Or could the weapon use those powers to fuel himself? Since the fighter seems pretty careful that nobody but him holds or wields the enchanted axe, it is reasonable to think that it may be because someone would get hurt in the process. That, or Ruze may just be possessive about his companion.

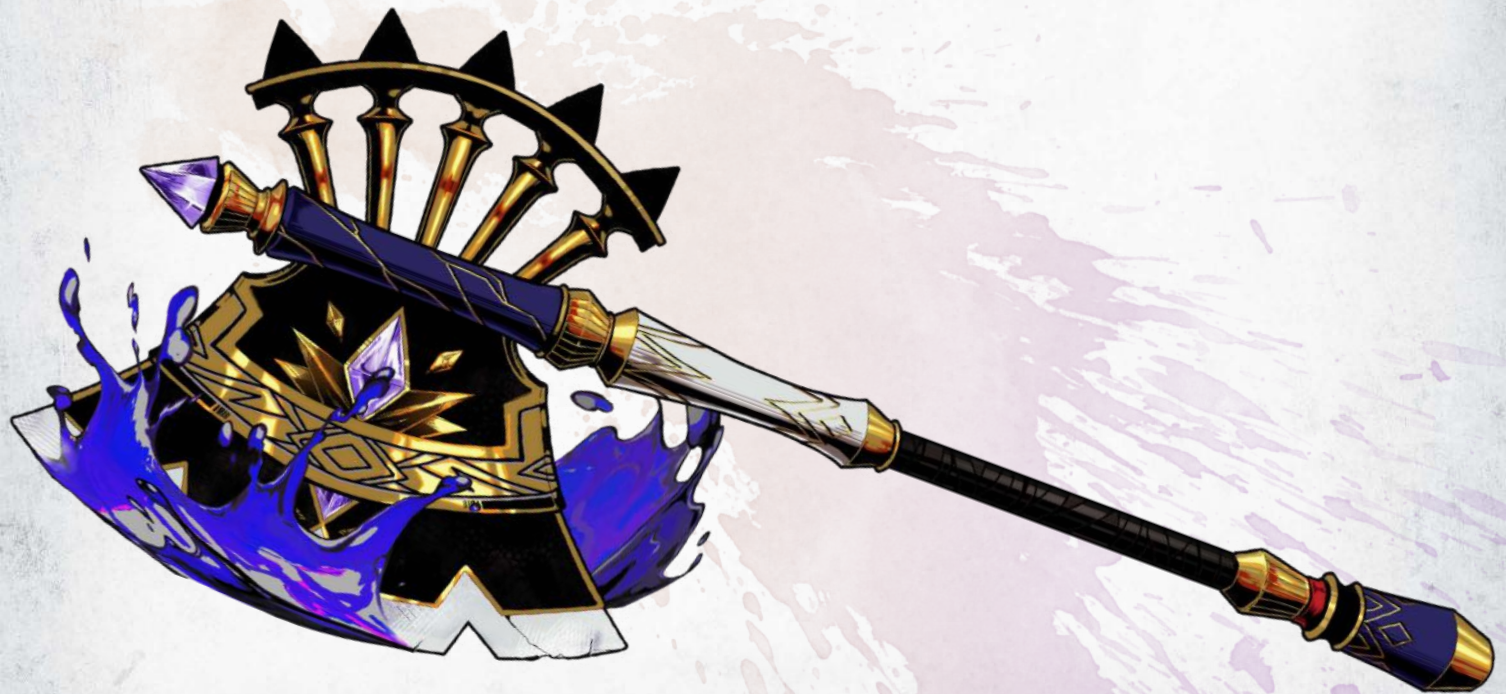
Secretive he is for sure, as if hearing the rumors while being the only one knowing the truth is a great source of amusement for him. So until the bounty hunter decides to talk—if he ever decides to do it—Zephyr's mysteries are well kept.

You gain a +3 bonus to attack and damage rolls made with this weapon.

The Bigger They Are. This weapon is most effective against creatures that are size Large and greater. When hit, it takes additional force damage equal to their own Strength modifier.

Enchanted Blade. While holding this weapon, the user is immune to necrotic damage. Additionally, it can be wielded with one hand while still dealing the normal amount of damage.

Dubious Presence. At the end of its turn, the wielder takes 4 (1d8) psychic damage but gains an equal amount of temporary hit points.



CORRUPTED ZEPHYR

Weapon (greataxe), legendary (requires attunement)

After examining how the Corruption reacts in an organic body, even with the speculations that circled the experiments, a search for higher levels remains endless. As a prime result of conviction and greed, turning regret into an afterthought, a new theory finds the surface: a non-sentient subject that, by any possible means, should allow the Corruption to operate within it. (What could anyone hope to accomplish with such an unorthodox plan? When it comes down to science, there is only one way to reach a satisfactory answer.)

A vital opportunity embodies the form of an axe—the beast hunter's esteemed weapon, its name somehow reminiscent to be Zephyr. An unexpected guest, certainly so, but still quite a fascinating sample.

Whether by resolve or by its inanimate nature, sharing its wielder's obstinacy was a matter of fact. Despite the parasitic entity latching onto its target with equal persistence, the axe stood firm in its refusal to surrender, mirroring the man who originally had it in his possession.

While it is a sight to behold, keeping a distance from the weapon in its current state is strongly advised. For an ordinary human, as they succumb to the Corruption's effects, a likeness to sudden death is the most imminent outcome.

The wielder has a +3 bonus to attack and damage rolls made with this weapon.

Corrupted Form. This weapon does an additional 9 (2d8) corruption damage.

Symbiotic. When the wielder attacks with this weapon they gain one level of Corruption at the end of their turn, up to a maximum of 5. If they have the 'Corrupted Being' ability this has no effect.

Overwhelm. While attuned, if a creature has the 'Corrupted Being' ability they gain the following benefits:

- They have a +2 bonus to AC.
- When they deal corruption damage, they heal for half the damage dealt.
- If the result of an attack roll made with this weapon is 5 or more over the targets AC, it counts as a critical hit.



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ABANDONED AUTOMATON

Left alone deep in the forest for far too long, the abandoned automaton seeks the companionship of whom he deems similar enough to his creator. Although if you come across him, you may not make it out alive.

This automaton resembles our very own Machina X Flayon physically, but has never met or seen what he actually looks like. The major differences between him and Flayon, though, are the fashion sense that resembles the Victorian era, the slightly paler complexion, and the cog that seems to be attached to his upper back. All he knows about Flayon himself is what his original maker has mentioned in passing, though it is mentioned that even this creator figure at times did not like to speak of Flayon.

The automaton has been looking for his old master for ages, needing someone to take care of to fulfill his purpose, lest he gets upset and loses it. He also does not like references to the “real Flayon,” as it strongly upsets him. He does not seem to enjoy things relating to being human brought up, since he interprets it as being too complicated or complex to understand. Though, one would also be wise not to bring up his past if in his presence. Notes taken on the automaton say that if his past is brought up, he becomes inconsolably distraught. If you become unnerved by this reaction and try to leave, it would only serve to worsen his despair. The automaton can no longer stand the thought of being alone and would do anything to remain in the presence of someone, anyone really. He himself has expressed before that he is ready to give his master anything and everything. The cost of companionship to this automaton could never be too high.



Referring to notes found about encounters with this construct, it's been said that a lot of encounters involve some varying levels of danger. Most are thought to be just rumors, though. After all, who would ever actually think someone like him could be so scary? But, just to be safe... If you were to ever encounter this automaton, best to err on the side of caution.

ABANDONED AUTOMATON

Medium construct, lawful neutral

Armor Class 18 (natural armor)

Hit Points 59 (7d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	17 (+3)	10 (+0)	13 (+1)

Saving Throws Int +6

Skills Arcana +6, Investigation +6

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages common

Challenge 6 (2,300 XP)

Overly Attached. If he's not yet attached to another humanoid, the Automaton will attach himself to the first humanoid he sees. Unless commanded otherwise, he will try to stay within 5 feet of the humanoid. If the Automaton believes he's going to be abandoned by the humanoid, he will become violent towards it, using physical force if he deems necessary.

Inner Repairs. The Automaton regains 10 hit points at the start of his turn if he has at least 1 hit point.

Made to Serve. The Automaton will try to fulfil every command that is given to him to the best of his abilities. However, he can't be separated more than 30 feet from the humanoid he attached himself to, and he can't be commanded to destroy (part of) himself.

Living Toolbox. Like Machina X Flayon, the Automaton has advanced knowledge of tinkering. He's proficient with smith's tools and tinker's tools, and whenever he makes a check related to the knowledge of machinery, he can add double his proficiency bonus to the check. In addition, the Automaton can reconstruct his fingers into different tools to put his knowledge to use. This way, he always has smith's tools and tinker's tools ready.

ACTIONS

Multiattack. The Automaton makes two attacks with any of his weapons. In the case he feels like he's going to be abandoned, this increases to three attacks.

Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Needle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

ACHATINA

ACHATINA

Medium dragon, unaligned

Armor Class 19 (natural armor)

Hit Points 119 (14d8 + 56)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	7 (-2)	19 (+4)	8 (-1)	14 (+2)	17 (+3)

Saving Throws Con +6

Damage Immunities acid

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Powerful Aura. Each creature within 60 feet of the achatina is subjected to its Powerful Aura. At the start of the creature's turn, it must succeed on a DC 18 Wisdom saving throw or become frightened. If the creature fails the saving throw a second turn in a row, it becomes poisoned as well, as it will grow dizzy. If the creature fails the saving throw a third turn, it has to fall prone onto the ground and can't get up until the saving throw is succeeded. A creature can repeat the saving throw at the start of each of its turns, ending the effects on itself on a success and resetting the counter.

ACTIONS

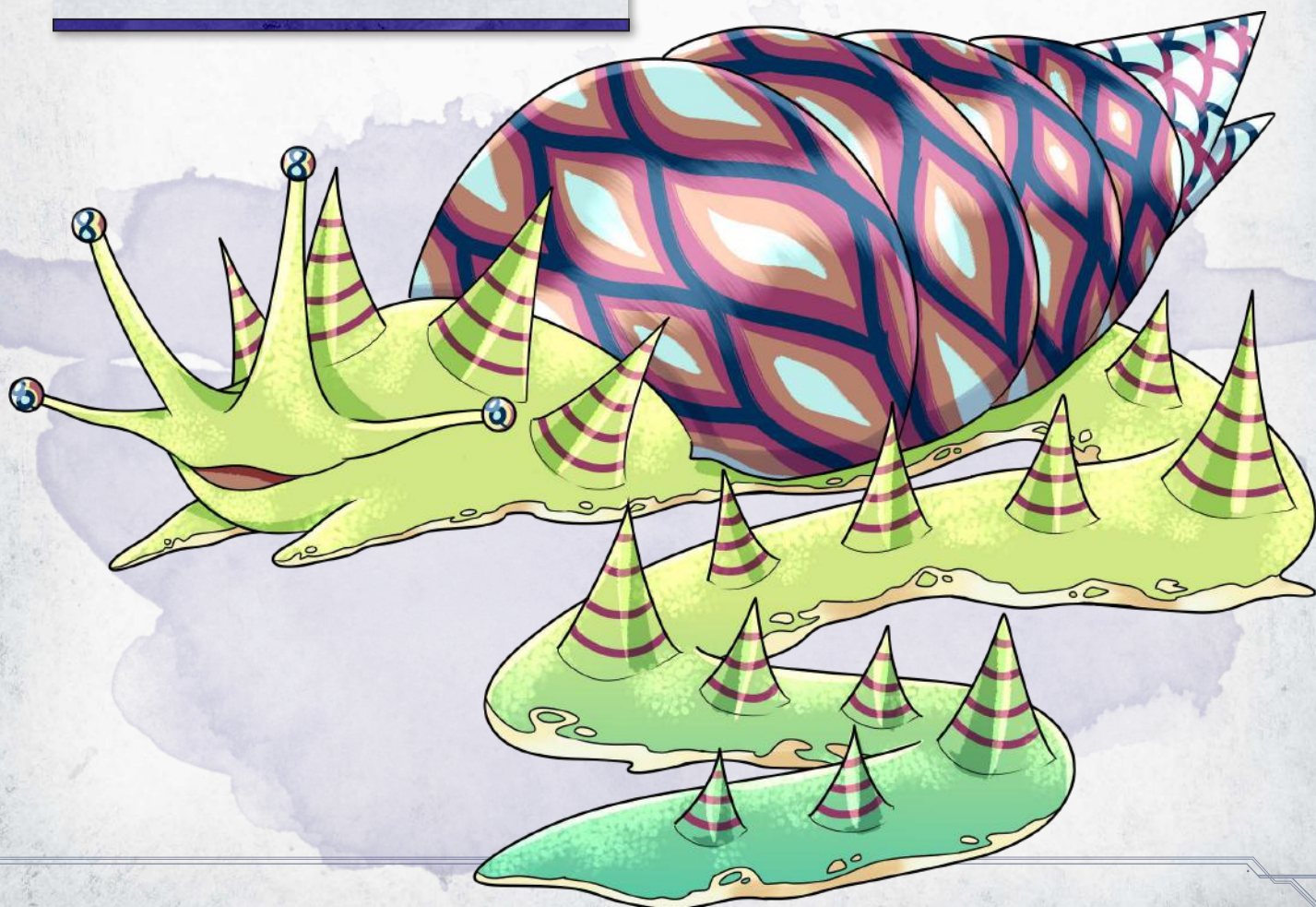
Acidic Slime. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) acid damage.

The achatina is a peaceful, snail-like dragon species from Western Elysium that prefers to stay secluded and hidden away from society and open areas. Adding on to the preference to remain alone (aside from their own kind), they're very fearful, which shows through in their avoidant behaviors.

While this may make it sound as though they're small, do not underestimate them. When fully grown, they're about the size of a wolf. As they grow with age, they develop spikes that poke out all throughout their body, even on their shells! The spines may look like they're sharp, but fret not—they're just made of hardened slime! Their purpose is mainly to intimidate predators that may come their way, warding off those with bad intentions. There's little to no chance these spikes would ever pose a real problem.

On the note of warding off unwanted visitors, they also exude a powerful aura that makes anyone close to them extremely afraid and paranoid. Those who feel this fear will feel dizzy after an extended period of time, for the aura is that potent. It will make you want to run away almost immediately. So, if you see them from a distance, be sure to stay away!

Achatina are herbivorous creatures, preferring the taste of vegetables. Fun fact about their diet: It affects the coloring of their shells! For example, if an achatina eats enough carrots, the patterning on their shells will eventually shift to shades of orange and green. Though this makes people worry less about being potentially eaten by them, it does pose a problem to the local farmers whose crops are the achatina's targets, as well as other vegetable-like creatures that may roam around the area.



APOTROPAIOS

Distress and calamity occur daily, befalling many lives in various severity. Those desperate for it to end may have heard of a divine guardian who could assist in averting any danger that may come their way. Those say that its appearance is an embodiment of nature itself, no matter where it decides to roam. Those whose desperation overtakes them may find success when approaching this celestial being, Apotropaios.

Apotropaios is a guardian of souls who, wherever it passes, dispels evil spirits. Its magic is known for driving away malicious and harmful influences, holding immense power over the natural course, known as life. Adventurers and travelers who reach the top of its sacred mountain may attempt to summon Apotropaios to cure any disease and dispel any curse that may have struck their family, friends, or allies. Under every circumstance, however, Apotropaios cannot and will not bring people back to life, no matter how many adventurers ask. Those who push the boundaries more than what they can receive may find themselves at the end of the guardian's patience.

Its influence has grown stronger as more and more people look for its guidance and magic. Small gestures for protection and health, like making protection charms or performing certain rituals, are examples of how Apotropaios has made a name for itself, whether or not its actual name is uttered in passing. Its divine abilities entice adventurers and travelers, but they, in reality, may have to handle their tragedies alone.

APOTROPAIOS

Medium celestial, lawful good

Armor Class 19 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	19 (+4)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 15

Languages All, telepathy 120 ft.

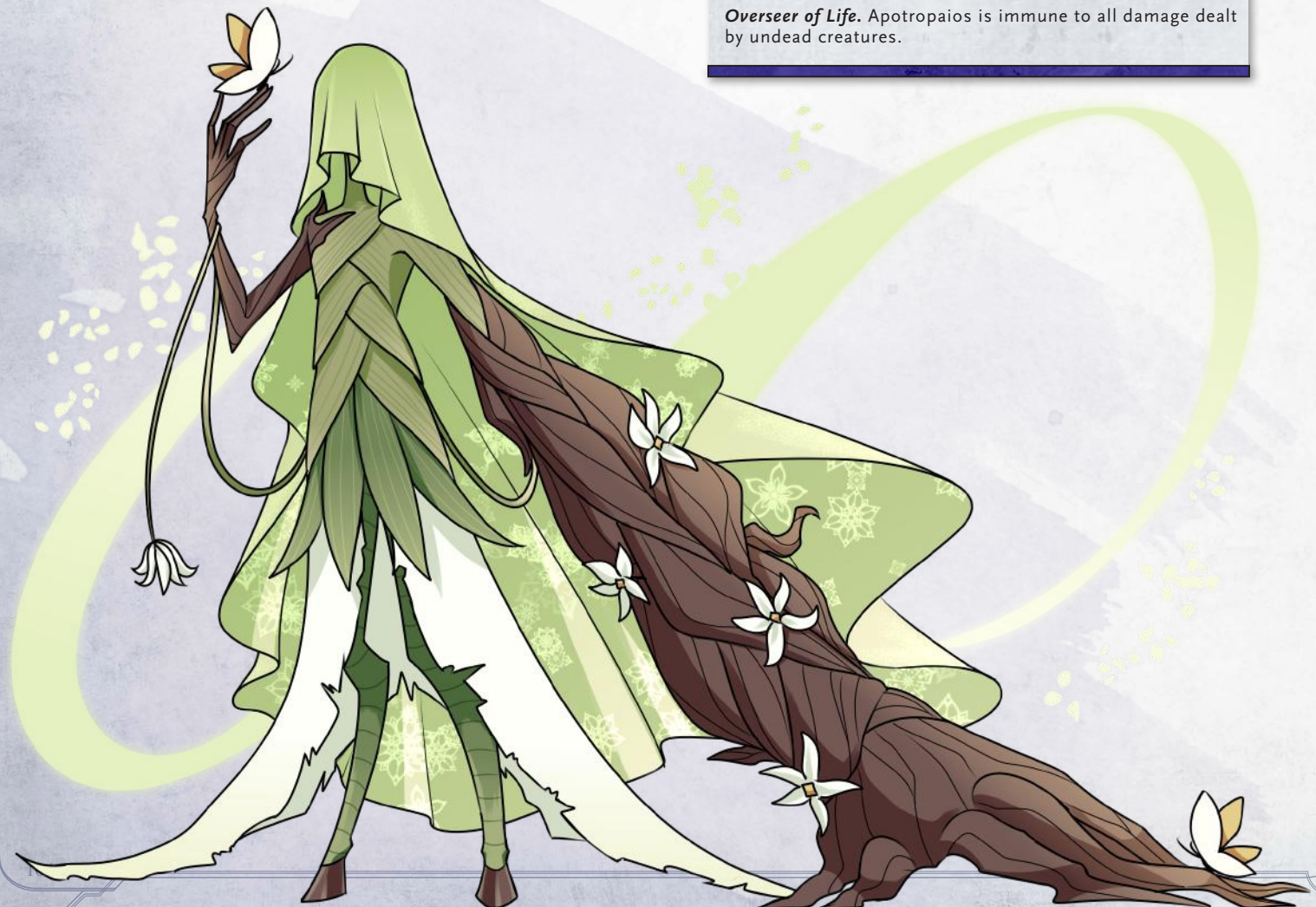
Challenge 12 (8,400 XP)

Legendary Resistance (3/Day). If Apotropaios fails a saving throw, it can choose to succeed instead.

Anti-Magic Aura. When a creature within 120 feet of Apotropaios casts a spell or activates a magical ability or effect, it must first make a DC 17 Wisdom saving throw. On a failed save, the spell fails, and the resource is consumed. On a successful save, the spell, magical ability or effect works as normal.

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

Overseer of Life. Apotropaios is immune to all damage dealt by undead creatures.



AXELOTL

The Axelotls' universal affection for a specific person—doctor, gladiator, hitman, assassin, ex-treasurer of guild TEMPUS—have made these creatures evolve in a rather specific manner, changing the color of their fur to black and their gills to yellow in a distinctive contrast of color that is complemented by their orange and black ties. They also evolved to have three tails, and it is said that those whose gills glow the brightest have the lowest IQ of the collective group. But the Axelotl's most distinct feature is their glossy-eyed, head-empty look with which they gaze at you, a facial expression that makes you feel your own thoughts dribbling out your ears in some sort of mimetic response. Scientists have theorized that this is possibly some sort of defense mechanism against the utter lack of common sense held by their oshi.

At times, Axelotls are scrappy and feisty, fiercely demanding food or play, and at others, they are loudly melancholy due to abandonment, bullying, or aggressive treatment. If treated well, they can become a loyal pet or companion, as long as you don't mind occasionally being bitten or attacked for some sort of perceived grievance. A known method of distraction is by throwing tax documents, which all Axelotls aggressively gnaw on without fail, given the opportunity.



AXELOTL

Small beast, any non-lawful alignment

Armor Class 12 (natural armor)

Hit Points 45 (7d10 + 7)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	3 (-4)	5 (-3)	10 (+0)	10 (+0)

Damage Immunities psychic

Condition Immunities charmed, frightened

Senses passive Perception 10

Languages understands Common but can't speak

Challenge 2 (450 XP)

Amphibious. The Axelotl can breathe air and water.

Tax Blunders. If it sees a tax document, the Axelotl must make a DC 15 Wisdom saving throw. On a failed save, it is compelled to move towards the document and begin attacking it. It is unable to take any other action until all of the paper has been consumed. If it is in its activated state, it makes this saving throw with advantage.

Loyalty. The Axelotl loses its immunity to the charmed condition when it hears a particular doctor, gladiator, hitman, assassin sing.

Specialized Defense. The Axelotl is immune to all damage from a Way of the Many monk.

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

No Thoughts. A creature that stares into the eyes of an Axelotl for more than 5 seconds must make a DC 11 Intelligence saving throw. On a failed save, their Intelligence score is reduced by 1 until it takes a long rest. If a creature's Intelligence score is 10 or lower, it makes this save with disadvantage.

Head Empty. The Axelotl is immune to magic that allows creatures to read their thoughts. You can't read what isn't there!

ACTIONS

Multiattack. The Axelotl makes three Tail Smack attacks.

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

Tail Smack (Activated Form Only). **Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage and 2 (1d4) lightning damage.

Electric Shock (Activated Form Only). The Axelotl releases a small wave of lightning from its gills. Each creature within 5 feet must succeed on a DC 11 Constitution saving throw or take 10 (3d6) lightning damage. A creature that succeeds on its saving throw takes half as much damage.

BONUS ACTIONS

Neurons, Activate! The Axelotl turns its brain on, raising its Intelligence score to 10. This activated state allows them to properly deal with their oshi's heehee-haha moments. This lasts for 1 hour and refreshes on a long rest.

Stronger Together (Recharge 5-6). The Axelotl summons 2 (1d4) allies. They act on their own initiative.

BEHEMOTH'S PARASITE

The behemoth's parasite is exactly what it sounds like: a squirmy, worm-like parasite that specializes in feeding off beasts of massive size. This creature may appear to have no eyes, but if one examines a little closer, one can spot the six eyes dotting across the parasite's body. These many eyes are for detecting potential predators and are especially important in the creature's vulnerable larval phase. Its ring-like mouth is specialized to both suck blood and nutrients from its host and to eject either numbing fluid or dissolving fluid. Four retractable spikes jut out from its body, which are used to cling onto a potential target and may be used for defense as well.

The behemoth's parasite mainly feeds on gigantic creatures but may also feed on a large plant if it cannot find any other targets. If provoked, the parasite has also been known to attack humans. This parasite does all that it can to stay undetected, such as spraying numbing fluid onto its target to burrow into its flesh without causing pain. Once within the body of the target, it begins by feeding on the fat, muscle, and blood before moving to the organs and bones. For tougher materials, it can also eject a dissolving fluid to aid in its feeding. The parasite tries to keep its target alive as long as possible and can use its numbing fluid on the target's pain receptors for this purpose.

Since this parasite feeds on such massive monsters, it reproduces asexually to speed up the process. The larvae start growing within the eyes of the parent, so the parasite is temporarily blinded while in its reproductive phase. When the larvae are ready to hatch, they are ejected from the back of the eyeball and then through the parasite's mouth. The larva starts its life without spikes, numbing fluid, or dissolving fluid, so it must rely on its eyes to survive. It grows by feeding on blood before eventually growing spikes and starting to feed on other parts of the target.

The behemoth's parasite mainly focuses its attacks on parasitism but has been known to fight humans if threatened. This beast can attack at a slight distance by spraying numbing or dissolving fluid from its mouth. It can see attacks coming from all sides due to its six eyes. When desperate, the parasite will attempt to cling onto the human and bite it. This creature is vulnerable to slashing damage due to its squishiness and will experience extreme pain if any of its eyes are poked out. Adventurers should avoid the parasite's grasp and aim for its eyes with piercing weapons if they wish to defeat this opponent.

BEHEMOTH'S PARASITE

Huge monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 187 (14d12 + 90)

Speed 50 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	7 (-2)	22 (+6)	1 (-5)	8 (-1)	4 (-3)

Saving Throws Con +11

Damage Vulnerabilities slashing

Senses blindsight 30ft., passive Perception 9

Languages —

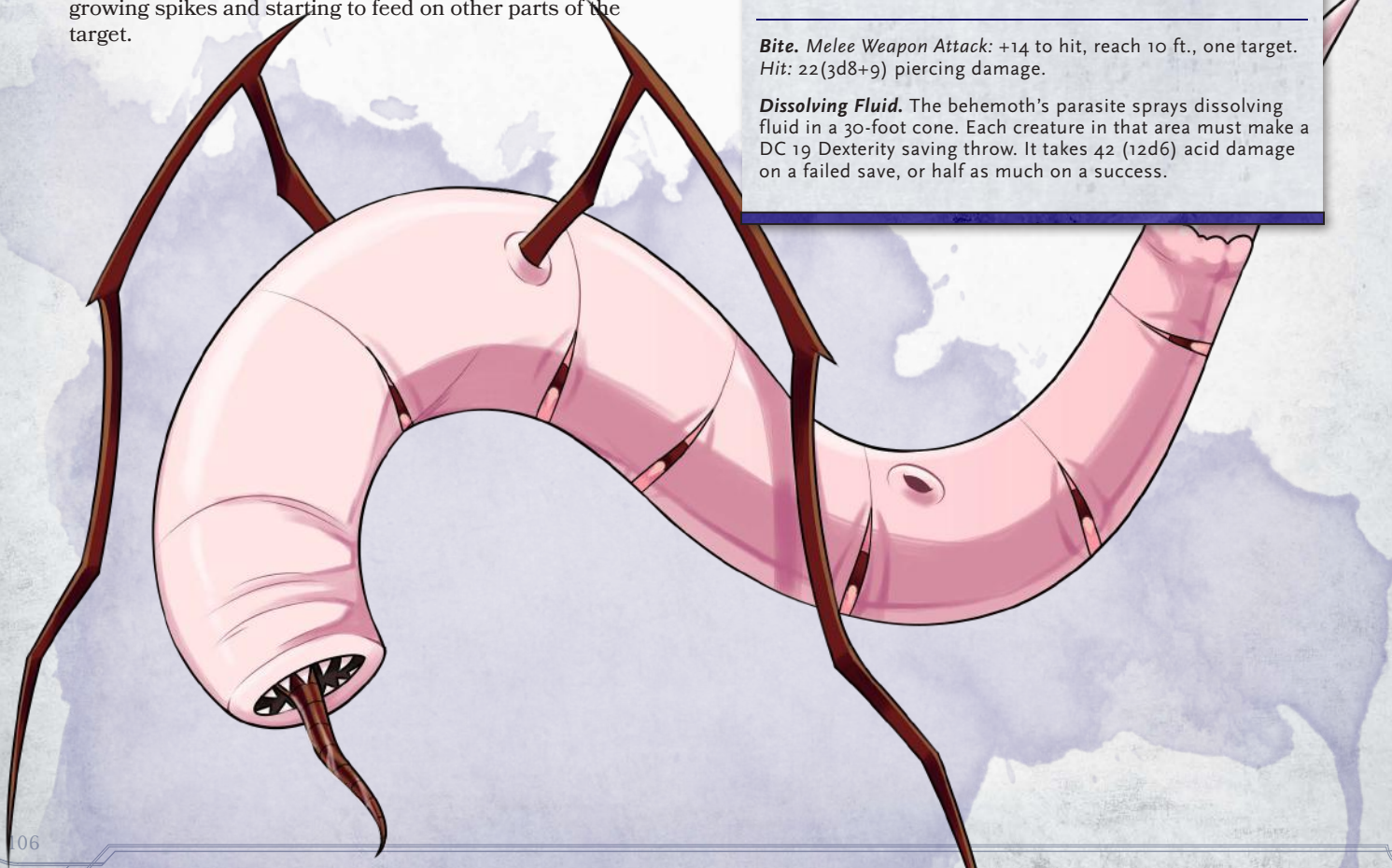
Challenge 15 (13,000 XP)

Tunneler. The behemoth's parasite can burrow through other creatures larger than itself.

ACTIONS

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (3d8+9) piercing damage.

Dissolving Fluid. The behemoth's parasite sprays dissolving fluid in a 30-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw. It takes 42 (12d6) acid damage on a failed save, or half as much on a success.



BELLADONNA CAIN



Belladonna Cain, a beautiful 5'7" elder fey grove dryad, is sought after by suitors for marriage, political and not. Her auburn coily hair with stray gray strands falls to her mid-back, and her smooth, unblemished, sepia skin tone, gentle smile, and hazel eyes make even the determined warriors yearn.

As the elder sister of the Cain family, Belladonna is a neutral-standing fey grove dryad. She believes in keeping peace and not taking sides. Yet, she is overprotective, particularly towards her younger sisters.

Belladonna possesses a life force connected to a tree, demonstrating emotional and physical resilience. She has the strongest magic attacks between her and her siblings, extensive experience in offensive and defensive magic due to training over time, and incredible perception. With these skills, Belladonna is the wisest in the family and is the best at strategic and tactical planning.

Belladonna has knowledge of magic and magical animals and can stop conflicts and misunderstandings by recalling historical events and arcane facts. She is the sole reason why there hasn't been a war in a long time. However, Belladonna's flaw is that her thirst for knowledge has drawbacks, as she would risk everyone's life for lost information.

Belladonna has magic resistance that she has built up over the years. Her magic resistance spell lets a blanket-like shield fall over her and her allies that can stop magic attacks from fatally harming them. However, Belladonna has the fault of relying solely on her high-mana magic attacks and staying in the back, casting spells, rather than engaging in physical battles, even though she's trained in weapon combat.

BELLADONNA CAIN

Medium fey (grove dryad), neutral good

Armor Class 12 (16 with barkskin)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	19 (+4)	17 (+3)	15 (+2)

Skills Arcana +6, History +6, Investigation +6, Perception +5, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Innate Spellcasting. Belladonna's innate spellcasting ability is Charisma (spell save DC 12). Belladonna can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

Spellcasting. Belladonna is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Belladonna has the following wizard spells prepared:

Cantrips (at will): *firebolt*, *mage hand*, *mending*, *message*

1st level (4 slots): *soak up nature*, *expeditious retreat*, *feather fall*, *shield*

2nd level (3 slots): *hold person*, *misty step*, *shatter*

3rd level (3 slots): *fireball*, *lightning bolt*

4th level (1 slot): *arcane eye*, *wall of fire*

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

Speak with Beasts and Plants. Belladonna can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, Belladonna can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

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

REACTIONS

Protective Blanket. If one or more creatures within 30 feet of Belladonna are damaged by a spell or a magical effect, she can use her reaction to protect these creatures from being fatally harmed. Magical protection covers an area of 20 by 20 feet, up to 30 feet away from Belladonna. If a targeted creature would be reduced to 0 hit points by that spell or magical effect, it instead is reduced to only 1 hit point.

BETTELION

The Bettelion are shy little creatures, impish in appearance but just as silly as the jester they associate themselves with! They may be small, but once they put their minds to something, there's nothing they can't do! They're very dedicated to whatever they choose to be; they're seemingly unstoppable once they've gotten started.

It's thought that the Bettelion are born from Phantom himself. Long ago, Phantom and Bettel made a deal with each other. Bettel would entertain people, and once they were deemed ready, Phantom would harvest their souls. In turn, Bettel would get an insane amount of luck, and he would be able to claim that it was self-made. Bettel himself was apparently supposed to be harvested, as well, but was not due to his insane luck he garnered from Phantom. Bettelion are the byproduct of this harvesting, as they would be released from the zipper of Phantom once he got what he needed from them. Thus, the Bettelion were born.

Small in stature, these little guys only rise to be, at max, about 1 foot, or about 30 centimeters, tall. They have small, sharp heads that come to a point at the nose and two horns with round endpoints. The coloration of their heads is split down the middle. Eye color seems to always remain a pale yellow, with no iris and only a single, small black pupil. Their arms are skinny, and though they have no hands, they seem to still be able to hold objects somehow. Whether or not this is a skill or a bit of Bettel's "self-made luck" rubbing off on them, no one knows. Their hips are wide, then taper off into skinny legs. The joints resemble those of equine nature, knees bending backwards instead of forward, and the bottom half of their legs are much longer than the top halves. Their tails are skinny, and the tip's shape will be matching with whatever card suit appears on their hips as well!

Bettelion sometimes don armor matching the stylings of what would be a fourteenth-century knight's armor. More often than not, you will not see them with this, but when you do, they will be wearing a helmet with a plume of matching color scheme to their bodies. They also get a sword, with a belt (with attached scabbard!), and small, silver shoes matching the color of the helmet.

BETTELION

Small fiend (devil), any chaotic alignment

Armor Class 13

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	11 (+0)	12 (+1)	7 (-2)	19 (+4)

Saving Throws Cha +6

Skills Acrobatics +5, Performance +6

Senses passive Perception 8

Languages understands Common but can't speak

Challenge 1/2 (100 XP)

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

Rubbed-off Luck. Whenever the Bettelion makes an attack roll, saving throw, or an ability check, it can decide to reroll one d20. This ability has 1 use. It is recharged after a short or a long rest, or if the Bettelion starts or ends its turn within 5 feet of Bettel.

ACTIONS

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

Distraction Dance. The Bettelion starts dancing, trying to catch the attention of all surrounding creatures. All creatures within 15 feet must make a DC 14 Wisdom saving throw. On a failed save, the next attack made against the creature is made with advantage, as it is distracted by the Bettelion. This effect lasts until the start of the Bettelion's next turn.



BEZALIEL

Whether driven by ruthless desires or final desperate attempts to see their enemies' demise, people will attempt to call upon a figure who may be their saving grace. This savior is known by many to give an immediate end to whomever the adventurer requests, hence their title as the "Angel of Shadows and Darkness." However, the deal comes at a hefty price, as with all things too good to be true.

Almost instantly, the adventurer's shadow leaves them and circles around the angel as if it becomes one with the figure. It does not seem too immediate of an issue, albeit off-putting. Only when they look at themselves in the glass of their drink or a mirror in their hand would they realize it was a mistake.

Bezaliel is a devil people call upon whenever they desire to see their enemies struck down. The devil then takes their shadows and reflections as payment for their

request, leaving them unaware that it takes away half of their remaining lifespan from them.

Appearance. Bezaliel towers amongst those that make a deal with them. Those who tell the tale describe this devil as a shadow, in which shadow escapes from their body like waves and surrounds their split body simultaneously. Their head separates from their neck, and their waist splices between their hourglass figure. People also can recall their elongated limbs and claw-like hands. No one has stated what facial features Bezaliel has, but some say they may have none.

Quiet Observer. If one had not heard of Bezaliel before meeting them, one would not immediately assume they were a direct threat. The devil listens and watches more than they speak, only saying what is necessary to finalize the deal.

Devious Deceptor. Bezaliel will attempt to entice a person to sink further into their despair and desperation. They will take people's eyes away from possible consequences, almost as if it were a show of smoke and mirrors. The devil will do their utmost to walk away with more life to their name. If anyone sees right through their scheme and tries to counter-swindle the deal, Bezaliel will instead take the initiative to ensure they have hell to pay. It is within their nature, after all.

BEZALIEL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

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

Saving Throws Dex +7, Con +8, Wis +6, Cha +8

Skills Deception +8, Insight +10, Persuasion +8

Damage Vulnerabilities radiant

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

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

One with the Darkness. While in dim light or darkness, Bezaliel can take the Hide action as a bonus action.

Weapons of Shadow. Bezaliel's attacks are magical and reduce a creature's maximum hit points on a hit.

Hopelessness. If a creature ends its turn within 10 feet of Bezaliel, it must make a DC 14 Constitution saving throw. On a failed save, it is blinded for 1 minute and may reattempt the save at the end of their turn. If it has made a deal with Bezaliel, it automatically fails and may not reattempt the saving throw at the end of its turn.

ACTIONS

Multiattack. The Bezaliel makes two Claws attacks.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage plus 13 (3d8) poison damage.



BUBBY

Bubbies are the best friend someone could ever ask for! Grown from a pot, they sprouted up and haven't stopped growing since!

With their always silly attitudes, Bubbies also like to get a bit rowdy! They have strong gorilla hands (obviously for punching to keep you safe), and tend to get a bit energetic if you give them their favorite snacks! They like to have household poultry, cookies, and coquito when they get a bit hungry. Bubbies are ready to tear into any snack they're given, though, with the big beak they've been graced with!

Aside from the strong fists, they also have a sprout on their head that, when fully grown, is how you know they're ready to come out and play! Bubbies have very small peets, always ready to run towards the ridiculous shenanigans they're always finding themselves in. And what would a Bubby be without their cape? Without their cape, they couldn't fly and keep up with Goldie! A Goldie without a Bubby by his side... Well, we wouldn't want that now, would we? The constant flying around to keep up with Goldie and his bounty hunting duties also explains the silly hair they have. They don't have time to comb it; they have a very important job to do and keep up with!

Bubbies are very lovable little creatures. They'd go with anyone to help wherever help is needed, and will always prove to be great companions. If you see one, give them headpats and a snack as thanks, and they will be forever grateful!



BUBBY

Tiny beast, any good alignment

Armor Class 13 (natural armor)

Hit Points 30 (4d12 + 4)

Speed 20 ft., fly 60 ft. (with cape)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	10 (+0)	9 (-1)	9 (-1)	12 (+1)

Saving Throws Str +6

Skills Acrobatics +4, Athletics +6

Damage Vulnerabilities fire

Senses passive Perception 9

Languages understands common but can't speak

Challenge 2 (450 XP)

Zoomin'. The Bubby doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Super Smack. If the Bubby flies at least 20 feet straight toward a target and then hits it with a punch attack on the same turn, the target takes an extra 5 (2d4) bludgeoning damage.

Snack Time!. Bubbies love their snacks; they give them energy and grant them different powers depending on the flavor profile. It may only benefit from one at any given time, and if another is consumed while one is still active, the effects of the first one are removed.

Sweet as Can Be. After consuming a sweet snack, the sugar gives the Bubby extra energy for one minute. During this time, it is able to dash as a bonus action, and its fly speed is doubled.

The Spice of Life. How well a Bubby handles spice varies from one to another, but one thing is for sure: that snack is heating up the inside of the Bubby's beak. Its peck attack deals an additional 7 (2d6) fire damage for the next minute.

Umami Overload. After consuming a salty or savory snack a Bubby feels even stronger than before (it seems impossible, but it's true). For the next minute, all punch attacks are made with advantage. Creatures that fail a DC 11 Strength saving throw are knocked prone. On a successful save it can keep their footing, for now!

ACTIONS

Multiaction. The Bubby makes two Punch and one Peck attack.

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Peck. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Snack'd Up. The Bubby makes two punch and one peck attack.

Flavor Cone (Spicy Only). The Bubby breathes spicy fire in a 15-foot cone. All enemies in the area must make a DC 11 Dexterity saving throw or take 12 (3d8) fire damage. On a success, they take half as much. Using this attack ends all the effects of a spicy flavor profile.

Sugar Rush (Sweet Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) force damage. A creature hit must make a DC 11 Wisdom saving throw or become charmed until the end of the Bubby's next turn. On a success, nothing happens.

BUMBLEBUD ORCHID

BUMBLEBUD ORCHID

Tiny plant, chaotic good

Armor Class 10 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	1 (-5)	3 (-4)	9 (-1)	10 (+0)	12 (+1)

Damage Vulnerabilities fire, poison, slashing

Condition Immunities blinded, deafened, prone

Senses darkvision 30 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Bioluminescence. At night, the bumblebud orchid's petals and antennae glow with a brilliant light. This makes it impossible for them roll stealth checks in dim light or darkness.

Pollen Production. When the bumblebud orchid is hit by an attack or takes damage, it swaps to its Pollen Production state. While in this state, it has access to a variety of self-defense measures.

ACTIONS

Debilitating Pollen (Pollen Production Only). The bumblebud orchid releases a pollen that causes targets in the area to become exhausted. All creatures in a 10-foot radius must make a DC 11 Constitution saving throw. On a failed save, a creature gains one level of exhaustion.

Deluding Pollen (Pollen Production Only). The bumblebud orchid releases a pollen that causes targets in the area to hallucinate. All creatures in a 10-foot radius must make a DC 11 Wisdom saving throw. On a failed save, a creature is unable to clearly perceive what's in front of it and attacks with disadvantage. It may repeat the saving throw at the end of their turns to clear the effect.

Paralyzing Pollen (Pollen Production Only). The bumblebud orchid releases a pollen that causes targets in the area to become paralyzed. All creatures in a 10-foot radius must make a DC 11 Constitution saving throw. On a failed save, a creature is paralyzed until the end of the bumblebud orchid's next turn.

REACTIONS

Poison Powder. The bumblebud orchid releases poisonous pollen from its petals. All creatures in a 10-foot radius must make a DC 11 Constitution saving throw or be poisoned. At the end of their turns, the poisoned target can repeat the saving throw to end the effect. If it is within 10 feet of the bumblebud orchid, it makes this save with disadvantage.

Disorienting Powder (1/day). The bumblebud orchid releases a potent pollen that confuses all enemies in a 10-foot radius upon failing a DC 11 Wisdom saving throw. On a failed save, the creature cannot take actions or reactions and has disadvantage on all saves to resist any Pollen Production effects.

Specifically, their scientific name is *Ophrys Bombyliflora*, colloquially known as Bumblebuds. They are known to be in the caliginous part of the starlit grove of North Elysium. Bumblebud orchids are extremely friendly and expressive, and they make a squeaky-chattering sound when greeting people. They usually cluster together in flower patches close enough to be patted. Bumblebud orchids really love head scratches and back rubs.

The *Ophrys Bombyliflora* has blooming medium blue-green petals that are depicted to be genetically coded as auto-luminescence. Being autoluminescent, their petals and antennae glow beautifully bright to ward off night-blind predators and help guide Hunters by lighting up the path they take during the night. Similarly, they look reminiscent of an aquamarine gemstone. In addition to looking like Bumblebees, their bodies are of fluffy brownish-yellow hair, and they have delightful little antennas that look like little lightbulbs.

While they are physically weak and have no physical attacks, bumblebud orchids can retaliate using magical attacks to their advantage. If a bumblebud orchid is in danger, it can expel pollen that can not only subdue the predator's senses to confuse them but can also eject poisonous powder from its petals that can sink into the bloodstream through skin contact, whether Hunter or Predator. *Ophrys Bombyliflora*'s virulent pollen can cause Constitutional symptoms. The symptoms include Hallucinations, Fever, Arthralgia, Difficulty Breathing, Malaise, and Rashes. With these symptoms, it's best to wear protective gear when walking through the groves.



CELSA CAIN

CELSA CAIN

Medium fey (bloom dryad), chaotic neutral

Armor Class 11 (16 with barkskin)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	12 (+1)	15 (+2)	20 (+5)

Skills Deception +7, Perception +4, Performance +7, Persuasion +7, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

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

At will: *druidcraft*

3/day each: *entangle*, *animal messenger*

1/day each: *barkskin*, *pass without trace*

Spellcasting. Celsa is a 5th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). Celsa has the following bard spells prepared:

Cantrips (at will): *dancing lights*, *friends*, *vicious mockery*

1st level (4 slots): *disguise self*, *faerie fire*, *silent image*

2nd level (3 slots): *invisibility*, *mirror image*, *silence*

3rd level (3 slots): *slow*, *hypnotic pattern*

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

Speak with Beasts and Plants. Celsa can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, Celsa can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be large or bigger.

ACTIONS

Fey Charm. Celsa targets one humanoid or beast that she can see within 30 feet of her. If the target can see Celsa, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards Celsa as a trusted friend to be heeded and protected. Although the target isn't under Celsa's control, it takes Celsa's requests or actions in the most favorable way it can. Each time Celsa or her allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until Celsa dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to Celsa's Fey Charm for the next 24 hours. Celsa can have no more than one humanoid and up to three beasts charmed at a time.

Celsa Cain is the youngest Cain sibling and a bloom dryad with a height of 5'8. She has a russet-brown skin tone, heterochromatic eyes, a cheeky smile with dimples, and coily jet-black goddess locks that reach her hip. Celsa is remarkably clever and great to banter with. Celsa might lack Belladonna's wisdom or Paeonia's athleticism, but she can think quickly and effectively under duress. She can remain composed and employ her wit and charm whenever needed.

Celsa practices illusion magic and druidry. Because she is a dryad and can speak with animals, her arcane and nature magic are intertwined. With her capacity to converse with animals, Celsa may establish bonds with them and utilize their abilities to spy on opponents and relay messages. Her illusion magic enables her to imitate animal noises or change her appearance to deceive others by making her appear different.

Celsa's charm lies in her personality. She is persuasive and deceitful. Her quick thinking and light feet make her a formidable foe. However, these traits also make her a valuable ally if you need someone to go incognito or provide distractions. Her abilities add to her graceful appearance and attractiveness. Celsa gives a fantastic performance and has a flair for singing and playing instruments.

Celsa's flaw is her hubris. Moreover, she's arrogant. Her arrogance can lead to situations that may get out of hand if not solved quickly enough. Despite having an untamable wit and persona, Celsa cannot help herself retorting back and landing herself and allies in trouble.



CORRUPTED SOVEREIGN

A divine punishment. A curse of nature. An experiment gone wrong. Whispers travel across the lands, speculations of why the Corruption exists and where it comes from. Although there are numerous such stories, there is at least one conclusion drawn due to its blighted nature: The Corruption is an abnormal occurrence, an antagonist to living things.

While animals infected by the Corruption can be found across Elysium, there is a different Corruption beast that haunts the deepest areas of the Badlands and in rare but ever-present pockets of Corruption that have taken root in Southern Elysium, Xenokuni, or even deep below Utopia. From these dense pools of Corruption are formed Corruption beasts of varying shapes and sizes. Unlike animals that are infected, these beasts are formed entirely out of the dark substance. It is unknown what gives them their varying forms, but a common element among all are empty-eyed white masks that adorn their bodies. Some say the masks are the sins of the fallen, reanimated and turned into puppets for an unknown being. Others theorize the masks serve as a physical “anchor” for the substance to form itself.

If left alone, Corruption beasts continually form, eventually coalescing into a large group that can endanger even well-defended cities. To that end, bounty hunters are frequently hired to enter corruption zones and thin the herd before they have a chance to pose a greater threat. While smaller Corruption beasts are easier prey for experienced hunters, larger ones can be extremely deadly without preparation. Light spells are known to be highly effective in eliminating the creatures, and only a foolhardy adventurer hunts them alone. One particular Badlands unit, supposedly led by a dinosaur, is famous for this line of work, and they are frequently hired to take on such dangerous tasks.

It is not unusual to find a group of corruption hunters accompanied by clusters of white-cloaked figures. Although their garb may differ slightly, close examination of their embroidered coats will reveal an image of a snake wrapped around a hollow tree: the lofty emblem of the illustrious Asclepian Research Institute. Among these groups are sometimes scientists with completely different department markings on the back of their coats, as researching the Corruption requires the aid of varying schools due to the difficulty in examining and testing the substance.

Although their presence near the more heavily guarded corruption zones is a constant, the conclusions drawn by these researchers is a complete mystery. Because of their secrecy, rumors and theories are constantly swapped about possible reasons they are so interested in the corruption. Some even whisper that the scientists are seeking to infect humans with the corruption, something unheard of and thus far proven impossible. These rumors came to particular life when tavern-goers exchanged tales of a strange sighting: barbarians and druids actually using the corruption to fight deadly Corruption beasts. Whether or not these rumors have any bearing in reality remains to be seen.

There is no known method to cleanse the land or animals of the corruption, although some research has been attempted with this goal in mind.

Due to its nature the Corruption is difficult to research

in any normal environment, although the Asclepian Research Institute has shown some limited success due to its broad access to various resources. Research produced by the Institute, however, shows only what most know already: that it is tenacious and brutal.

ANCHOR FROM THE SOVEREIGN MAY
SERVE MY PURPOSES. IF I CAN GET
ARMIS TO TAKE ON THIS BOUNTY,
I CAN POSSIBLY TAKE THE ESSENCE
AND ALSO WEAKEN THE UNIT'S
LEADER AT THE SAME TIME.
-I.L.

CORRUPTION LEVELS

Corruption beasts are all driven by a singular purpose: to spread the Corruption to any form of life it encounters. Plants and animals alike are not spared, and any that are sufficiently exposed or otherwise taken over by it have only two options: to fall fully under the Corruption's control, or to die. The process of infection is exponential; as more and more of the body's physical functions are subsumed, more and more power and control is given to the Corruption.

There is some evidence of resistance in the body. Internal and external functions begin to slow, and are soon crippled as the body's natural defenses attempt to fight the foreign substance. But repeated observations and tests have proven beyond doubt that it is an impossible fight.

Eventually, the body's internals undergo a form of transmutation that is outwardly visible in blackened veins or skin, excess Corruption substance, and a strange “smoke” that is emitted by the creature when it is fully taken over. The clearest sign of a fully corrupted creature is an eerie white mask.

When a non-corrupted creature takes corruption damage and fails the saving throw to resist the effect, they gain the corrupted condition. Corruption is measured in six levels, and an affected creature suffers the effects of its current level and all lower levels. Levels can be removed by specific potions or abilities, and unless otherwise stated, it will reduce the level by one. If none of these are available, it takes 5 days of resting with proper food and drink to heal from one level of corruption.

Corruption Effects

Level	Effect
1	Speed is halved
2	Disadvantage on attack rolls and saving throws
3	Unable to regain hit points
4	Vulnerable to corruption damage
5	Maximum hit points are reduced when taking corruption damage (an equal amount)
6	Completely taken over by the Corruption

CORRUPTED SOVEREIGN

Gargantuan monstrosity, unaligned

Armor Class 22 (natural armor)

Hit Points 409 (21d20 + 189)

Speed 80 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	11 (+0)	11 (+0)	11 (+0)

Saving Throws Str +18, Con +18

Damage Immunities necrotic; poison; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 120 ft., passive Perception 10

Languages —

Challenge 26 (90,000 XP)

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

Anti-Magic Constitution. The Corrupted Sovereign has advantage on saving throws against spells, and any creature that makes a spell attack against the Corrupted Sovereign has disadvantage on the attack roll.

Magic Weapons. The Corrupted Sovereign's weapon attacks are magical.

Immutable Form. The Corrupted Sovereign is immune to any spell or effect that would alter its form.

Corrupted Being. When the Corrupted Sovereign deals corruption damage, creatures hit must make a DC 26 Constitution saving throw. On a failed save, it gains one level of Corruption. This ability can occur once per turn.

Infected Land. When the Corrupted Sovereign is reduced to 0 hit points, all adjacent creatures must make a DC 26 Dexterity saving throw or take 42 (12d6) corruption damage and gain two levels of Corruption as the body explodes. On a successful save, it only deals half as much damage and the affected creatures only gain one level of Corruption.

Desolate Presence. Creatures that end their turn within 10 feet of the Corrupted Sovereign must make a DC 26 Constitution saving throw or gain one level of Corruption.

ACTIONS

Multiattack. The Corrupted Sovereign makes one Bite attack and Two Pummel attacks.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 13 (2d12) corruption damage.

Pummel. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) piercing damage plus 13 (2d12) corruption damage.

Grasping Tendrils. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) corruption damage and the target is grappled (escape DC 26). If the target doesn't escape by the end of its next turn, Corrupted Sovereign throws the target up to 60 feet in a straight line. The target lands prone and takes 21 (6d6) bludgeoning damage.

Slam. The Corrupted Sovereign crashes its body down. All creatures in a 15-foot radius must make a DC 26 Dexterity saving throw. On a failed save, it takes 42 (12d6) corruption damage and is knocked prone. On a successful save, it takes half as much damage and is not knocked prone.

Wave of Despair (Recharge 5-6). The Corrupted Sovereign releases a wave of energy in a 100-foot cone. Each creature in the area must make a DC 26 Dexterity saving throw. On a failed save, the creature takes 78 (12d12) corruption damage and is paralyzed until the end of its next turn. On a successful save, it takes half as much damage and is not paralyzed.

BONUS ACTIONS

Unloyal Subjects. The Corrupted Sovereign consumes a Corruption beast, healing itself an amount equal to half the creature's current hit points.

LEGENDARY ACTIONS

The Corrupted Sovereign 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 Corrupted Sovereign regains spent legendary actions at the start of its turn.

Slam. The Corrupted Sovereign makes one slam attack

Glide. The Corrupted Sovereign moves up to its speed without provoking attacks of opportunity.

Lord of the Beasts (Costs 2 Actions). The Corrupted Sovereign summons up to 4 Corruption beasts, losing 20 hit points for each one summoned. They act on their own initiative.







CORRUPTION BEAST

Adventurers are at times greeted by unexpected horrors: Animals that have been transformed into wildly aggressive creatures, able to take down the best of adventurers not by wit, instinct, or natural talent but by sheer ferocity and single-minded tenacity.

The Corruption's source is not known, but its effects are clear. Animals mutate into creatures of low intelligence and high aggressiveness. Their only purpose seems to be to attack any and all. It is unknown whether this is a mindless hostility or an instinctive desire to spread the Corruption. Once-peaceful herbivores attack without discrimination and loyal pets become hostile creatures that must be put down without hesitation. Skilled hunters employ a deadly combination of their natural abilities with new levels of violence, ignoring deadly wounds for the sake of taking down their prey.

Clear signs of a corrupted beast are puddles of black-colored sediment that can be found on the ground it walks. The science behind it is unknown, but the infections of corrupted creatures seem to constantly produce this strange substance, resulting in clear and consistent trails that make them easy for bounty hunters to track. Jerky, uncontrolled movements are early warning signs of the infection process. Practiced defenders know to target animals with these early signs as soon as possible. Inexplicably, a white mask in some shape or form also appears on animals when fully corrupted.

Although no longer the creatures they once were, their original bodies are still necessary for the Corruption to remain active. Utilizing the weaknesses of the original creature is effective in eliminating them, with some extra precautions to account for their aggression. Regular militia stationed near corruption zones are able to group up and fend them off with regular weaponry.

While there are no known cases of humans being corrupted by these creatures, caution is advised, especially if using hunting animals.

CORRUPTION BEAST

Large monstrosity, unaligned

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 40 ft. fly

STR	DEX	CON	INT	WIS	CHA
19 (+7)	22 (+6)	14 (+2)	5 (-3)	12 (+1)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Corrupted Being. When the Corruption beast's attack hits, the target must make a DC 15 Constitution saving throw. On a failed save, it gains the Infected condition. While under its effects, any necrotic damage it takes is doubled. This effect can stack up to two times, tripling the damage necrotic damage deals. The target may repeat the save at the end of its turn to completely end the condition.

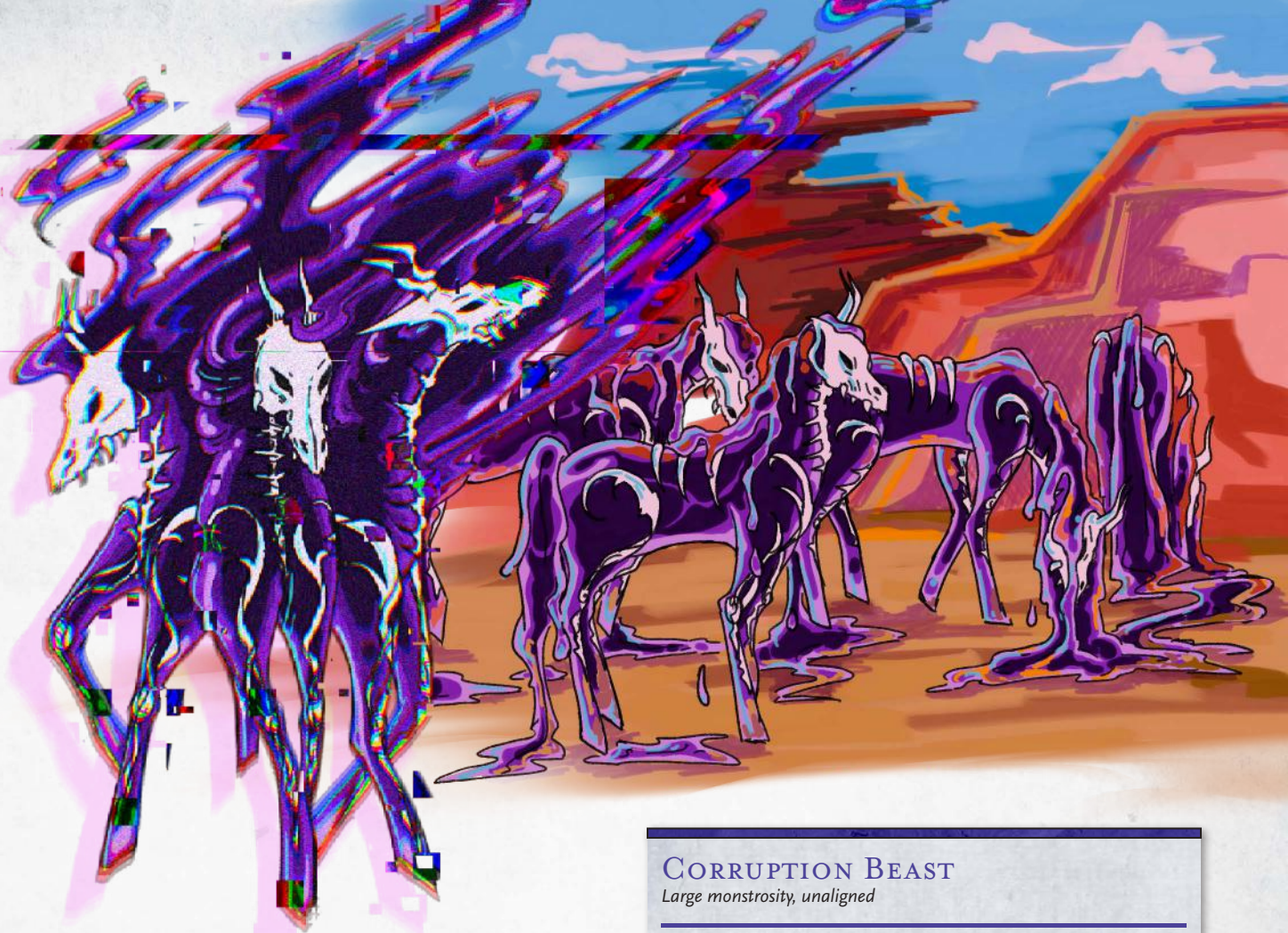
Flyby. The Corruption beast doesn't provoke an opportunity attack when it flies out of an enemy's reach.

ACTIONS

Multiattack. The Corruption beast makes two attacks, one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., target. *Hit:* 13 (2d6 + 6) piercing damage plus 12 (3d8) corruption damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., target. *Hit:* 13 (2d6 + 6) piercing damage plus 9 (3d6) corruption damage.



CORRUPTION BEAST

This type of beast can be found in herds, roaming the barren wastes of the Badlands. Usually solitary creatures, this behavior was quite startling when first observed. Those who study the Corruption theorize that these creatures were infected all at once, rather than individually over time.

Additionally, they are one of the least aggressive of corrupted creatures. The endless Corruption they produce seems to be enough to feed them so they do not seek out prey. However, one would be quite foolish to approach them as once they are agitated the culprit is unlikely to keep their life.

I heard rumors of a strange Corruption beast that travels in groups. They were spotted around Phaeton a few weeks ago. By the time I got there they were gone... The locals said they were eaten by a new Corruption beast in the area that resembled a plant. Could it be...? I had best not get my hopes up.
-S.K.

CORRUPTION BEAST

Large monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+7)	13 (+1)	19 (+4)	10 (+0)	10 (+0)	1(-5)

Saving Throws Str +12, Con +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 7 (2,900 XP)

Infection. When the Corruption beast hits with an attack, the target must make a DC 15 Constitution saving throw. On a failed save, it gains the Infected condition. While under its effects, any necrotic damage it takes is doubled. This effect can stack up to two times, tripling the damage necrotic damage deals. It may repeat the saving throw at the end of their turn to completely end the condition.

ACTIONS

Multiattack. The Corruption beast makes two attacks with its Hooves.

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., target. *Hit:* 18 (2d10 + 7) bludgeoning damage plus 16 (4d8) corruption damage.

CRAWLER

The majority of common folk are lucky never to encounter this creature unless they make the risky decision to venture into certain abandoned caves scattered throughout the world. While no one knows exactly how long they have existed, tales of their horrors have been passed down for generations. Known as “crawlers,” they thrive in darkness. Their prominent feature that tends to be described first is their unsettling, jagged movement. Possibly due to the low ceilings of their cave dwellings, crawlers spend their days primarily on all fours, only using two legs when the space permits it. They can be fast when they feel the need to be but are normally mistaken for being lethargic in movement at first. Their hunched backs pronounce their lanky nature even more, their spines uncomfortably protruding along their backs. The elongated arms make it so that they can easily reach their prey without much exertion.

The crawlers’ sharp claws can pierce through common armor with ease, so keeping your distance is highly advised. Ranged combat is recommended, if possible. As for their eyes, first-hand accounts describe them as “large, hollow, and unmoving.” Sharp teeth are always visible as they have no form of lips. It can be assumed that they consume whatever lesser creatures they can get their claws on. Long, pitch-black hair covers most of the sunken face. Many rumors surround their unknown origin. Some people believe crawlers are the result of a curse, while some theorize that they are simply a different branch in the evolutionary line of humans. Because of their tendency to stay in caves, their threat level to people is low relative to other monsters out there. They have a strong dislike of the sun and will rarely ever venture out of their dwelling. There is no singular solution to eliminating them entirely, apart from brave adventurers going out and risking their safety to destroy them one by one.

CRAWLER

Medium monstrosity, unaligned

Armor Class 13

Hit Points 26 (4d8 + 8)

Speed 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Sunlight Sensitivity. While in sunlight, the Crawler has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The crawler makes two attacks with its Claws and one with its Bite.

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.



CRYSTALLINE MAIDEN

When an adventurer stumbles through a cave pulsing with magic, they may find themselves encountering these tranquil creatures. Crystalline maidens, as suggested by their names, are formed by crystals in the presence of a significant amount of magic. Their surrounding environment, a combination of limestone and crystal, lends them earth magic.

Though void of any specific gender, they are dubbed 'maidens' due to the way their crystals form around the circumference of their midribs, heavily resembling a voluminous frock. With the graceful way they move as they float in the air, hair-like tendrils sweeping along their dresses, they have been mistaken for real maidens by any adventurer who may have ailments upon them.

The Maidens are known to be friendly; while they are content with floating along their day, they are famous for aiding adventurers who are lost or require rest away from the more dangerous areas of the caves. Records show that they are especially friendly to Ruzaders, who naturally have a fascination with crystals. Due to their approachable personalities, it's easy to mistake these creatures as defenseless.

Attacking crystalline maidens will reveal that they are no pushovers, and they will not hesitate to fight back with their sharp claws and tendrils. The latter are made out of sharp steel fibers and can be fatal if they strike the wrong spot. Experienced fighters will be able to avoid the worst of these attacks and counter them with physical blows. With a great enough force, the creatures will shatter. Maidens are commonplace enough that a sizable number of them become victims to poachers that take advantage of their nature.

Once a Maiden dies, so too does its magic. This doesn't stop poachers from crushing up their plain crystals and lining their pockets with money, thanks to blissfully ignorant customers that will buy them. Disgruntled buyers will find themselves at home with nothing more than small,

glorified gems void of any hint of magic.

At least they still look pretty.



CRYSTALLINE MAIDEN

Medium elemental, any good alignment

Armor Class 20 (natural armor)

Hit Points 78 (12d8 + 24)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	8 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances piercing and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 8 (3,900 XP)

Damage Threshold. The crystalline maiden has a Damage Threshold of 10. It has immunity to all damage unless it takes an amount of damage equal to or greater than its Damage Threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the damage threshold is considered superficial and doesn't reduce the crystalline maiden's hit points.

Shatter Threshold. The crystalline maiden has a Shatter Threshold. If it were to take 30 or more hit points of damage from an attack that deals bludgeoning or thunder damage, it will immediately drop to 0 hit points and shatter.

ACTIONS

Multiattack. The crystalline maiden makes one Crystal claw Attack and two Steel Tendril attacks.

Crystal Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) slashing damage.

Steel Tendril. *Ranged Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) slashing damage.

CULTARE SLIME

When grouped together, these little guys form a Culture Club—absolutely not a cult—that is well known for absconding with random passerby in their clutches—which is absolutely not a kidnapping. Individual Culture Slimes may have originally been varying colors that match their elements, but after being adopted into the Culture Club, they become a light, sky blue. This color is a perfect match to their leader and hero slime, and like their leader, it is a deceptively mild color for the slimes' vastly varying personalities, which range from innocent, to aggressive, to mischievous. Their mischievous side tends to prevail, especially when their leader is busy planting landmines or building doors that constantly open and close underneath other people's taverns. If their pranks get too out of hand though, the light-blue color and cooling consistency of a slime also happens to make for a nice, refreshing drink...



FIERY CULTARE SLIME

A gelatinous creature, the Fiery Cultare Slime is a red variation of the more commonly known Cultare Slimes of Elysium. It is more dangerous than its blue-colored counterpart, oozing lava when it feels threatened. Its transparent body features red crystals floating near its face, which are where they store extra power.

The Fiery Cultare Slime thrives in areas with extensive volcanic rock, such as cinder cones and underground pyroducts. Due to its living conditions, the slime's body temperature is similar to that of molten lava, ranging from about 700 to 1,200 °C (1,300 to 2,200 °F). Due to this, it is advised not to fight it with martial weapons in close-quarters combat.



✦ EVREN (@VOIDWALKS) | ✦ EMU

CULTARE SLIME

Small ooze, unaligned

Armor Class 12

Hit Points 33 (6d6 + 12)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	14 (+2)	8 (-1)	8 (-1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold (normal variant only); fire (fiery variant only)

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

Senses darkvision 30 ft., passive Perception 9

Languages understands common but can't speak

Challenge 2 (450 XP)

Amorphous. The Cultare Slime can move through a space as narrow as 1 inch wide without squeezing.

Explosion. When the Cultare Slime dies, it explodes in a burst of flame. Each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Spider Climb. The Cultare Slime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Pew (Fiery Variant Only). *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 9 (2d6 + 2) fire damage.

Blopp (Normal Variant Only). *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 9 (2d6 + 2) force damage.

DEMON KING REGIS

Located in an alternate world known as Other Elysium, the Demon King is a sadistic, cruel-hearted man who only seems interested in furthering his own agenda. If one were to come into contact with him, they would almost mistake him for our very own leader, Altare, but would soon realize he's very different. Regis is slightly taller, has horns, and his eyes seem to glow with how bright and luminescent they are.

Regis is a very capable and strong person, willing to do anything he can to get what he wants, no matter whom he has to hurt. His expression holds a certain calculated coldness to it, unlike the warmth and kindness you would receive from Altare. Regis himself notes that he resides within the Ice Plane because Corruption beasts had begun to run rampant there and in other areas such as the Fire Plane and Skeleton Country. To quote him directly, *"It makes sense that only the strongest of adventurers are able to document and publish their findings on maps."* It is uncertain why plenty never return, but from this, we know for a fact that he is physically very strong.

Aside from his physical capabilities, Regis is also very intelligent and manipulative. He is very good at reading people, allowing him to attempt to get what he wants quicker. He seems to know of Guild TEMPUS, although his communication with the guild seems limited to nightmares, a clear reflection of his character.

If you ever run into the Demon King, pray. For that is all you can do if you want to get through the encounter safely.



DEMON KING REGIS

Medium fiend (devil), lawful evil

Armor Class 22 (natural armor)

Hit Points 475 (50d10 + 200)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21(+5)	19 (+4)	25 (+7)	22 (+6)	18 (+4)

Saving Throws Str +18, Con +12, Wis +14, Cha +12

Skills Athletics +18, Intimidation +12

Damage Resistances fire, lightning

Damage Immunities cold; bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses truesight 120 ft., passive Perception 16

Languages All, telepathy 120 ft.

Challenge 28 (120,000 XP)

Deadly Critical. Demon King Regis scores a critical hit on a roll of 19 or 20 and rolls the damage dice three times, instead of twice.

It's Cute When They Run. Demon King Regis has advantage on attacks against creatures facing away from him.

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

ACTIONS

Multiattack. Demon King Regis makes two Longsword attacks and one Crush attack.

Crush. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 19 (2d8 + 10) force damage. A prone creature hit by this attack can no longer use weapons with the heavy or two-handed property.

Longsword. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage. A creature hit must make a DC 26 Constitution saving throw or have their maximum hit points reduced an equal amount to the damage dealt.

LEGENDARY ACTIONS

Demon King Regis 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. Demon King Regis regains spent legendary actions at the start of his turn.

Terrifying Gaze. Demon King Regis stares into the soul of one creature within 10 feet of him. The target must succeed on a DC 26 Wisdom saving throw or fall prone and become paralyzed 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.

Thrill of the Chase. Demon King Regis moves up to his speed without provoking attacks of opportunity.

No Escape. Demon King Regis makes an attack with advantage regardless of the direction the target is facing.



EOPY

These mysterious fey creatures can only be seen at night, but never by their own creator. They are born from the dreams of a person, and their appearance varies greatly because of this.

Due to the collective idea of sheep being associated with sleep, they often look like one, though if their creator has a strong affinity for another animal, this can differ. The temperament of an eepy may not align with their dreamer's personality, but instead their fears. A person who may seem confident but is anxious about a lot may have a skittish eepy.

Eepies may not always represent the dreamer, but they embody common themes or events in dreams. If someone has particularly violent dreams, the creatures may be a bit more aggressive at times. Or, if someone dreams of a certain type of monster chasing them, their eepy may look like it.

Though they lack any physical strength, they are formidable creatures—so long as you ignore that their one ability to make people sleep can somehow miss and they can only appear when their dreamer is sleeping. It's their charm that is the most dangerous thing about them. Small enough to fit in the palm of one's hand, even the most dangerous and violent eepy is only a threat to themselves or maybe a dust mite. On a good day.

EOPY

Tiny fey, neutral good

Armor Class 12

Hit Points 2 (1d4)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	11 (+0)	13 (+1)	18 (+4)

Senses darkvision 300 ft., passive Perception 11

Languages Common, Sylvan

Challenge 1/4 (50 XP)

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

Tied to Dreams. The eepy can only manifest when the person they are tied to is sleeping.

ACTIONS

Goodnight, Sleep Well! *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* The target must make a DC 12 Charisma saving throw. On a failed save, they cannot wake up for at least one hour.

Invisibility. The eepy magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

EXILED PRINCE SYRIOS

Mischievous in nature, the Exiled Prince loves to play the game of tricks. Chaos is his fun, and he'll do whatever he can to get closer to what he wants.

Appearance-wise, he resembles our own gladiator, Axel Syrios. Though the Exiled Prince has a fashion sense that's far more colorful and bright, with horns and a matching tail. In the past the visual similarity was brought up to him, but he just laughed, saying he had no idea who Axel was. The Exiled Prince's behavior is what stands out most, though. He's laid back, relaxed, and noted to be unsettlingly cunning. At times, he'd appear open, yet he'd be hiding things at the same time. When contacting new people, he adapts well to the situation alone, changing his demeanor and behavior to match the person he's talking to. In the end, though, it's only to get closer to his goal. He'll use whomever and whatever he can to get what he wants if he sets his eyes on something, truly living by the phrase, "Eyes on the prize."

After alleged attacks in his home realm, the Fire Plane, Prince Syrios found himself in the Ice Plane in search of the Fire Shard. Without it, all the devils that call the Fire Plane home would remain corrupted. After excitedly accepting some offered help, Prince Syrios proved that he was very physically capable in battle and had very extensive knowledge of fire magic, more than someone of his position should know. But hey, who's to question him? In order to get what he needs, the Prince, while being aware of the severe consequences, also manipulated that offered help into getting an item of great importance. With how smoothly he spoke, he had to know exactly what he was doing... How many people fell victim to his charms? The amount will never be known, but what is known is that Prince Syrios is dangerous, considering the outcomes of his previous "assistants."

If one ever were to come into contact with the Exiled Prince, do not trust him. He'll lie and trick anyone he can into doing things he wants, luring more people within the Fire Plane and trapping them. Once you're trapped, there truly is no escape, and he's free to turn you and use you however he sees fit.



EXILED PRINCE SYRIOS

Medium fiend (devil), neutral evil

Armor Class 15 (natural armor)

Hit Points 190 (20d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Deception +15, Insight +8, Perception +8, Persuasion +10

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities cold, fire

Senses passive Perception 18

Languages Common, Infernal

Challenge 14 (11,500 XP)

Flame Prince. Whenever Exiled Prince Syrios is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Devil's Charm. When Exiled Prince Syrios makes a Charisma (Persuasion) skill check, the target must make a DC 17 Charisma saving throw or be charmed for 8 hours. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to Exiled Prince Syrios's Devil's Charm for the next 24 hours.

ACTIONS

Multiattack. Exiled Prince Syrios makes three Punch attacks.

Punch. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) fire damage.

Flamespitter (Recharge 5-6). Exiled Prince Syrios exhales a 30-foot cone of white-hot fire. Each creature in that area must succeed on a DC 17 Dexterity saving throw or take 31 (7d8) fire damage.

FLIGHTLESS HARPY

Flightless harpies are, as the name suggests, a type of harpy that has lost the ability to fly. These harpies are located in an Elysian kingdom that attempted to defeat the neighboring harpies by driving them into tight, cramped places such as caves and tunnels. While this hindrance did, over time, cause these harpies to become flightless, these bird creatures instead evolved into fast runners with long, grasping talons on their hands and strong kicking feet.

Flightless harpies initially target and attack their prey by using their unnatural speed to reach the prey quickly before it can properly react. They then grab and shred the prey using their long hand talons. If the prey manages to dodge the hand talons, the flightless harpy can turn the advantage by kicking the prey into submission using her strong and nimble feet.

While flightless harpies are fast, strong, and have an effective upper and lower physical attack combination, they also have a notable weakness: their eyesight. Due to their cave lifestyle, flightless harpies have excellent low-light vision but are slow to react in full sunlight. This is becoming less true in younger generations of flightless harpies, which have had more sun exposure due to the recent breakouts from the cave environment.

There are several ways to successfully combat a flightless harpy, though it is always strongly recommended to attack them in pairs or teams. The simplest way to successfully attack a flightless harpy is to lure it into the sunlight and capture or defeat it before it can adjust its vision. Under other conditions, the most effective maneuver is to attack both its arms and legs at the same time, preventing the flightless harpy from taking advantage of the strength of options in its physical attacks. This latter attack is also the preferred method of attack against younger flightless harpies, as attacks in the sunlight may not be effective on them.



FLIGHTLESS HARPY

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	7 (-2)	10 (+0)	8 (-1)

Skills Acrobatics +5, Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the flightless harpy has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The flightless harpy makes two attacks: two Claws or Kick attacks and one Talons attack.

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

Kick. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8+3) bludgeoning damage. On a hit, the target must make a DC 13 Constitution saving throw or be stunned until the end of their next turn.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

BONUS ACTIONS

Grasp. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* A creature must make an opposed Strength (Athletics) or Dexterity (Acrobatics) check. On a failed save, it is restrained and the flightless harpy cannot use its talons against another target.

FREDDY THE FRUIT FLY

FREDDY THE FRUIT FLY

Tiny beast, unaligned

Armor Class 13

Hit Points 1 (1d4 - 3)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	4 (-3)	1 (-5)	12 (+1)	16 (+3)

Saving Throws Dex +5

Skills Acrobatics +5

Damage Vulnerabilities bludgeoning; sniper bullets

Damage Resistances piercing, slashing

Condition Immunities exhaustion, grappled, restrained

Senses passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Erratic Movement. While flying, Freddy is hard to pin down. If Freddy is airborne, they have advantage on Dexterity saving throws, and attacks made against them are made at disadvantage.

Homing. Freddy knows where you are, and they'll find you. Always.

Long Lifespan. Unlike a normal fruit fly, on average living up to about 50 days, Freddy is an especially long-living insect, known to go after their target for months on end.

Relentless. Once Freddy has a target, they won't give up until their target has gone mad.

Buzzing. Simply by moving around, Freddy knows how to get on your nerves. If Freddy moves at least 5 ft. by flying on their turn, the flapping of their wings causes 5 (1d4 + 3) psychic damage to everyone within 15 ft. of their path.

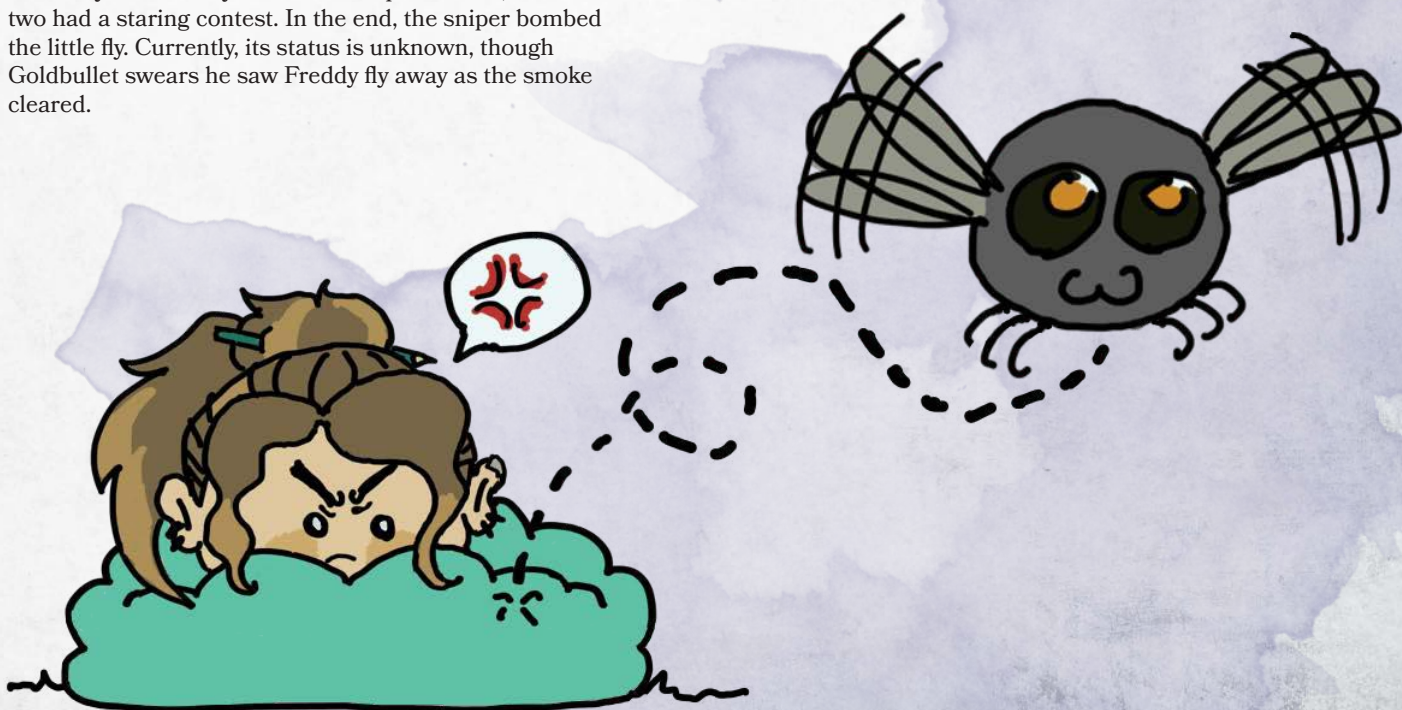
ACTIONS

Make the Face. Every creature within a 10-foot cone in front of Freddy must make a DC 13 Wisdom save or take 9 (2d8) psychic damage. In addition, on a failed save, the target becomes agitated and must spend its next action attacking Freddy.

Dive Bomb. Freddy chooses a place to land within 5 feet. The target must make a DC 13 Dexterity saving throw or Freddy lands on the target, dealing 2 (1d4) corruption damage. If the target is a plant or a fruit, it deals double damage.

Freddy the Fruit Fly is none other than the arch nemesis of ARMIS' Goldbullet. The sniper swears that this foul fly is a Corruption beast, hunting it through his scope at every meal. Whether insect or beast, it is a fact that Freddy possesses a peculiarly shrewd glint in its tiny eyes, and its tiny wings propel it forward at massive speed. Every produce touched by this winged menace will start decaying, leading Goldbullet to swear by the fly's corrupting powers.

The rest of ARMIS did not believe Goldbullet's claims until they saw Freddy live on the sniper's debut, where the two had a staring contest. In the end, the sniper bombed the little fly. Currently, its status is unknown, though Goldbullet swears he saw Freddy fly away as the smoke cleared.



HAKKITO

Beautiful and graceful, they are taller than an average human, their legs ending in black talons. From afar, they appear to be wearing clothes; however, their bodies are covered in delicate black feathers across their torso. Purple feathers gather in thicker abundance around their shoulders and are the same color as their wings, spanning almost two meters wide. Some describe the feathers as looking like a coat draped around their shoulders.

The origin of this creature has been speculated to arise from the mystical creations of a particular exorcist, as they wield powerful magic, allowing them to shift forms between their humanoid appearance and a secondary, much smaller bird. Their bird forms always seem to have ornaments reminiscent of those adorned by the Banzoin clan. There are currently no publicly available records that can confirm this connection.

Hakkitos enjoy having a good laugh and will often try to play with any travelers that they come across. On some days, they use their charm to lure in people with their beauty before leading them to fall into a shallow puddle. On other days, they choose to lean into their adorable side and cozy up as the round birds they are.

While they are seen to be communicating with humans through their actions, they can't actually speak. This is confusing at times, when they are in their humanoid forms. They are, however, able to chirp and caw in both forms. It is reported that when they come across a human that is humming or singing, they will chirp along, creating harmonies without words.

Though primarily peaceful and playful creatures, Hakkitos do have the ability to defend themselves if required. They fend off aggressors using their sharp talons. While scratches from their talons are not usually fatal, this is thought to be due to the very precise distance that they keep. The talons have been observed to be enough to make deep cuts on trees, so Hakkitos have the potential to cause great more if that was in their nature.

Where appropriate, Hakkitos choose to use their charming abilities to convince people to stop their attacks long enough for them to flee. They may even materialize silvery barbs to hinder their foes.



HAKKITO

Medium fey, chaotic good

Armor Class 13 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 30 ft.

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

Saving Throws Dex +4, Cha +5

Skills Performance +5, Persuasion +5

Senses darkvision 30 ft., passive Perception 11

Languages Common, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The Hakkito's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *friends*
3/day each: *charm person*, *reroll*

Shapechanger. The Hakkito can use its action to polymorph into a Tiny bird or back into its humanoid form.

As a bird, the Hakkito can't speak, its walking speed is 20 feet, and it has advantage on Charisma (Persuasion) checks. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does.

ACTIONS

Talons. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Shadow Pool. While in dim light or darkness, the Hakkito can create a 5-foot radius pool of shadow at a point it can see within 30 feet. All creatures in the area must make a DC 13 Dexterity saving throw or fall into the shadow. This stains their clothing a bright purple until it is washed off. It may also use this ability if the point it sees is in shadow.

DOES HAKKA???
KNOW ABOUT
THIS?????



HAMELIN

Decades ago, there lived a sorcerer who experimented with the essence of human souls. He ruled through fear, but fear alone wouldn't guard him against violence. He therefore implanted the soul of a warrior into a large puppet. Although intended as a weapon, the puppet never raised a hand to another, opting for defense. It seemed that, despite all his skill, the sorcerer could not change a soul's nature. Still, as a protector, the puppet fulfilled his purpose.

However, he couldn't protect the sorcerer from old age. Soon after his death, his residence was ransacked. There the looters found the puppet, his arms cradling a young girl—the daughter of the sorcerer. The two of them were chased away, and they settled themselves in an abandoned village, where the puppet protected the last part of his creator's legacy.

The girl inherited her father's genius, experimenting with spells and gears from a young age. Thankfully, due to the puppet raising her gently, she grew up to be much kinder. However, no matter how much time had passed, the infuriated mob attacking their home made her terribly anxious around humans, so the girl and the puppet did not return to society.

One day, the girl refused to call him just "puppet" any longer, so she named him Hamelin. She then vowed to bring life to their village in her own way, showing Hamelin the first puppet she had created. From then on, no day went by with idle hands. She built new puppets, and he went out to gather supplies. Slowly but steadily, the village was filled with automaton activity. At the end of her life, the girl passed with a smile on her lips, glad that Hamelin didn't have to be alone after she had passed.

Now, 50 years later, the puppet village is still bustling with activity, with Hamelin as its overseer. Passersby will find him repairing broken puppets, gathering supplies, or restocking the shelves at the shops. But don't think Hamelin is just the caretaker of the town. Any who brings trouble or destruction to the village will be met with his rage.

HAMELIN

Large construct, lawful good

Armor Class 16 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	19 (+4)	13 (+1)	15 (+2)	14 (+2)

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages understands Common but can't speak

Challenge 6 (2,300 XP)

Puppeteer. As the overseer of the village, Hamelin has full control over the puppets if he so wishes. However, he only asks them to take on small tasks to help out the village or its visitors, and he will never force them to attack or put themselves in danger. In addition, Hamelin is proficient with tinker's tools and woodcarver's tools to fix the puppets if they are damaged.

Village Defender. Hamelin will not attack unless he or his village is in danger. If that happens, Hamelin will first try to restrain the offender by grappling. However, if the immediate threat remains, he will not hesitate to use deadly force.

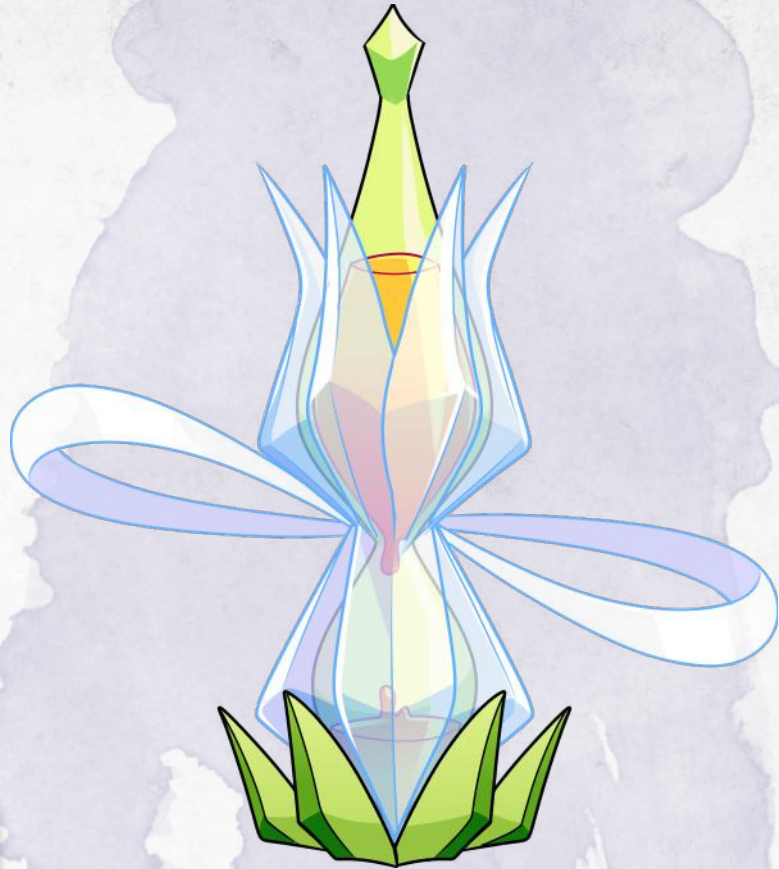
ACTIONS

Hammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage.

Saw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

HOUGRASS

To adventurers new to foraging, keep your eyes peeled for the elusive hourgrass. Growing deep within Elysium's lush forests, the plant can be a spectacular asset, depending on what you use it for. It is perhaps more famous for its power to ensure its consumer a longer lifespan, but the notion that the whole plant can be used for that particular benefit is total misinformation. Healers and some alchemists of trustworthy repute will always warn of the hourgrass carrying two types of sap. In its top half is the precious sap prolonging life. As the sap drips to the bottom, it becomes a poison that doesn't show effects immediately. Instead, symptoms of poisoning show up days after consumption. Both types of sap are indistinguishable from each other, as they share the same color, smell, taste, and consistency. Several attempts to transform the poisonous sap back into its beneficial life-prolonging form have failed. When harvesting the hourgrass, take note of the top and bottom halves and be meticulous with packaging. Those in dire need of extending their lifespan should also bear in mind to use the plant as soon as possible after picking, as the sap drips for one full hour before it all becomes poisonous.



Hourgrass - Field Notes

It took a while to find this little guy, even with my magic. You'd never guess that something so tiny could be so deadly. I have refrained from harvesting it for now, given the timer on the sap. It also seems that any attempts to revert the sap to its 'healing' state have failed, which is not surprising.

I will stay here until I have figured out a way to 'pause' the sap's transformation, or at least slow it down so I can get it back and show him for our research.

-S.K.

HOUGRASS

Tiny plant, unaligned

Armor Class 5

Hit Points 10

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	1 (-5)	1 (-5)	3 (-4)	3 (-4)	1 (-5)

Damage Vulnerabilities acid, cold, fire

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, frightened, poisoned

Senses blindsight 10 ft., tremorsense 30 ft., passive Perception 6

Languages —

Challenge 1/4 (50 XP)

Poisonous Cloud. If a creature comes within 10 feet of the hourgrass, it immediately releases a cloud of poisonous gas in a 5-foot radius around itself. A creature in the area must make a DC 10 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. On a successful save, it takes half as much damage and are not poisoned.

HUNTSMAN

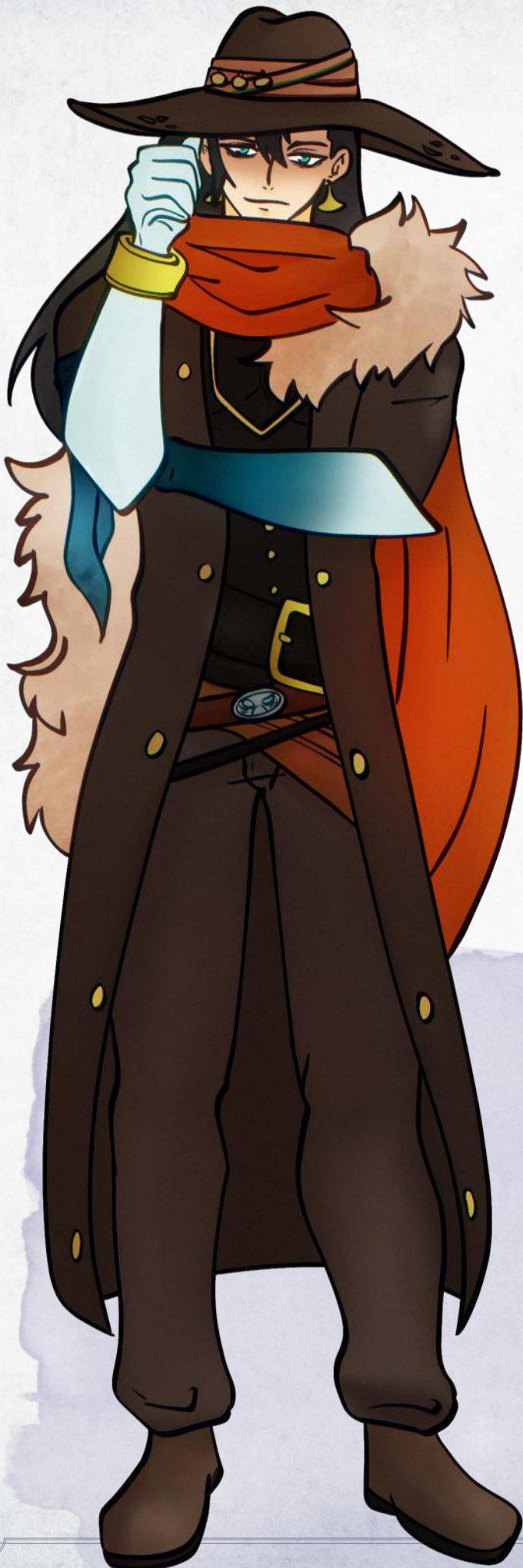
Seen this man? He goes by Huntsman, and he's wanted; reason is irrelevant. Be on the lookout; he isn't dangerous, but he's important.

Huntsman physically resembles the one we all know as Shinri, with some differing attire. Wide-brimmed hat, fur-lined coat, and silver gloves, the left one turning blue. He has an undead horse with no eyes, so it wouldn't be hard to spot apart from other equines in the area. Huntsman is a very kind man, though somehow protective and vague in nature. He really enjoys fishing and cooking. An odd important detail about him is that, even though he seems to know a lot about the flora and fauna around him, he doesn't remember a lot about himself. For example, he doesn't remember his own birthday.

Oftentimes, Huntsman can be found traversing the lands between, from the meadows to the forests. Most of the time, he claimed to be fighting back the Corruption that's been claiming the lands around him. His deep love for nature makes him feel obligated to do so. His kindness doesn't stop there, though! He always wants to help those he comes across, no matter the cost to himself, be it human or animal.

The forest he's most commonly found in is dangerously close to the Fire Plane, making his disappearance extremely concerning. If he was lost to creatures there... there'll be no chance of getting him back. After all, Huntsman is wanted in many kingdoms.

While Huntsman roams the lands, search teams have been working night and day to locate him. Any tips should be reported. A reward will be offered.



HUNTSMAN

Medium humanoid (human), lawful good

Armor Class 15 (natural armor)

Hit Points 154 (28d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	16 (+3)	18 (+4)	15 (+2)

Skills Animal Handling +8, Medicine +8, Nature +11, Perception +8, Survival +8

Senses passive Perception 18

Languages Common, Druidic

Challenge 12 (8,400 XP)

Innate Spellcasting. Huntsman's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *goodberry*, *speak with animals*
 3/day each: *animal messenger*, *cure wounds*
 1/day each: *commune with nature*

Seafood Master. Once per day when Huntsman prepares fish, one of the fish is extra delicious, causing any creature that consumes that piece to be healed as if affected by *lesser restoration*.

KARASU DEMON

Monstrous to some, yet sacred to others; once revered on the same level as a minor deity, although infamously known for the endless arrogance and self-indulgence that make him. When summoned, the Karasu Demon will immediately resonate with a person's most primal instincts and incite them towards external release—but as he is a demanding figure and not so much of a benevolent granter, it cannot occur without paying a price of equal significance.

Foretold has it been for ages to come: to have someone's fate cross his means embracing the possibility of impending doom, and rare were the events of him showing mercy to all who operated under his name, voluntarily or otherwise. In days of sunlight, there is a crowd to clamor for his presence, and then none are left behind to tell the tale. Fortunate are the ones who triumph over the raven's burning rage, though never unscathed.

The last resort for their survival is to seize and contain the Karasu Demon, compelling him back into a dormant state. While proven successful, it was a preventive measure, and a cautionary tale then manifested itself as an offering in vivid scarlet. A mindless, human accident, oblivious to the nightmare that would unleash into this plane of existence: much warmer and nourishing than ever, so is the newfound discovery of quickly available food. No more shall he struggle to find the next hunt, requiring

only a human misstep and an individual foolish enough to confront the forces unknown to them.

One may eventually attempt to cherish his peculiar gifts with a share of crab meat, fondness having grown for its distinct flavor and texture. However, they must not sit around and long for his reaction amidst the meal as it happens—unless their last wish as a living being is to become his main course.



KARASU DEMON

Medium fiend (demon), neutral evil

Armor Class 14

Hit Points 71 (11d8 + 22)

Speed 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	15 (+2)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +7

Skills Acrobatics +7, Deception +5, Intimidation +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Auran, Common

Challenge 7 (2,900 XP)

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

Empowered by Negativity. For each frightened creature within 30 feet of the karasu demon, it gains 5 temporary hit points at the start of its turn.

ACTIONS

Multiattack. The karasu demon makes two attacks with its Talons.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. If there are any frightened creatures within 30 feet of the karasu demon, the damage increases to 18 (4d6 + 4) slashing damage.

Frightful Presence. Each creature of the karasu demon's choice that is within 30 feet of the karasu demon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the karasu demon's Frightful Presence for the next 24 hours.

Consume Sacrifice. The karasu demon takes a big bite out of a human sacrifice, or a dish of crab meat. Make a Melee Weapon Attack against a target within 5 feet, +7 to hit. The roll automatically succeeds if the target does not resist. The target takes 18 (4d8) piercing damage if it hits, and the karasu demon regains an equal amount of hit points.

KOI DRAGON

Legends say that a humble Koipanion, through sheer perseverance, slowly made its way up the raging river and leapt up the waterfall at the Dragon's Gate to become a dragon. These rare koi dragons still show signs of their previous life, with their long, sleek bodies, finned legs, and striking spotted patterns



KOI DRAGON

Huge dragon, lawful good

Armor Class 20 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 60 ft., fly 80 ft. (hover), swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	30 (+10)	29 (+9)	14 (+2)	24 (+7)	25 (+7)

Saving Throws Dex +18, Con +17, Wis +15, Cha +15

Skills Insight +15, Perception +23

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities psychic, radiant

Condition Immunities charmed, frightened, poisoned, prone

Senses truesight 120 ft., passive Perception 33

Languages Common, Draconic

Challenge 26 (90,000 XP)

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

Amphibious. The koi dragon can breathe air and water.

ACTIONS

Multiattack. The koi dragon makes three attacks: one with its Bite and two with its Tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 16 (3d10) force damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Summon Tsunami (Recharge 5-6). The koi dragon summons a 20 feet wide wave of water from its mouth that travels for 120 feet. Creatures of its choice in the area must make a DC 26 Strength saving throw. On a failed save, the creature takes 71 (11d12) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. On a success or failure, the creature's speed becomes 0 until the end of its next turn. In addition, the koi dragon may heal any creatures of its choice in the area for 27 (5d10) hit points.

LEGENDARY ACTIONS

The koi dragon 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 koi dragon regains spent legendary actions at the start of its turn.

Tail Attack. The koi dragon makes a tail attack.

Detect. The koi dragon makes a Wisdom (Perception) check.

Soar. The koi dragon flies or swims up to half its speed. This movement doesn't provoke opportunity attacks.

KOIPANION

Koipanions are a type of water elemental devoted to the ex-ronin field reporter for Guild TEMPUS, Josuiji Shinri. They are fish, specifically koi, that have modified themselves through dint of effort to look more like him, developing a blue left fin and often a yellow-orange right fin and wearing a signature black kasa hat. These koi still have their original unique patterns, though, so they can easily be recognized as individuals.

What sets Koipanions apart from other fish is their water elemental abilities. Koipanions can manipulate water, using it to surround their bodies so that they can leave their native freshwater ponds and rivers and travel safely over land. A traveling Koipanion is usually surrounded by a thick orb of protective water, though some with less water-manipulation control or those traveling at faster speeds may have more ellipsoid water surrounding them. That said, even at their fastest speeds, traveling Koipanions bob along at a pace no faster than a light gallop.

Koipanions are generally warm and friendly, but they do have minor combat capabilities that they use against those that may cause them or their associates harm. They can lash out with their tail fin, producing a hearty slap to an offender or sending a wave of water at them. Koipanions can also manipulate the water surrounding them, whether pond or river water or protective orb water, to send out minor bubbles and blasts of water at unfriendly or dangerous creatures.

An interesting development in the elemental world is the recent discovery that some other types of water elementals, also devoted to Josuiji Shinri, have basically undergone a form of convergent evolution, shapeshifting to look like the traditional koi-based Koipanions. This second type of Koipanion is physically indistinguishable from the traditional Koipanion, though they may have better control over their water-manipulation abilities.

KOIPANION

Small elemental, lawful good

Armor Class 14 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 10 ft., swim 30 ft.

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

Damage Resistances acid, cold; bludgeoning and piercing from nonmagical attacks

Condition Immunities grappled, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 2 (450 XP)

Freeze. If the Koipanion takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Aquatic. The Koipanion can only breathe in water.

Watery Orb. In a ritual of 1 minute, the Koipanion makes an orb of water around itself. While in this orb, it has a walking speed of 10 feet. The bubble grants the Koipanion 5 temporary hit points. If the Koipanion is dealt 5 or more piercing damage in a single attack, the Watery Orb is popped.

Hold Breath. While out of water, the Koipanion can hold its breath for 1 minute.

Oblivious. The Koipanion is able to sleep even in the most dangerous of situations. Enemies in the area must make a DC 20 Wisdom (Perception) check to perceive the Koipanion.

ACTIONS

Multiattack. The Koipanion makes three attacks, one with its Tail and two with its Water Blast or three Splash attacks.

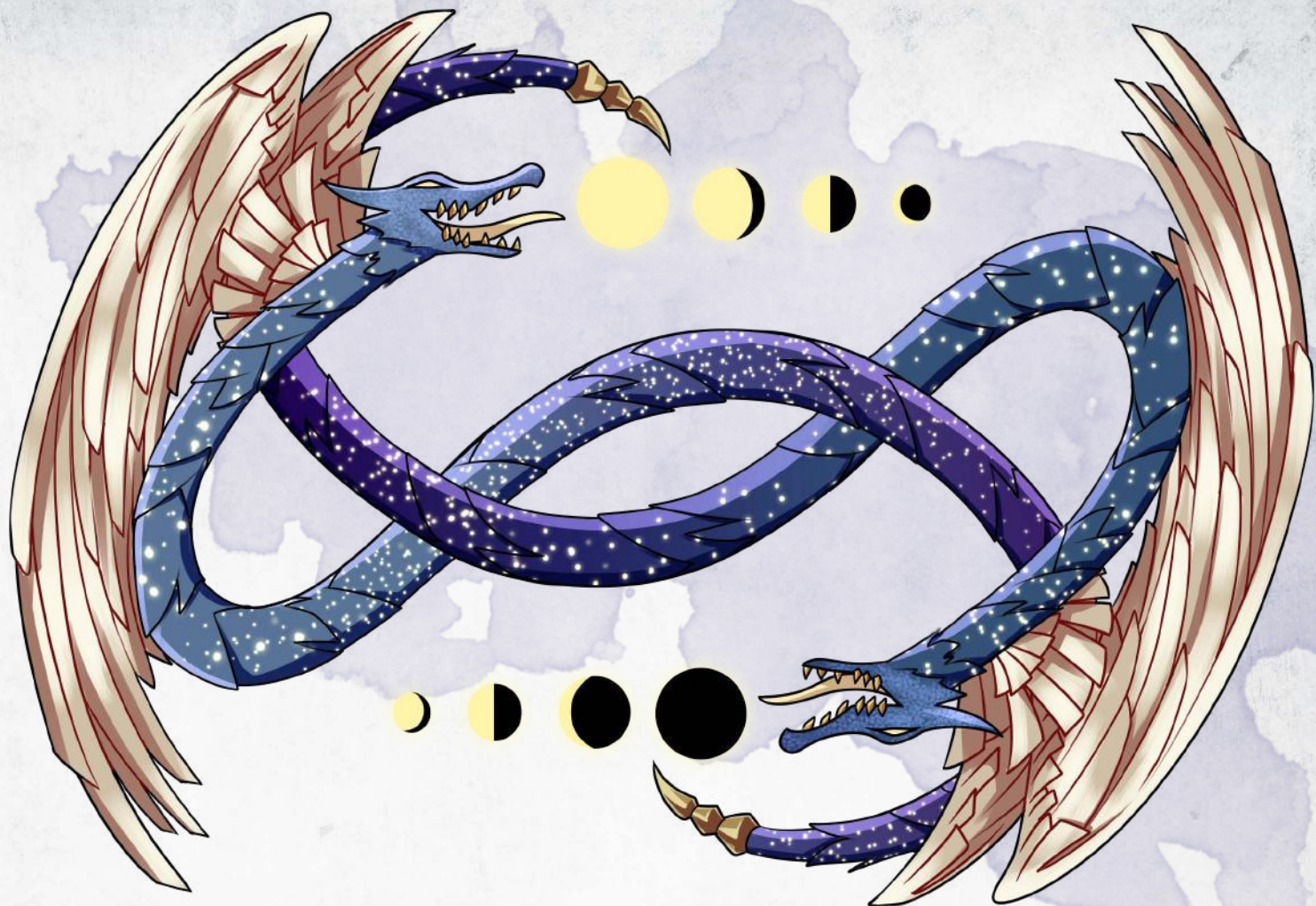
Water Blast. *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. *Hit:* 5 (1d6 + 2) cold damage.

Tail. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 11 (3d6 + 1) bludgeoning damage.

Splash. The Koipanion uses its tail to splash water on a nearby enemy. Nothing happens.

Bubbles. The Koipanion releases a torrent of bubbles in a 15-foot cone in front of it. All creatures in the area must make a DC 11 Strength saving throw or be knocked prone.





LUNAR DEVOURER

The lunar devourer is a type of cosmic dragon that eats the satellites of planets. They are long and streamlined in shape, with deep-blue scales that glisten like starlight and powerful bronze wings; their wings can become invisible, allowing their bodies to blend in with the night sky. Because their primary habitat is the vacuum of space, lunar devourers do not need air to breathe. The deep silence of space has made them very sensitive to loud noises.

While lunar devourers are quite large, they are smaller than the satellites they swallow. This is due to their ability, much like snakes, to unhinge their jaws and spread them wide enough to engulf their lunar targets.

Lunar devourers landed on Elysium many centuries ago, yet none of them have managed to devour Elysium's moon. Some adventurers have successfully fought off these sidereal dragons by taking advantage of their noise sensitivity, using loud yells and instruments to disrupt the creatures whenever they are seen. However, lunar devourers often thrash wildly in response to the pain of such sounds, crushing nearby structures and people, including unfortunate adventurers. Even with this danger, these efforts have been successful in preventing many of these dragons from surfacing and have driven numerous others from the planet.

The last few lunar devourers on Elysium survive in the South Elysian seas. They can live underwater because of their hydrodynamic bodies and lack of need to breathe. Still, a keen-eyed adventurer can spot the rising lunar devourer's body as it splits the water.

LUNAR DEVOURER

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 256 (19d20 + 57)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	17 (+3)	13 (+1)	15 (+2)	13 (+1)

Saving Throws Dex +10, Con +8

Damage Vulnerabilities thunder

Senses darkvision 120 ft., passive Perception 12

Languages —

Challenge 14 (11,500 XP)

Noise Sensitivity. If thunder damage is dealt to the lunar devourer, it will thrash around wildly. On its next turn, it will randomly attack two creatures within range, once with its Bite and once with its Tail.

Vacuum Dweller. The lunar devourer does not need to breathe.

ACTIONS

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

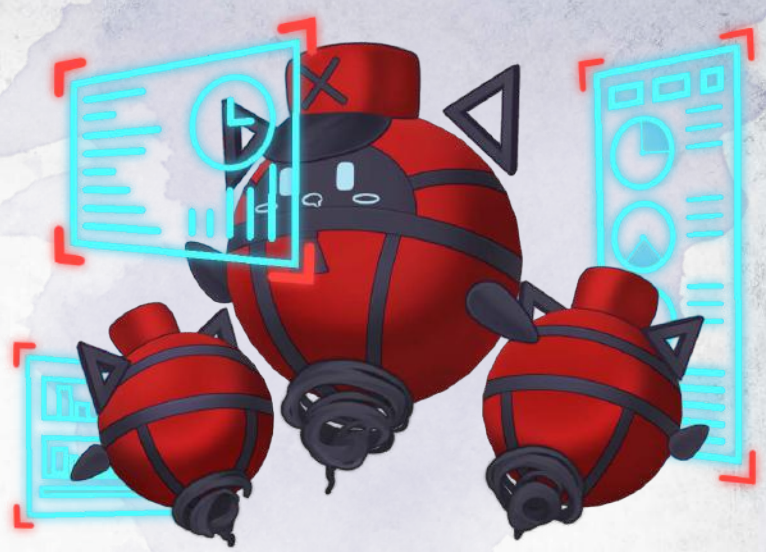
Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

MACHIROON

Anxious yet silly in nature, Machiroons are one of the cutest forms Corruption can take! Born on April 7th, Machiroons (more commonly referred to as "Roons"), are fiercely loyal companions to our favorite red-headed pilot. Machiroons play a big part in helping Flayon! They are the main fuel source for the R-TRUS, giving it more power as he pilots it. While some of them can take a more armored appearance, most you would come across will look like small goopy creatures.

Roons have two primary forms. One of them is armored, and can be customized to look however the individual roon wishes! Both the armor and the little hat that hovers just above their head can be changed however. This form serves more for personal expression, and is a great comfort zone to them. The main form, though, is their darkened, round shape. They're very gooey, wispy, and sticky in texture. Roons can have a taste as well, but it is dependent on what their diet is (e.g., if they eat an apple, they'll taste like apples). If put in water, they'll float, but if they become stressed they'll begin to sink. To add on to the note of emotional state, they're typically see-through, but if their emotional state heightens to an extreme level, they'll become more solid and opaque. For example, if they get scared, they'll become harder to see through, and if they calm down, they'll become more of a translucent shade, more solid. Their eyes will also change depending on their emotional state, becoming more swirled the more extreme their emotions are, and this could be either positive or negative! Roons also have a tail that can regrow if lost, and they have clips on the tips of their ears that act as trackers.

As mentioned by Father Machina in one of his



appearances, Machiroons are known as the purest form of Corruption. According to him, he sees flaws in Machiroons that he does not see in his followers, the Machirunes. In this appearance, he said, *"The Corruption has spread root(?) inside of you. All of you, really, but as the majority of you are human in nature it's nothing to be feared, maybe three years ago, possibly, but now? We embrace it. It makes it up a part of you, as flaws try so desperately to hide. Like I said, it makes you human. Pathetically so."* So, as it seems, he views them as pathetic creatures, human in nature and corrupted, yet still loves them both (even if he finds the Roons to be less obedient).

Regardless of what others may think, though, Machiroons are very kind and caring creatures. They're much stronger than they think, even stronger when together, and very deserving of love and affection. If you come by one, make sure to give them all the love in the world!

MACHIROON

Small construct, any alignment

Armor Class 18 (armor casing)

Hit Points 38 (7d6 + 14)

Speed 10 ft. (outside of its armor), fly 30 ft. (hover, inside of its armor)

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

Saving Throws Int +4

Skills Investigation +4

Damage Immunities psychic

Condition Immunities exhaustion

Senses darkvision 30 ft., passive Perception 10

Languages understands Common but communicates by text images

Challenge 2 (450 XP)

Goopy Innards. Because the true form of a Machiroon is a goo-like corrupted being which is human in nature, it does not fully classify as constructs. If an effect can affect a humanoid, it can affect a Machiroon as well.

Comforting Armor. A Machiroon's armor serves as both its armor against physical attacks and as its comfort zone embolstering its mental fortitude. While in its armor, the Machiroon can't be frightened, and it has advantage on Wisdom saving throws.

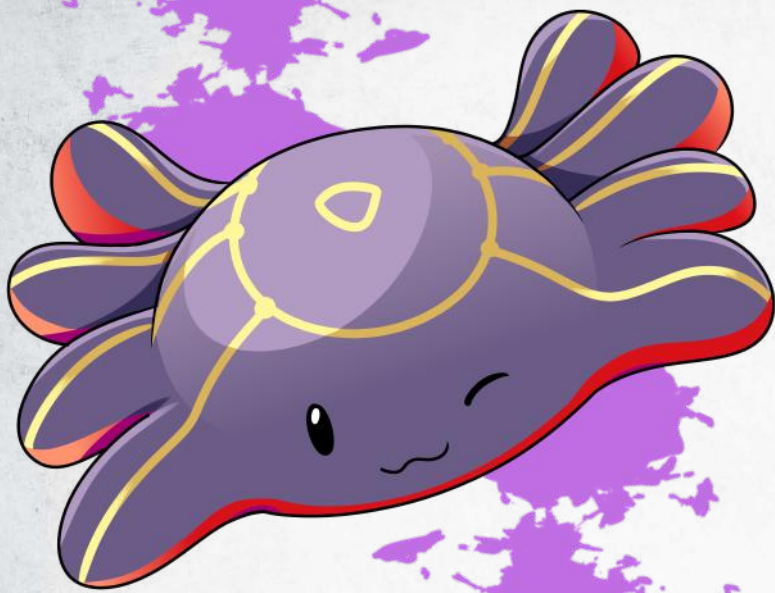
Flirt Resistant. Because they are used to seeing their oshi getting into questionable romance situations, Machiroons have advantage on saving throws against being charmed.

Data Access. Because of all the data stored inside the armor, the Machiroon has quick access to a lot of knowledge, albeit not highly specialized. While inside the armor, the Machiroon can add half its proficiency bonus (rounded down) to any Intelligence check.

ACTIONS

Zap. *Melee Weapon Attack:* +4 to hit, reach 15 ft., target. *Hit:* 7 (1d10 + 2) lightning damage.

Purr. Learning from its favorite catboy, the Machiroon can make the machinery inside its armor sound like a cat purring. One creature within 15 feet of the Machiroon must make a DC 12 Wisdom saving throw or be charmed for 1 minute. A creature charmed in this way can't help but drop everything it is doing and pet or snuggle up to the Machiroon. The creature can repeat its saving throw if it takes damage. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this Machiroon's Purr for 24 hours.



MAGMITE

Magmites are alchemical constructs created as companions for and by famous alchemist the “Great” Magni Dezmond of Guild TEMPUS. They are small, round, purple creatures with eight round, stubby legs and a red belly, covered in gold alchemical formulas that keep them functioning. Magmites generally move by crawling. Despite having no visible form of traction, they are capable of climbing vertically as well as horizontally.

Magmites tend to be fairly quiet, though they have been known to make a squeaking sound when being hit or crushed. Unfortunately, because Magmites elicit strong cuteness aggression in their master, these events are not uncommon, and Magmite death squeals can often be heard coming from Magni Dezmond’s alchemy laboratory. Another feature, if you will, of Magmites is the gusher-like consistency of their insides. It is suggested that Magni sometimes bites or eats Magmites to enjoy the jelly-like feel of their innards; Magmites reportedly have a delicious grape- or berry-like taste.

Magmite populations are quite dense in the alchemy lab, where Magmites serve as both experiment assistants and lab rats in Magni’s potion brewing. In fact, Magmite blood is speculated to be a key ingredient in Magni’s recipe for Copium. Magni’s lab produces large quantities of Copium, which may explain both the massive number of Magmites working there as well as the short life span of the average Magmite. That said, Magmites can be found all over Elysium, presumably doing the esoteric bidding of their master.

Despite their dangerous working conditions and the wanton disregard that Magni shows for their lives, Magmites are quite devoted to their master. They jive to his tunes and cheer his successes quite fervently. There are even dark, though largely unsubstantiated, rumors

MAGMITE

Tiny construct, any alignment

Armor Class 15 (natural armor)

Hit Points 10 (3d4 + 3)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	8 (-1)	8 (-1)	10 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Stealth +7

Damage Vulnerabilities bludgeoning, piercing, and slashing; magni

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 9

Languages understands Common but can't speak

Challenge 2 (450 XP)

Squish. The Magmite’s squishy body makes it immune to falling damage.

Scatter. If a Magmite is within 30 feet of Magni Dezmond, its movement is doubled when moving away from him.

Skoosh. If the Magmite dies, its body explodes into a purple goop. It tastes like grapes(?) and heals a creature for 2 (1d4) hit points when consumed.

Abnormal Nature. The Magmite doesn’t require air, food, drink, or sleep.

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

Wall Walker. The Magmite can traverse up surfaces vertically.

ACTIONS

EEEEEEEEEEEE. The Magmite lets out a shriek, forcing all creatures within 60 feet that can hear it to make a DC 13 Wisdom saving throw. On a failed save, it falls prone and become incapacitated until the end of their next turn.

that Magmites may be somehow responsible for Magni Dezmond’s unusual appearance and aging cycle, though honestly, that’s probably the Copium talking.

Because of their alchemical design (as previously described), Magmites fare extremely poorly in any form of combat. They are easily degloved or flayed and can be popped or crushed with minimal effort. Their delicious taste and texture only encourage this destruction. Where Magmites excel, however, is in stealth; their quiet movements and ability to scale most obstacles means that they can get into and out of difficult locations with ease. Combined with their large numbers and their strong determination to support the “Great” Magni Dezmond, Magmites are quite successful in completing their missions and tasks.

MAN-ATLAS BEETLE

The man-atlas beetle, a 6-foot-tall predator with a weight of 2200 lbs. It is the strongest predator in the Badlands. It can combat magical or physical attacks and carry 850 times its body weight. Similar in height to a 6-foot-tall man, it is named after the Greek mythological figure Atlas, who was known for his strength and endurance but also for his punishment to carry the sky eternally.

The man-atlas beetle uses its venomous fangs for spit-taking and paralysis. With paralyzing effects occurring within 60 seconds of contact, its venom also aids in hunting and fighting. There is no antidote, so injured individuals must wait or seek help.

With primal instinct, the man-atlas beetle exhibits aggression from birth, examples being fighting over territory, mating, and being an omnivore food scavenger. Being an omnivore, the man-atlas beetle can find sustenance in anything, making the beast akin to a walking trash can.

The man-atlas beetle is aggressive and dirty, with curved upward horns resembling Atlas, the condemned titan holding the sky. Despite their aggressive nature, they can be domesticated and used as transporters for crossing trade and goods. This specific reason makes them the highly sought-after beast across all lands. Taming them requires patience, but it is worth it as they can become protective of their trainer.

While it may seem like this walking bruiser has no flaws, that is untrue.

Despite the man-atlas beetle having natural wings for flight, it's unable to fly due to its weight of 2200 lbs, equivalent to 1.1 tons. Due to its massive size, it must stand its ground and fight to the death.



MAN-ATLAS BEETLE

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Points 155 (10d20 + 50)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
30 (+10)	6 (-2)	21 (+5)	5 (-3)	14 (+2)	9 (-1)

Saving Throws Str +16, Con +11

Damage Resistances bludgeoning, fire, piercing, slashing

Condition Immunities paralyzed, poisoned

Senses passive Perception 12

Languages —

Challenge 17 (18,000 XP)

Magic Resistance. The man-atlas beetle has advantage on saving throws against spells and other magical effects.

Transportation. The man-atlas beetle is considered to be a gargantuan animal for the purpose of determining its carrying capacity

Unyielding. The man-atlas beetle cannot leave combat and must fight until it is reduced to 0 hit points.

Aggression. The man-atlas beetle has advantage on attacks against other man-atlas beetles.

ACTIONS

Multiattack. The man-atlas beetle makes two Bite attacks and one Impale attack.

Bite. *Melee Weapon Attack:* +16 to hit, reach 5 ft., one target. *Hit:* 20 (3d6 + 10) piercing damage plus 14 (4d6) poison damage. The target must make a DC 18 Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. On a successful save, a target is unaffected. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Impale. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) piercing damage.

Poisonous Spit (Recharge 5-6). The man-atlas beetle exhales venom in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Trample. The man-atlas beetle uses all its movement to run in a straight line. Creatures in the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 18 (4d8) bludgeoning damage and is knocked prone. On a success, it takes half damage and is not knocked prone.

MANED DRUPE

MANED DRUPE

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Fire

Condition Immunities blinded, charmed, deafened, frightened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Adventurers' Snack. If defeated or in its vegetative state, 2 (1d4) fruits can be picked of the maned drupe's vines. These delicious fruits are filled with life energy, healing 7 (2d4 + 2) hit points if eaten.

Alluring Fruit. Creatures unaware of the maned drupe's incredible fruit can be lured into a devious trap. A creature within 60 ft. of the maned drupe must make a DC 14 Wisdom saving throw or be lured closer. If the lured creature suffers any harm, 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 the effect for the next 7 days.

ACTIONS

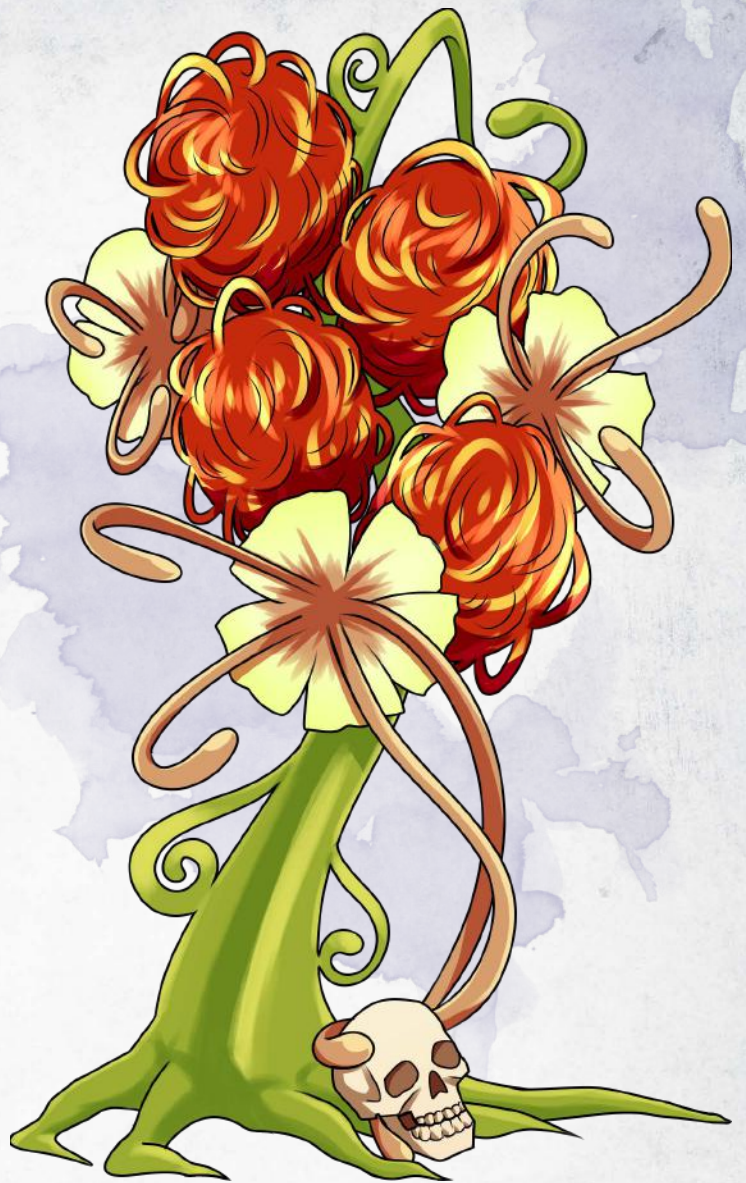
Multiattack. The maned drupe makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the maned drupe uses its Wrap on it.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Wrap. The maned drupe wraps its vines around the neck and appendages of a medium or smaller creature grappled by it. The wrapped target is restrained and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the maned drupe's turns or take 13 (2d8 + 4) bludgeoning damage. The maned drupe can have only one creature wrapped at a time.

The maned drupe is native to the jungle, specifically the Tropical Forest in Elysium. It's a mid-level monstrous carnivorous plant. To hunt, it uses its whole body. It can feel the rumbling and vibrations of new prey nearby. Their senses are impeccably sharp, and they can accurately locate where their prey is and set up to lure.

Delving deeper into the maned drupe senses, they, like all undergrowth, have an expansive field of photoreceptors that helps them sense light and helps guide them in which direction to grow. They also have mechanoreceptors to detect touch and pressure on its vines, flowers, fruit, and tendrils, and chemical sensing, which lets them sense when prey is near, so they know when to go into predator mode to hunt and fend off attacks from anyone and anything.



As soon as the prey is in sight, the maned drupe uses its ripe red fruit to lure unsuspecting prey into its trap. The stone fruit and flowers entice monsters, small animals, and newly licensed hunters to the plant to eat the fruit or stare at the blooming flowers unsuspectingly, which traps them at the roots as the maned drupe wraps its vines around the prey's neck to snap it for instant death. As a result, the maned drupe will eat and use the corpses as fertilizer when the decomposition process is over. After decomposition, soon nothing is left.

The vines are so rope-like that they seem impossible to cut through. However, they can be sundered through, but you will need a durable hunting knife. The major problem of trying to fight against the maned drupe is the rate of how swiftly the vines lunge at prey. Due to the vines' speed, it looks and feels futile to react fast enough. And because of these odds, adventurers invest in protective neck armor.

With its mysterious beauty, the maned drupe flowers go through a natural process that turns into stone fruit, which are exceptionally large and honeyed. In addition, they make for a good adventure snack. Correspondingly, when the fruit is tempting enough to be picked, the vines move into a vegetative state, and the tendrils become as soft as hair.

MATARIEL

To have command over water means to have command over life itself. A long drought, unexpected flood, or unmerciful storm can be enough to bring ruin to an entire village; they are left so broken and desperate, wishing for any sort of salvation from their fate. It is thus of no surprise that when Matariel appears before them, they pay whatever price the “Angel of Rain” asks. Their new worshippers, too enraptured by gentle words to rarely ever consider that their savior was the one to originally doom them.

Matariel is a devious and cunning devil that thirsts for control, using their angelic look and demeanor to trick the commonfolk. Matariel searches out isolated villages and secretly begins to control the surrounding weather. They may cause heavy storms to flood their houses or lengthy droughts to cause heat exhaustion and doom their harvests. They appear in front of the people at their most desperate, often right on the brink of death and despair, to offer aid in exchange for worship. They slowly exert total control over their new followers, the sweet whispers of salvation turning to demands of tribute and sacrifice without ever breaking from their calm, gentle tone.

Many adventurers seeking to destroy Matariel make the mistake of believing that their followers are all affected by enchantment magic. However, Matariel only uses spellcasting to create worshippers as a last resort, mostly onto village leaders and adventurers who attempt to stop them. Most skeptics and non-believers in the “Angel of Rain” are deemed not useful enough to charm, and Matariel will just demand the others offer the dissenters as sacrifice. While Matariel prefers to command others to fight on their behalf, their strong command over the weather makes them a dangerous opponent even when isolated.

MATARIEL

Medium devil, lawful evil

Armor Class 13

Hit Points 57 (5d8 + 35)

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

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	24 (+7)	18 (+4)	20 (+5)	30 (+10)

Damage Immunities fire, psychic

Condition Immunities charmed

Senses truesight 120 ft., passive Perception 15

Languages All but can't speak, telepathy 120 ft.

Challenge 23 (50,000 XP)

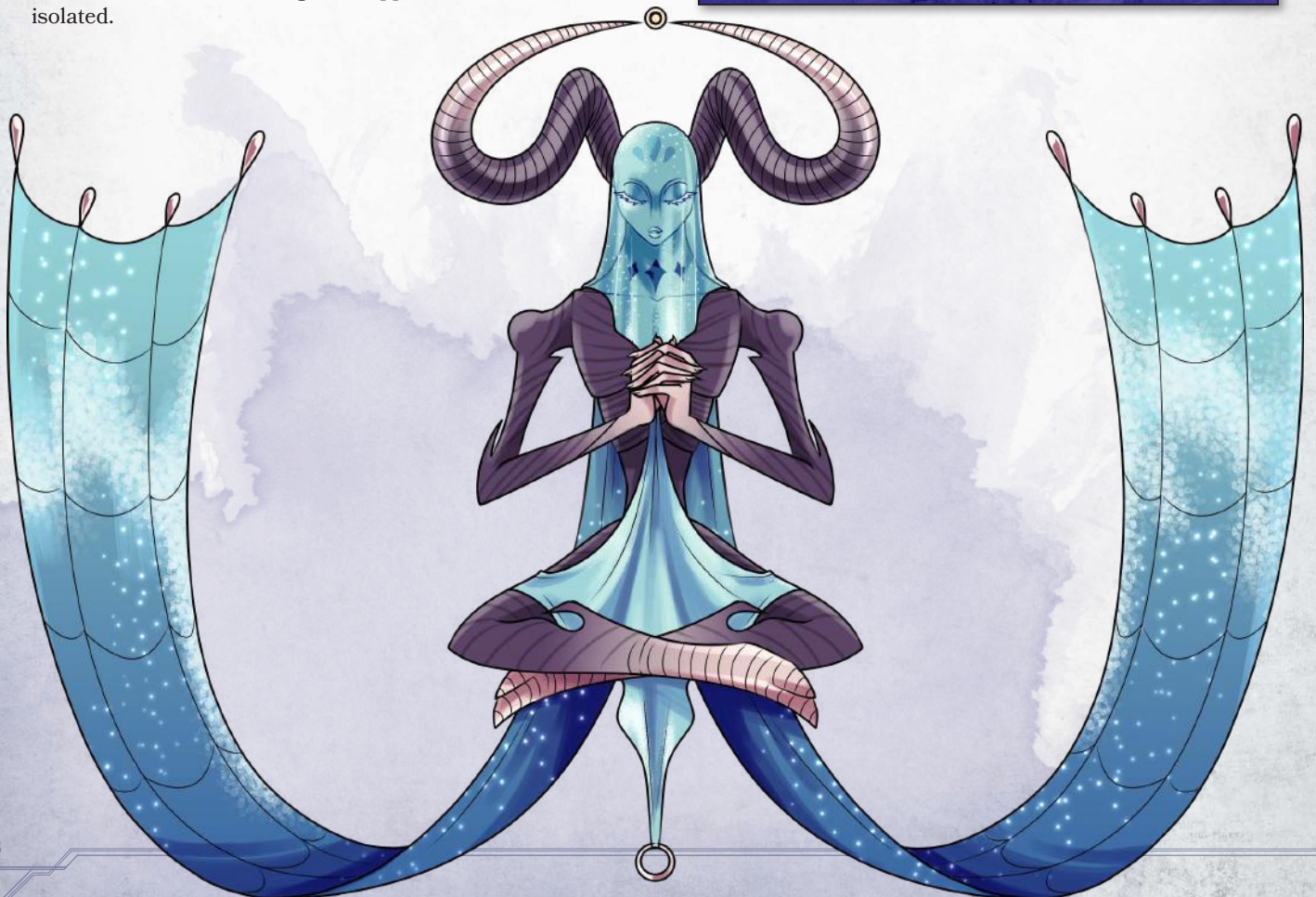
Innate Spellcasting. Matariel's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

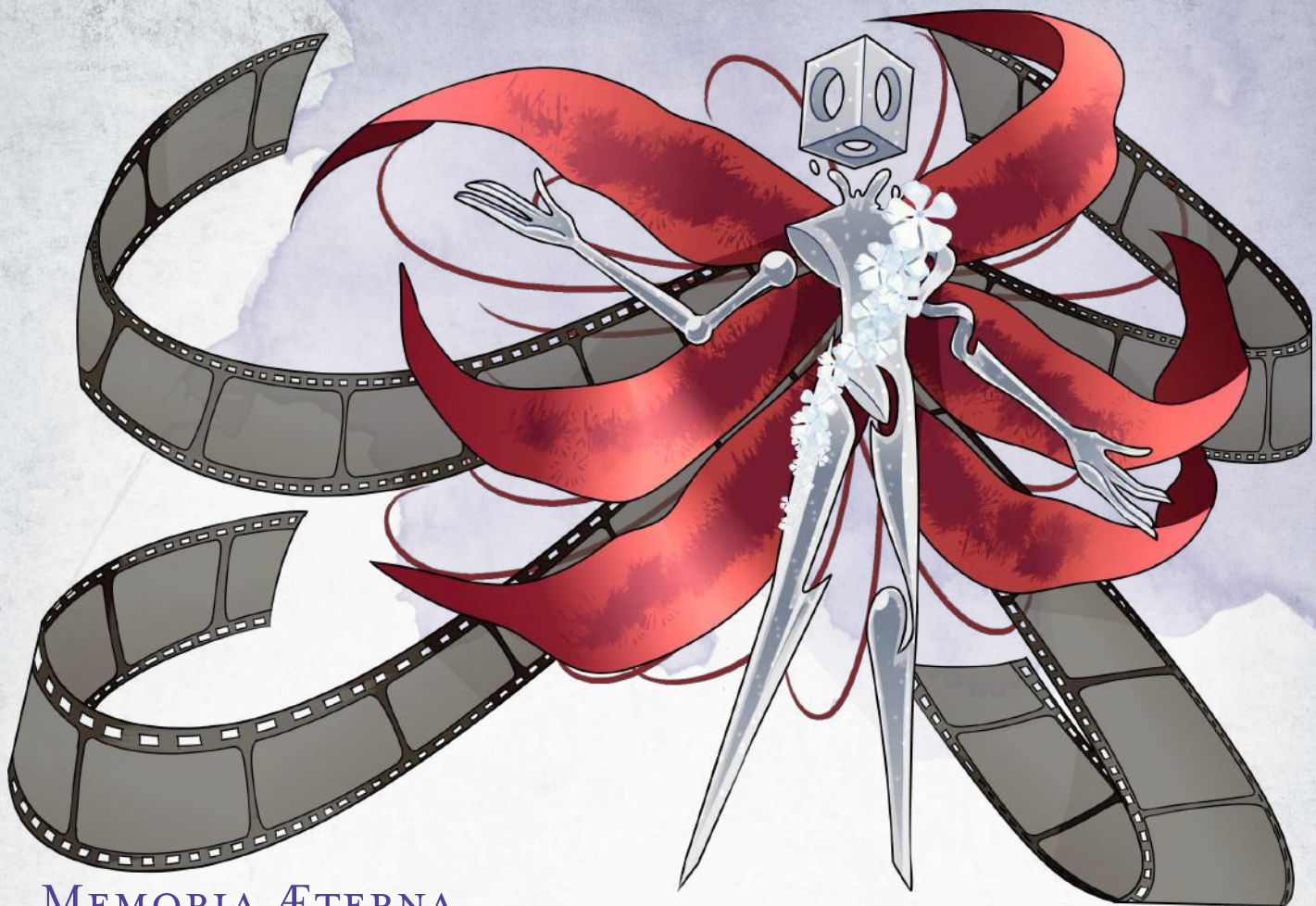
3/day each: *control water*, *create or destroy water*, *dominate person*, *misty step*, *suggestion*, *water breathing*

1/day each: *control weather*, *mass suggestion*, *modify memory*

Salvation of the Desperate. When a creature with exhaustion rolls an attack roll or saving throw against Matariel, they must subtract their current level of exhaustion from the roll.

Sudden Drought (Recharge 5-6). All other creatures within 30 feet around Matariel must succeed on a DC 25 Constitution saving throw or take 22 (4d10) fire damage. A creature who fails the DC by 5 or more also gains a level of exhaustion.





MEMORIA ÆTERNA

Legends have long told of a silent colossus who could rewrite and remove the memories of any living being, serving the will of some unknown directive. Of all the myths and monsters that have been inscribed in the annals of Elysium’s history, few are as enigmatic as the Memoria Æterna.

Mysterious Mandate. Its purpose for altering memories is unknown, though there are several running theories. The most prevalent is that it maintains balance in Elysium.

MEMORIA ÆTERNA

Gargantuan celestial, neutral

Armor Class 20 (natural armor)

Hit Points 285 (30d10 + 120)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	21 (+5)	22 (+6)	20 (+5)	16 (+3)

Saving Throws Int +12, Wis +11, Cha +9

Senses truesight 120 ft., passive Perception 15

Languages understands All

Challenge 17 (18,000 XP)

Memory Wipe. Any hostile creature that sees the Memoria Æterna must make a DC 30 Intelligence saving throw at disadvantage. On a failed save, it forgets it saw the Memoria Æterna. On a successful save, it takes 45 (10d8) psychic damage.

It often erases the memories of those who have seen something they should not have—something which would otherwise alter them irreparably. The idea is that the Memoria Æterna would excise these memories and prevent them from causing damage to their holder and possibly those around them. This may be why there are those who depart to seek some lost forbidden knowledge only to return having forgotten their purpose for leaving; this may be why victims of Corruption seem to escape people’s memories.

Forget-Me-Not. The Memoria Æterna’s most notable feature is its ability to alter memories. First, it views the total of the recipient’s memories, the “film” on its body extending and playing scenes from the individual’s life. Once it has reviewed these memories, it determines whether or not to alter or remove anything—if so, then it manipulates the film to edit what it must. If the Memoria Æterna decides that one’s memory must be wiped clean, the tendrils from the flower-like structures attach themselves to the person’s head and absorb everything. Any lost memories can be regained by consuming one of the white flowers which grow on its body.

This creature has been sought after by those wanting to regain lost memories or those who wish to forget painful truths. In all accounts from those who successfully found it, it fulfilled all requests given. Notably, it even fulfills requests to return or steal the memories of other individuals. It is entirely possible for a person to find the Memoria Æterna and request the erasure of anything—any person, place, or event—from all the minds of Elysium. Of course, this is merely conjecture; how would one know to recall what they forgot, after all?

MERCURY BEETLE

In the Badlands, there are precious few modes of reliable transportation across the ravaged wastes, especially if you want to go quickly, outrunning monsters and the scorching sun. Mercury beetles are one of the most dependable means for this purpose, allowing speedy travel and trade between one far-flung settlement and the next.

A Flash in the Pan. Mercury beetles are one of the fastest creatures in the Badlands, able to cross incredible distances in the span of a single hour. They use this speed to scavenge the sands during the hottest hours of the day, finding the freshly fallen bodies of those who submitted to harsh desert conditions and dragging those corpses back to their burrows. Plant matter is also on their diet, and in the absence of cadavers, they may run until they find vegetation to gnaw on.

Special Shielding. Their characteristic metallic sheen reflects most of the sun's rays, allowing them to stay under its oppressive gaze for much longer than other creatures. This also serves as protection from predators: when threatened, they can position their bodies and spread out their wings to temporarily blind their attackers with reflected light, buying enough time to beat a hasty retreat. Their horns are another means of protection, though they are mainly used against other beetles during mating season.

Size for Shipping. Wild beetles can grow to lengths of 32 cm, but those selectively bred in captivity can develop to become longer than a meter. One of these domesticated beetles is sufficient to drag along two humanoids and some additional cargo, though it is more common to see a group of them being tied to a larger sand boat. Desert druids are often the ones steering the beetle-powered craft, but in their absence, drivers may use a small device which runs a particular vibration through the leads attached to the beetles. This vibration mimics approaching predators, urging the beetles along. However, it is advised to use these devices with specially-trained beetles, as less disciplined ones may panic and become difficult to control.

MERCURY BEETLE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 60 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	1 (-5)	9 (-1)	3 (-4)

Skills Athletics +5

Senses Blindsight 30 ft., passive Perception 9

Languages —

Challenge 3 (700 XP)

ACTIONS

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

REACTIONS

Special Shielding. When the mercury beetle is hit, it may spread its wings to reflect light into the assailant's eyes. The attacker must make a DC 12 Constitution saving throw. On a failed save, it is blinded until the end of the mercury beetle's next turn. If the mercury beetle is in darkness, this has no effect.



MIRAGEMAKER

Miragemakers are a type of fey that live in harsh desert climates. These small fey can manipulate and turn into sand, and they can create mirages or oases as their fancy strikes them. The oases they create can last up to two months, including water, plant life, and animals.

Miragemakers are generally solitary wanderers, though they may occasionally happen to meet others of their kind at small villages or rest stops where they can sleep, collect supplies, or weave cloth to wear or trade. This cloth is made from a type of silk created by the Miragemakers and is particularly durable and protective against the hot desert climes. Besides using it themselves, the Miragemakers may provide it to adventurers as a gift or in exchange for something they desire.

Miragemakers are moth-like in appearance, with long, thick antennae and large wings, both in the traditional browns and tans of the desert sand. Unlike actual moths, though, they can wrap their antennae and wings around them, using them as additional clothing, decoration, or protection from sandstorms.

Miragemakers generally avoid combat where possible. When in dangerous situations, they will first attempt to escape, masking their exit path with mirages. However, if the attack persists, they will fight back by using their sand manipulation abilities to create sandstorms or bury the attacker in the sand.

Miragemakers are sentient creatures and, as such, have complex responses to their environment and other



creatures. Some may use their ability to create mirages to trick adventurers, while others may create oases to reward adventurers for their kindness. They are capable of forming strong bonds with others, but because they are fey, these bonds may hold unnatural power. As such, they may develop an undying loyalty for certain adventurers, which may prove beneficial or detrimental to the adventurer.

MIRAGEMAKER

Small fey, any good or neutral alignment

Armor Class 15

Hit Points 10 (3d4 + 3)

Speed fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	20 (+5)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +7

Skills Acrobatics +7, Stealth +7

Damage Resistances fire

Senses passive Perception 11

Languages Common, Sylvan

Challenge 1 (200 XP)

Change Shape. The miragemaker can magically turn itself into sand.

Incorporeal. After turning into sand, the miragemaker 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 a creature or object.

Create Oasis. The miragemaker can summon an oasis even in the heart of The Badlands. The water is always clean and fresh, and has the effects of a *lesser restoration* spell.

ACTIONS

Summon Mirage. The miragemaker creates a stationary mirage in a 30-foot cube, centered on itself, which lasts for 1 minute or until the mirage creates another mirage. All creatures in the area must succeed on a DC 11 Wisdom saving throw or believe the visions are reality. A creature can repeat the saving throw at the end of each of its turns. On a successful save, it is able to see past it, but it has disadvantage on any checks made to find or target the miragemaker while the fey is in the mirage.

Call Sand (1/day). The miragemaker summons a sandstorm in the shape of a cylinder that is 10 feet tall with a 60-foot radius, centered on a point it can see within range, which lasts for 1 minute. Creatures of the miragemaker's choice in the area must make a DC 11 Constitution saving throw or be blinded until the end of their next turn. If one of the affected creatures ends its turn in the sandstorm, it must repeat the save.

BONUS ACTIONS

Sand Barrier. The miragemaker summons a sphere made of sand around itself, gaining 5 (1d4+3) temporary hit points.

Hide. If Call Sand is active, the miragemaker can hide in the sandstorm it created.

MIRI MIRROR

Rumors speak of a special mirror adorned with an intricate frame with various jewels. The soul of a dead sorceress from the old town of Miri resides in the mirror, and that sorceress has the ability of foresight. She is willing to inform those who visit about their future if they perform a particular ritual correctly at midnight. They will need a candle as a sole light source and a spell component small enough for their palm. As long as the latter has value in gold pieces, it does not matter what it is.

In a locked room, the summoner must walk backward toward the mirror while holding the candle in one hand and the component in the other. They must then recite the words of a certain magical spell three times before blowing out the candle's flame. This spell is rumored to be a variation of the spell that sealed the sorceress's soul in the mirror. The summoner can turn around once the flame is extinguished.

If all goes well, one will see a piece of their future reflected in the mirror. The ritual is complete after the divination fades away.

Messing up the ritual, even a little, or damaging the mirror at any point will evoke the sorceress's wrath. Doing either action will cause the sorceress to immediately climb out as a corpse that will attack relentlessly.

Killing the sorceress will be more or less impossible unless you completely shatter the mirror. With no places left to reside in the mortal realm, the sorceress can enter the afterlife and you can finish off the corpse. Perform the midnight ritual if you seek to know your future, but be wary of the risks, or your end will be sooner than you think.



MIRI MIRROR

Medium undead, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (20d8 + 20)

Speed 0 ft. (in the mirror), 30 ft. (out of the mirror)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	15 (+2)	12 (+1)	12 (+1)

Saving Throws Int +5, Cha +4

Skills Arcana +5, Insight +4, Perception +4

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 30 ft., passive Perception 14

Languages understands Common, telepathy 120 ft.

Challenge 8 (3,900 XP)

Anchor. If Miri Mirror's mirror is destroyed, she will instantly drop to 0 hit points.

Devil's Sight. Magical darkness doesn't impede Miri Mirror's darkvision.

Diviner. The Miri Mirror has advantage on their first attack on each of their turns.

Foresight. If the Miri Mirror lands a critical hit, the target's current hit points are halved.

Mirror, Mirror. While inside the frame, the Miri Mirror has an armor class of 20 and a damage threshold of 10. While inside the frame, the Miri Mirror has an armor class of 20 and a damage threshold of 10. If a single attack deals less than 10 damage, it is considered superficial, and it won't reduce the Miri Mirror's hit points.

Turn Resistance. The Miri Mirror has advantage on saving throws against any effect that turns undead.

Abnormal Nature. The Miri Mirror doesn't require air, food, drink, or sleep.

ACTIONS

Multiaction. The Miri Mirror makes two Knife attacks.

Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) slashing damage and 13 (3d8) necrotic damage.

MISS CLIO

Miss Clio is an immortal and enchanting songstress who has spent her endless years traveling to every corner of Elysium. From the dingiest taverns to the most opulent casinos, she welcomes any stage, and any stage welcomes her in turn. Her voice is powerful and confident, and her melodies are captivatingly complex; she is a master of many styles and genres picked up through her various travels. Music isn't all that she's learned in her countless journeys, however. She is often sought out by those who desire information on Elysian history, especially that which has escaped written record. Her long life is quite an open secret, as is the fact that she is quite willing to share her stories and knowledge with anyone who asks—besides how she achieved said long life, of course. It's impolite to talk about someone's age in front of them, after all!

Miss Clio doesn't often ask for payment in exchange, although if she suspects someone to be of bad intentions or simply in over their heads, she may test them in battle. Such tests end once she is content with her assessment, and they will rarely utilize the highest extent of her magic unless the desired information calls for it. Even then, it

is always used with the best intentions to only divulge Elysium's deepest secrets to those who can handle them.

Even while off the stage or on the battlefield, Miss Clio is always jovial and sociable. As she rarely stays in one place for long, she revels in hearing the local news and gossip of any locale. She speaks with confidence and friendliness, but some may pick up on a twinge of distance to her words. Miss Clio has had many first meetings that also became lasts and thus often stays slightly detached and impersonal. Yet this doesn't bother her, as she has a genuine passion for seeing all that Elysium has to offer, and she doesn't wish to stay put any time soon. The show must go on, after all!



MISS CLIO

Medium humanoid (human), neutral good

Armor Class 13

Hit Points 82 (15d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8

Skills History +7, Insight +6, Performance +8, Persuasion +8

Senses passive Perception 12

Languages Common, Elvish

Challenge 9 (5,000 XP)

Disarming Voice. If a creature has listened to Miss Clio's singing for at least 1 minute in the last hour, it has disadvantage on saving throws against effects that would cause it to be charmed by her.

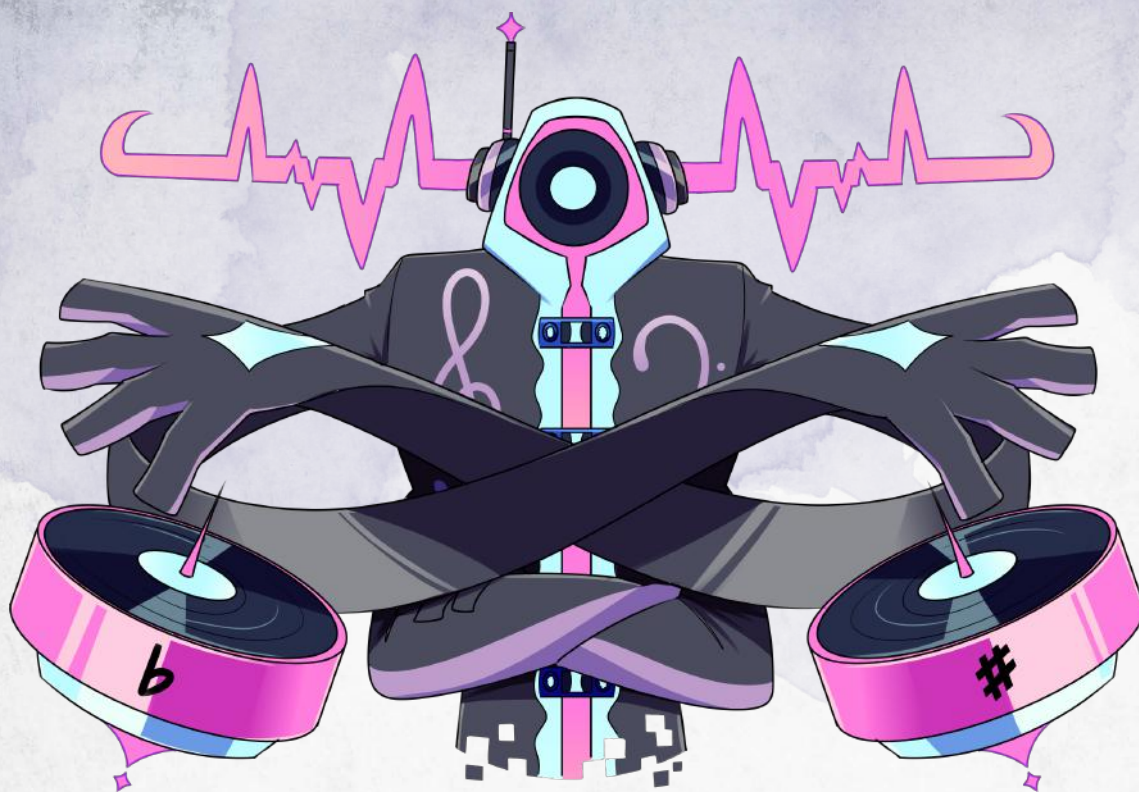
Songstress's Cunning. Miss Clio has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and other magical effects.

Spellcasting. Miss Clio is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Miss Clio has the following spells prepared:

- Cantrips (at will): *dancing lights, fire bolt, message, vicious mockery*
- 1st level (4 slots): *charm person, command, fog cloud, healing word, sleep*
- 2nd level (3 slots): *calm emotions, enthrall, hold person, scorching ray*
- 3rd level (3 slots): *fireball, hypnotic pattern, mass healing word*
- 4th level (3 slots): *confusion, fire shield, wall of fire*
- 5th level (2 slots): *cloudkill, hold monster, mass cure wounds*
- 6th level (1 slot): *irresistible dance, mass suggestion*
- 7th level (1 slot): *fire storm, magnificent mansion*

ACTIONS

Soulflame Smoke. Miss Clio blows a puff of soulflame smoke into a 15-foot cone in front of her. All creatures within the area must make a DC 16 Constitution saving throw or take 9 (2d8) poison damage and 9 (2d8) fire damage and become poisoned until the end of their next turn. On a successful save, a creature only takes half damage and isn't poisoned.



MISTER DEEJAY

Mister DeeJay is a vaguely humanoid demon, possessing no legs and two pairs of arms. He doesn't have a face, but he has one big eye that looks like a record. He's dressed in a gray-and-purple hooded jacket. It has tape-shaped clasps, and G and F clefs are drawn on the front. The creature is wearing headphones over the light-blue hood, and sound wave-shaped horns are coming out of the headset. The end of his body looks like it's falling apart into pixels. The demon floats behind his bright-pink turntables stamped with flat and sharp signs.

If his name can make him sound friendly, you have to remember that Mister DeeJay is a demon and that he is far from acting kind.

From what we know, this fiend took multiple forms through the years and started existing around the time music became a common form of amusement in society.

Whatever might have been his look, Mister DeeJay always had the same modus operandi. At the time he was a fiddler, he would often prowl around village festivals and lure the last dancers away by playing a special tune on his violin. As music and the world changed, the evil creature had to adapt itself to keep capturing people. Therefore, the above description is his current incarnation. Now, in order to fit the new and latest trends, he roams cities at dusk, searching for people eager to party all night. Once his victim is spotted, he plays his hypnotic sound waves on his turntables. Sending them into a trance, Mister DeeJay then entices the person to his personal dance hall. This peculiar room usually doesn't exist on our plane of existence. However, in order to let the prey in, it has to become tangible in an empty building in our world. Once there, the dance hall will stay for a few hours before ceasing to physically exist again. If nobody comes to rescue the victims during this short time window, they'll be trapped forever and be forced to dance until they die of exhaustion, only for the demon's own entertainment.

MISTER DEEJAY

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	18 (+4)	14 (+2)	13 (+1)	23 (+6)

Saving Throws Cha +9

Condition Immunities deafened, exhaustion

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, Common, telepathy 120 ft.

Challenge 6 (2,300 XP)

Endless Music. Mister DeeJay's music only stops playing if he falls unconscious or dies.

Private Party. Mister DeeJay can make a personal dance hall appear on the material plane. It stays around for four hours at a time, whereafter it and the partygoers inside disappear forever.

ACTIONS

Hypnotizing Tune. All creatures within 60 feet of Mister DeeJay must make a DC 17 Wisdom saving throw or be charmed. A creature charmed by Mister DeeJay will follow him around and continue dancing until it dies of exhaustion. A creature charmed by Mister DeeJay will remain so until Mister DeeJay stops playing music or until it takes damage. If a creature successfully saves against or breaks free from the effect, Mister DeeJay can't charm it again for 24 hours.

PAEONIA CAIN

Paeonia Cain, a cunning fey oak dryad and the middle Cain sister, is a devious and manipulative character who uses all means to achieve her goals, making it difficult to trust her. Paeonia is the outcast of the family, specifically known as the rogue.

Paeonia has reddish-brown coily hair that comes to the top of her shoulders. Her golden-brown skin is covered in battle scars, and the permanent scowl etched on her face is accentuated by her startling gray eyes. Paeonia can be intimidating at first glance, especially because Paeonia is the tallest amongst her siblings, being 5'10 with a muscular build. Paeonia has a tree bark armor specifically designed for her that she uses in battle.

Paeonia and Belladonna often clash due to differing opinions and politics. She believes in a strict ruling for dryads to prevent rebellion and distrusts the Cain family.

Though she appears to be unfairly cruel, Paeonia's demeanor comes from witnessing the swamp elves' destruction during the great war. With the support of their "allies," Paeonia expresses her desire to prevent such a fate from happening again. Paeonia is vocal about her dislikes and will fight for what she believes in.

Paeonia may often be looked down upon by her peers because she's born without magical abilities; she makes up for it with her physical skills. Despite her flaws, she is eager to learn more lethal techniques and improve her swordsmanship skills, proving her adaptability and strength. Paeonia's swordsmanship skills can rival a seasoned warrior with fatal slashing damage. She prefers claymore swords and is versatile with short-, middle-, and long-range combat weapons. Paeonia's agile nature and brute strength allow her to act as a moving tank or shield.



PAEONIA CAIN

Medium fey (oak dryad), lawful neutral

Armor Class 17 (tree bark armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	10 (+0)	14 (+2)	13 (+1)

Skills Acrobatics +4, Athletics +6, Intimidation +3, Perception +4, Stealth +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Elvish, Sylvan

Challenge 3 (700 XP)

Aggressive. As a bonus action, Paeonia can move up to her speed toward a hostile creature that she can see.

Swordsmanship. Paeonia is highly proficient with her claymore. Whenever she rolls a 1 or a 2 on a damage die for an attack with her claymore, the die is rerolled and the new roll is used, even if the new roll is a 1 or a 2. In addition, whenever she scores a critical hit with her claymore, she can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Alert. Paeonia's battle instincts are honed to a sharp point, making her highly aware of her surroundings. She can't be surprised as long as she is conscious.

ACTIONS

Multiattack. Paeonia makes two attacks with her Claymore.

Claymore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

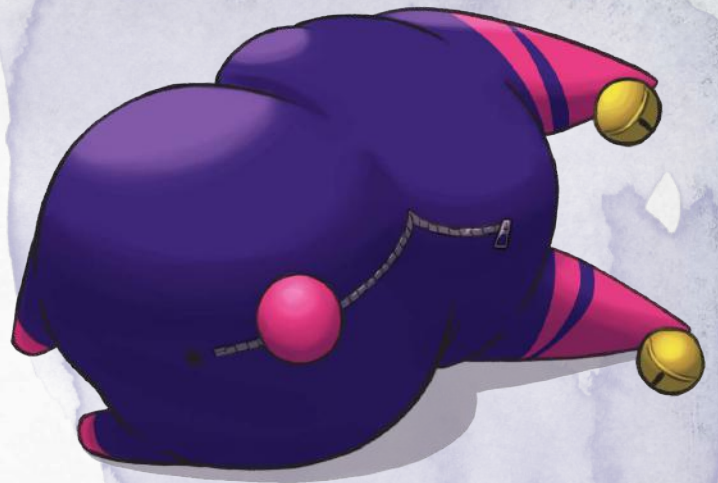
Handaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

PHANTOMUS

Though only a fraction of his power remains, Phantomus is still a formidable being. But, after forming an unfortunate contract with Gavis Bettel, they find their abilities reduced to almost nothing due to strange dog treats. Even more frustrating, they are unable to exert their will over the tiny and pathetic mortal. It's as if some higher power keeps the jester alive through sheer luck.

For now they are biding their time, slowly siphoning life force from Bettel. Each day is more painful than the last, and his hatred only grows.



PHANTOMUS

Small fiend (devil), lawful evil

Armor Class 21 (natural armor)

Hit Points 401 (28d10 + 261)

Speed 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
27 (+8)	24 (+7)	28 (+9)	26 (+8)	27 (+8)	30 (+10)

Saving Throws Int +16, Wis +16, Cha +18

Skills Intimidation +18, Perception +16

Damage Resistances cold, fire, radiant; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 26

Languages All, telepathy 120 ft.

Challenge 26 (90,000 XP)

Devil's Sight. Magical darkness doesn't impede Phantomus's darkvision.

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

Regeneration. Phantomus regains 20 hit points at the start of their turn if they have at least 1 hit point.

Jester's Curse. By some horrible twist of fate, Phantomus is unable to exert his will or use his powers on Gavis Bettel. For now at least.

Debilitating Dog Treats. After being forced to consume dog treats given to him by Gavis Bettel, Phantomus has their existence poisoned for 1 week. While in this state, they lose all their abilities, actions, bonus actions, reactions, and status as a legendary creature. Additionally, all their stats are reduced by 20, and they lose all saving throw proficiencies, skills, and damage resistances and immunities they may possess.

ACTIONS

Multiattack. Phantomus makes two Void Beam attacks.

Void Beam. *Ranged Spell Attack:* +18 to hit, range 120 ft., one target. *Hit:* 36 (8d8) force damage.

Chime of Darkness (Recharge 5-6). Phantomus rings the bells on his ears. All creatures who hear the noise must make a DC 26 Wisdom saving throw or take 44 (8d10) psychic damage and be incapacitated for 1 minute. While incapacitated this way, the target is deafened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Evil Unleashed. Phantomus opens the zipper on his back, releasing waves of fiendish energy on all creatures in a 60-foot radius. Each creature in the area must succeed on a DC 26 Constitution saving throw or take 36 (8d8) necrotic damage and become frightened for 1 minute.

Piercing Gaze (Recharge 5-6). Phantomus channels all his power into his eye and releases a 120 feet long, 10 feet wide beam of energy. All creatures in the area must make a DC 26 Dexterity saving throw. On a failed save, it takes 36 (8d8) force damage, or half as much on a successful save.

BONUS ACTIONS

Teleport. Phantomus magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

REACTIONS

Squeak of Fear (Recharge 5-6). In response to taking damage, Phantomus lets out a squeak. Each creature within 30 feet of him that isn't a devil must succeed on a DC 22 Wisdom saving throw or become charmed by him 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.

LEGENDARY ACTIONS

Phantomus 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 monster regains spent legendary actions at the start of their turn.

Legendary Resistance (3/day). If Phantomus fails a saving throw, they can choose to succeed instead.

Teleport. Phantomus magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

Vitality Drain. Phantomus looks into the eyes of one creature they can see within 120 feet and attempts to drain their life force. The target must succeed on a DC 26 Constitution saving throw or take 22 (4d10) necrotic damage. Phantomus gains that amount as temporary hit points.

PHROG

A face with no mouth? A mouth with no face? These are the questions that come to mind when coming across a phrog. The etymology of the monster itself is two-fold; at first glance, the creature bears vague similarities to its homophone counterpart, the frog. It is bulbous in form and has a moist, mucus-like coating across its skin. And, of course, one can't forget the long tongue that far exceeds its body length and curls around its neck area. It also happens to be the phrog's main method of attack, so adventurers are cautioned against being in close quarters with it. Once it has latched onto something, it will be a very difficult endeavor to make it let go.

The second, perhaps lesser-known origin of its name (depending on where you come from) stems from this monster's troublesome choice of habitat. If the soil surrounding your house just so happens to be the preferred quality to the phrog's liking, it will find a way to nestle near or directly underneath the foundation. Certain phrogs, aware of the comings and goings of the house's residents, have even ditched the dirt entirely and choose to settle within people's homes with a stealth that stuns even the most experienced adventurer. They won't hesitate to eat whatever food has been left unattended. For the phrog, to be full is to be complete. In certain regions, this has become such a problem that the term "phrogging" is regularly used by common folk to refer to people who sneak into homes and live there without knowledge or permission.



PHROG

Medium fiend (demon), chaotic evil

Armor Class 14 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	7 (-2)	14 (+2)	11 (+0)

Saving Throws Str +7, Con +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 12

Languages Abyssal

Challenge 5 (1,800 XP)

Mucous Coating. Every non-magical object that comes into contact with the phrog's body will become difficult to use because of the moist, mucous-like coating covering it. Attacks with a weapon that has come into contact with the coating are made with disadvantage. Any other object requires a successful Dexterity (Sleight of Hand) check to use or operate. Clothing and armor will not become difficult to use, but they will start to smell if not cleaned within 10 minutes. The coating can be easily washed off with water by spending 1 minute to clean 1 object, or by spending a short rest cleaning everything.

Glutton. The phrog has advantage on Wisdom (Perception) and Wisdom (Survival) checks to find food. If it detects food within 30 feet of itself, it will spend all its movement to go after that food and spend its action to eat it.

Stench. Any creature that starts its turn within 10 feet of the phrog must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the phrog's stench for 24 hours.

ACTIONS

Multiattack. The phrog makes two Tongue Smack attacks.

Tongue Smack. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Tongue Wrap. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the phrog can't wrap its tongue around another creature.

Body Slam. The phrog throws itself bodily at a creature within 5 feet of it. The creature must make a DC 12 Dexterity saving throw or take 22 (5d8) bludgeoning damage. In addition, the target's whole body and all its items are covered in the mucous-like coating covering the phrog's body. On a successful save, nothing happens.

POPPET

Within the deeper region of the Badlands resides the poised, polished, promising Poppets of the south! The Poppets are mischievous yet mysterious creatures who serve as companions to the Master Puppeteer. These fuzzy, pocket-sized creatures can take on several appearances, ranging from colorful, silly-looking hand puppets to mini finger puppets crafted with evident grandiose handiwork. Although it is uncertain where these little critters originated, rumors from a particular tavern in the south

POPPET

Small construct, any alignment

Armor Class 14 (leather padding)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	15 (+2)	13 (+1)	11 (+0)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses passive Perception 11

Languages understands Common but communicates with grunts

Challenge 2 (450 XP)

Trust the Puppeteer. If the one with the Conductor's Baton is within 60 feet, the Poppet can request it to take direct control. Once control is out of its hands, the Poppet can no longer take actions on its own until it is released. However, it will feel extremely mentally emboldened. While controlled, it can't be frightened or paralyzed, and it has advantage on Wisdom saving throws. In addition, if it was frightened or paralyzed when it gave away control, the condition ends immediately.

Telepathic Bond. The Poppets have a telepathic bond with the creature holding the Conductor's Baton. While the creature holding the Conductor's Baton is within 30 feet, a Poppet can communicate with it. While it cannot exactly use words, its intention becomes a lot clearer.

Control Aficionado. Although it cannot control other creatures, Poppets have a deep interest in how their puppeteer does its work. Whenever a Poppet makes an Intelligence check related to anatomy, puppets, or controlling effects, it is considered to be proficient in that skill.

ACTIONS

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

Loose Strings. With one of the unused puppeteer's strings attached to its body, a Poppet can bind a target. One creature size Large or smaller within 5 feet must make a DC 12 Dexterity saving throw or be caught in the Poppet's strings. While caught, the creature is restrained and incapacitated. At the end of its turns, the creature can make a DC 12 Strength check to break the strings. On a successful check, the conditions end. The conditions also end if the Poppet undoes the strings. While the Poppet binds a creature in this manner, its speed becomes 0, as it directly connected to the binding string.



implied that some Poppets were composed by a specific maestro.

As Corruption spread throughout Southern Elysium, Poppets learned to adapt to different environments by constructing various forms. Each Poppet falls under one of its six forms, each wielding a unique perk. One of these forms is the tiniest yet largest in number—Finger Poppets! One mustn't underestimate Finger Poppets, as they bear the fiercest energy despite their petite appearance. Travel deeper into the densely populated area of the Badlands, and one might get a glimpse of the charming Sock Poppets, who guide smaller Poppets and wandering travelers alike using the knowledge bestowed onto them by the Master Puppeteer.

On the other hand, Shadow Poppets mainly hide beneath the shadows to further monitor and guard fellow Poppets from afar. The Master Puppeteer himself gifts special information and items to Blow-Up Poppets in the form of operatic hymns, while rumors say these Poppets express gratitude towards the Puppeteer through... cash(?). In contrast, the Marionettes are a form of Poppets directly controlled and crafted by the Master Puppeteer for the sake of protection from Corruption beasts. The Marionettes fight against potential threats on the battlefield; they could also give insightful advice (or insults) to their master. The last but not least form of the Poppets is the Claire de Lune, which is the Poppet closest to the Puppeteer. The Claire de Lune specifically protects the Puppeteer through the use of harmonious yet melancholic melodies surrounding the Puppeteer like a shield. If one hears sweet-sounding symphonies echoing all over the Badlands, it might be best to assume that a battle is occurring within the area.

Despite their differentiating features, all six forms of Poppets unite in harmony under the hands of the esteemed maestro. Poppets are as melodious as their Master Puppeteer, freely wandering around Southern Elysium while dealing with Corruption beasts. The curtain call awaits these magnificent Poppets once they return to the stage, following their victory in battling the Corruption in the land.

RAINBOW RUZES

AZURE RUZE

Azure Ruze is a farcical creature who will cause you to cringe constantly if you ever encounter or get into a fight with him. Moreover, Azure Ruze will give you not only himself but horrible luck as well. Good luck to anyone fighting him.

Azure Ruze has been desperately looking for his pocket sage main duo because he declared himself a top-tier daddy alpha who needs his submissive little kitten. Azure Ruze is known to stare off into the distance and utter, "Thanks for the gifts, my little kitten whiskers," or "My heart will go on, baby pookie bear," or "What's up baby girl," or "You're all my sugar snuggle bunnies." Azure has an ego a mile wide, and nothing can humble him.

During combat, Azure will break out into song, singing "one, two, buckle my shoe" to distract you. But if you hear "I'm just Ruze," run away and stay out of sight. Using magic attacks, Azure Ruze can make anyone he talks to suffer from mental damage or even death. Azure is open-minded. He'll deliver blow after blow to anyone and everything. Every time he speaks, plants die, and monsters and animals scatter when they hear his voice crack.



AZURE RUZE

Medium humanoid (human), chaotic neutral

Armor Class 12 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Damage Immunities psychic

Condition Immunities charmed, exhaustion, frightened

Senses passive Perception 11

Languages Common, E-Boy

Challenge 2 (450 XP)

Cringe. At the start of Azure Ruze's turn, all creatures that can see him must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 7 (2d6) psychic damage, or half as much on a successful save.

(Lack of) Self-Awareness. Azure Ruze has disadvantage on all skill checks that use Charisma.

ACTIONS

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

Voice Crack. Azure Ruze can speak using their signature Voice Crack. All plants within 30 feet instantly die. All other creatures must make a DC 13 Wisdom saving throw, becoming frightened on a failed save.

Shrill Noise. Azure Ruze breaks into song. All creatures that can hear him must make a DC 13 Wisdom saving throw. On a failed save, it has disadvantage on attacks against him until the end of their next turn.



CITRINE RUZE

While some may say that knowledge is power, no one knows that better than Citrine. The vast amount of information he has mentally stored away is astounding, which allows him to practically be a walking, talking encyclopedia that can and absolutely will correct you at any given time.

Citrine is one of the only Ruzes to acknowledge the existence of Obsidian, but from how he speaks of him, it's almost like he knows too much, stuttering and sounding terrified.

"Obsidian...? (reading chat) 'Milord, please pull over'... Obsidian... I think I've heard that name... That guy, that guy's bad news... I-I don't think you should say that name out loud, if you can help it. Actually, uh, just make sure that you don't say the key words, what you need to make sure that you don't say is, don't ever announce, his...his true name."

(No one, perhaps aside from Obsidian himself, knows what these keywords are.)

Among the many community-noted traits on this particular individual, it's said that Citrine seems to be the most carefree of the Ruzes, being a "know-it-all." But that seems to be why many like him and cheer when he decides to make an appearance.

CITRINE RUZE

Medium humanoid (human), neutral good

Armor Class 9 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Int +6

Skills Arcana +6

Damage Resistances psychic

Condition Immunities charmed

Senses passive Perception 12

Languages Common, Know It All

Challenge 2 (450 XP)

Umm, Actually. Upon hearing someone say something that is factually incorrect, Citrine Ruze is compelled to speak up. If he is able to prove the other person wrong, they immediately take 9 (2d8) psychic damage and feel extremely embarrassed. If he is unable to prove them wrong, he drops to 1 hit point. But he's never wrong, so this does not matter.

Burden of Knowledge. After hearing anything related to Obsidian, Citrine Ruze is frightened for 1 minute.

Innate Spellcasting. Citrine Ruze's is a 4th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): fire bolt, mage hand, message, prestidigitation
1st level (4 slots): silvery barbs, comprehend languages, detect magic, identify
2nd level (3 slots): borrowed knowledge

QUINACRIDONE RUZE

Quinacridone is the walking, talking definition of the word “cunning.” He’s incredibly verbose and knows exactly how to get what he wants just by deception alone. Words seem to be his specialty, and the amount of knowledge in his arsenal knows absolutely no bounds. While having the ability to break the fourth wall among other things, Quinacridone has shown to be one of the few Ruzes to acknowledge the existence of Radiant as well. He knows much more than he lets on, yet refuses to share anything relating to the Radiance.

“(reading a supa) ‘What would humor you enough to inform the masses on the method to summon the Radiance?’ Oooh, the Radiance... The Radiance, hmmm... Yes, I have some information on that. I have...a lot of information on a lot of things.”

While some things Quinacridone says can be left up to interpretation (largely due to the vague nature of which he speaks), there is weight to his words. What words Quinacridone chooses to utter should be heeded with caution, no matter how vague or non-descriptive they are.

QUINACRIDONE RUZE

Medium humanoid (human), chaotic neutral

Armor Class 11 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Wis +3, Cha +4

Senses passive Perception 11

Languages Common, Cryptic

Challenge 2 (450 XP)

Enlightened. Quinacridone Ruze can communicate with higher- dimensional beings.

Wealth of Knowledge. Quinacridone Ruze has advantage on all skill checks that use Wisdom or Intelligence.

ACTIONS

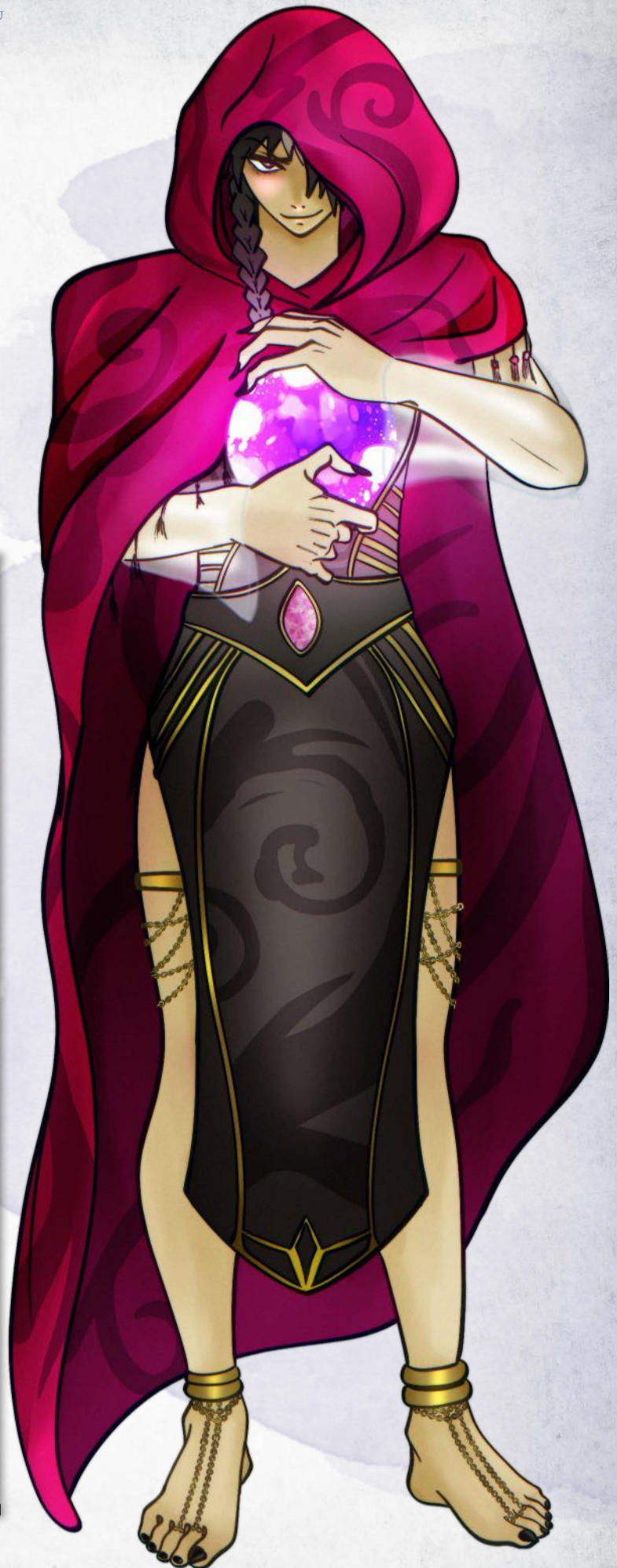
Mutterings. Quinacridone Ruze mutters three times as an attack, muttering Cryptic, Very, Very Cryptic, and Like, Unbelievably Non-Descript messages.

Cryptic. Quinacridone Ruze utters strange words. All creatures that can hear him must succeed on a DC 13 Wisdom saving throw or become charmed until the end of their next turn.

Very, Very Cryptic. Quinacridone Ruze continues to ramble on. All creatures that can hear him must succeed on a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage, or half as much on a successful save. If a creature is charmed by Quinacridone Ruze, it takes double damage.

Like, Unbelievably Non-Descript. Quinacridone Ruze makes some sort of noise that probably means something to someone. Not you or I, but any creatures of his choice that hear the sounds and fail a DC 15 Wisdom saving throw are affected as if by the confusion spell.

Higher State of Being. The person controlling Quinacridone Ruze immediately punches a target in real life.



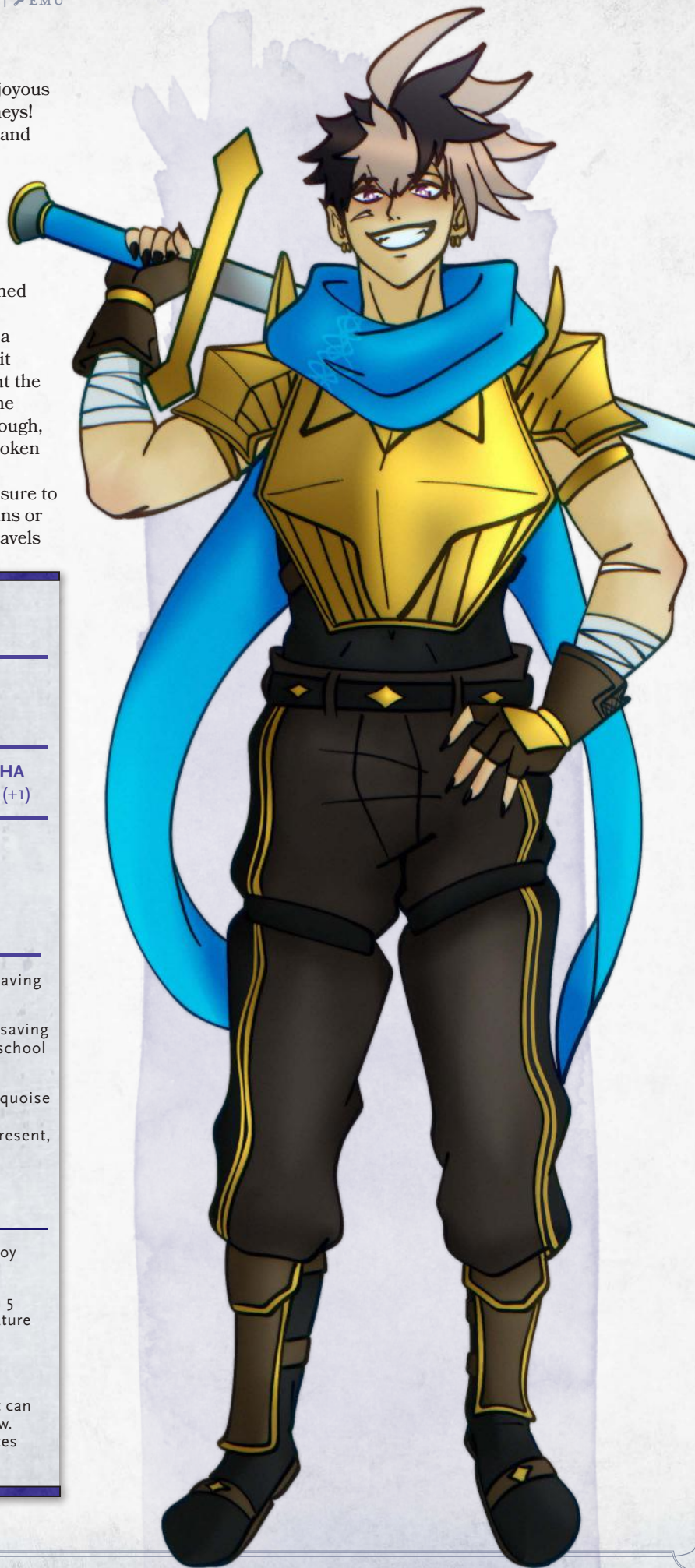
TURQUOISE RUZE

Turquoise may be one of the brightest and most joyous people you could possibly come across in your journeys! He loves adventuring, and his spirit is always bright and cheerful, though a touch naive.

One of the many activities that you may find him out doing is exploring! After all, what's a young adventurer got to do while preparing to be one of the greatest heroes of all time? Turquoise has found some of the most interesting information on the history of Obsidian while exploring in some abandoned temples and ruins, after all.

With an explorative sense of self, though, comes a wandering mind. He has been noted to sometimes sit and think to himself at the campfire, theorizing about the history of things in the world around him, and how he and the other Ruzes came to be together as one. Though, maybe he also knows too much... After all, he has broken the fourth wall a time or two in his appearances.

If you get to meet Turquoise yourself one day, be sure to ask him about one of his many tales of searching ruins or exploring temples! He loves to share stories of his travels any time!



TURQUOISE RUZE

Medium humanoid (human), chaotic good

Armor Class 15 (breastplate)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Saving Throws Str +6

Skills Investigation +1, Perception +1

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Cheerful. Turquoise Ruze has advantage on Wisdom saving throws to resist being charmed or frightened.

Solid Sense of Self. Turquoise Ruze has advantage on saving throws made to resist any spells in the enchantment school of magic.

Partially Enlightened. During a short or long rest, Turquoise Ruze can make an Intelligence check to converse with higher-dimensional beings. If Quinacidone Ruze is present, this is rolled with advantage.

ACTIONS

Multiattack. Turquoise Ruze makes two Greatsword of Joy and one winning Smile Attack.

Greatsword of Joy. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. A creature hit by this weapon must succeed on a DC 13 Charisma saving throw or be forced to smile and be happy for 1 minute.

Winning Smile. Turquoise Ruze smiles at a creature that can see him, forcing it to make a DC 13 Wisdom saving throw. On a failed save it is charmed for 1 minute or until it takes damage. On a successful save it is unaffected.



VERDANT RUZE

Distant and soft spoken, this wayward vagabond does not appear often, nor does he seem to like it when he's forced to appear. Verdant is one of the less often met of the Ruzes, though when he does show up, it's almost like it's against his will. He seems not too fond of showing up, moreso only appearing when someone else pulls him in. Maybe it's because of his distaste for staying in one place for too long, but no one knows for sure.

Verdant also doesn't seem to particularly get along well with others. While his relationship to some of the other Ruzes could be described as at least amicable enough, he seems to have a bit of a conflict with Quinacridone (though, what this dispute was started over is still unknown to this day). Some may call his behavior distasteful, but many others find the way he acts and speaks as mysterious and alluring. He has been kind enough to the Ruzaders so far, but that could always change.

VERDANT RUZE

Medium humanoid (human), lawful neutral

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Stealth +8

Senses passive Perception 9

Languages Common

Challenge 2 (450 XP)

Anti-Social. Verdant Ruze has disadvantage on all skill checks that use Charisma when there is more than one other creature within a 50-foot radius around him.

Elusive. Any creature trying to track Verdant Ruze has disadvantage on all skill checks made to do so.

Stop Talking. Verdant Ruze has advantage on any saving throws to resist Quinacridone Ruze's attacks or abilities.

ACTIONS

Trip Attack. *Melee Weapon Attack:* +6 to hit, reach 7 ft., target. *Hit:* 11 (2d6 + 4) bludgeoning damage. Creatures hit must make a DC 13 Dexterity saving throw or be knocked prone.

BONUS ACTIONS

Antsy. Verdant Ruze dashes up to his movement.

Get Me Out of Here. Verdant Ruze disengages, and does not provoke any attacks of opportunity as long as he has not attacked that turn.

VERMILLION RUZE

Vermillion is everyone's favorite rootin' tootin' cowboy! While not necessarily the most talkative of the Ruzes, you can guarantee that it will at least be a good time when he is around. Out of all of the different Ruzes, he is one of the few that has mentioned meeting any of the boys outside of ARMIS, at one point mentioning meeting our wandering ronin, Shinri. Maybe they crossed paths while Shinri was out adventuring, and Vermillion was keeping to his duties as Mire Warden, protecting his home from whatever beasts may threaten his land and the people around.

Vermillion is a sweetheart, but that is a surprise to no one. Expect nothing but kindness and hospitality from this cowboy.

VERMILLION RUZE

Medium humanoid (human), lawful good

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

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

Saving Throws Dex +6

Skills Persuasion +3

Condition Immunities charmed, frightened

Senses passive Perception 9

Languages Common, Cowboy

Challenge 2 (450 XP)

Yee Haw! Vermillion Ruze has advantage on initiative rolls.

Mire Warden. While around his home turf, Vermillion Ruze has advantage on skill checks to find information or track any creature that threatens the area or nearby residents.

Ten-Gallon Hat. Vermillion Ruze wears a mighty fine hat, granting him advantage on Charisma (Persuasion) checks.

Good Ol' Hospitality. During a short rest, Vermillion Ruze can take care of his allies. This grants them temporary hit points equal to their Constitution modifier (minimum of 1).

ACTIONS

Lasso. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage. A creature hit by this attack must succeed on a DC 13 Dexterity saving throw or become restrained. A creature may reattempt the saving throw at the end of its turn, freeing itself on a successful save.

BONUS ACTIONS

Wanderin' About. Vermillion Ruze dashes up to his movement.



OBSIDIAN RUZE

To be in the presence of Obsidian Ruze is to be standing before the purest form of fear, dark and demanding. Obsidian Ruze is the exact opposite of his “counterparts” within the so-called “brain coffin,” such as Verdant or Citrine Ruze. It’s unknown exactly how old he is or how long he’s even existed, but what we do know for sure is that he has practically no regard for any life other than his own. Obsidian has been known to manipulate others into assisting in his “Great Work” by any means necessary; however, no one knows what this “Great Work” exactly is aside from Obsidian himself.

While the location itself remains a mystery, some time after events long since passed, Turquoise Ruze had mentioned adventuring into some temples nearby, and, to quote him:

“...People keep saying this name around me. I keep going into these temples and these ancient tombs and I keep finding carvings of this name, and there’s these wild sages that I talk to trying to find new loot and epic items, and they keep talking about this guy called ‘Obsidian.’ Isn’t that weird...? Yeah... I think that, uh... What’s funny is, I actually found a connection in an old temple. There was a man before Obsidian, I think, uhh... An old scholar, if you would. And he sought to seal a tomb. His name, if I remember correctly, was—” (Note: He gets pulled away by someone in the background here, almost as if he was being stopped from sharing information someone else did not want to be shared...)

On the note of his origins, many have attempted to ask Obsidian his true name while in contact. When questioned,

he’ll laugh at you, mock you, or even belittle you. But, he once indulged us with a bit of information once pushed enough by the masses. Adding on to what we knew at that point from Turquoise, this is the only true knowledge we have of Obsidian’s origins. To quote him directly:

“The truth is...you will never know my true name. But you can know of my first great artwork. You see, once... Once, there was a man, some say a hero, some say a scholar. Some would call him a monster. A murderer. Conqueror. Others...savior. Saint. But I knew him...as Dioxazine. And that...is how I came to be. And now...I will forever and ever hold him on the great canvas of my Great Work. And he...will never see the light again.”

Obsidian has been noted to have two forms: one humanoid and one erring on the side of almost bestial. The humanoid form is the one that most have seen and interacted with before being suppressed; whether that suppression comes from himself or others in the body is unknown. Other than standing noticeably taller than Crimzon, there are also numerous physical alterations that set him apart from the rest. These include the large, jet-black wings that jut out from his back, the horns coming out of his head that seem to be made of his namesake, the tail that comes from his lower back, and small spines emerging from his arms, coalescing into what looks like pure Corruption covering his hands and claws. He also seems to be in possession of a mask similar to the one Crimzon sometimes wears, but in Obsidian’s case, it appears to be permanently transfixed to his face. His eyes glow softly in a vibrant shade of purple, maybe as a show



of power. This form only lasts around twenty minutes at a time, as revealed by Crimzon himself, with substantial periods of time in between each showing. So Obsidian seems to be aware of the limitations the body has in general and tries to keep it intact in order to use it for his own future deeds.

The bestial form, on the other hand... that's a whole set of issues one would pray to never see in person. It looks as if the more demonic energy is present within the area (or, perhaps, dependent on timing), the more likely it is that he is to show up in this form. The bestial form has only been seen by a few, but each and every recounting of the encounters has had an air of terror to its retelling... once you can decipher their words, that is. You see, there are several factors that would drive a witness of this form to madness. Just laying eyes upon him alone goes through so much mental anguish and distortion brought on by the powerful aura he exudes that they all have gone into some sort of psychosis, oftentimes leading to institutionalization after a proper evaluation has been executed. This form's physical alterations compared to the body are numerous,

some unfathomable to comprehend, such as the 17,000 mouths that appear like an ocean of darkness. If any of them were to open and speak to you... there is no more to be said. The form itself that's visible seems to be taking after a more dragon-like creature, with many more eyes colored in shades of gold and purple scattered about. The only thing that would help one come to the conclusion that this is Obsidian would be the mask, which remains in all possible forms he chooses to present. This form is present for an indeterminate amount of time; the amount of time it shows up for seems to be tied to the amount of souls consumed beforehand. Obsidian enjoys burning through the souls of those he's deemed unworthy to live, those he's deemed worthless in the grand scheme of things relating to his Great Work. It seems that these are all just manifestations straight out of the aether, though, because, given time, the body returns to normalcy, with no signs of the bestial visage remaining.

If you were to come across Obsidian Ruze and live to tell the tale, consider yourself lucky.

Obsidian Ruze

Medium monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 237 (25d10 + 100)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	15 (+2)	23 (+6)	22 (+6)

Saving Throws Str +12, Con +10

Skills Athletics +12, Intimidation +12, Persuasion +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities necrotic

Condition Immunities charmed, frightened, petrified, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Overwhelming Aura (Bestial Form Only). Creatures that can see Obsidian Ruze must make a DC 18 Wisdom saving throw. On a failed save, a creature takes 27 (6d8) psychic damage. If a creature fails the saving throw by 5 or more, the creature has the paralyzed condition. It may repeat the saving throw at the end of each of its turns. If a creature is paralyzed in this way for more than 1 minute, its Intelligence score becomes 1 and it falls unconscious. This lasts until the creature is freed by the *greater restoration* spell or another similar magic effect.

Gaze of the Void (Bestial Form Only). Obsidian Ruze gains 120 feet of truesight.

ACTIONS

Multiattack. Obsidian Ruze makes two Claw attacks and two Shooting Spine attacks. In Bestial Form he makes two Endless Maw attacks and may use Wave of Darkness or Voice from Beyond.

Claws. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 21 (6d6) necrotic damage.

Shooting Spines. Ranged Weapon Attack: +11 to hit, reach 5 ft., target. *Hit:* 8 (1d6 + 5) piercing damage.

Wave of Darkness (Bestial Form Only). Obsidian Ruze releases a wave of malicious energy from its mouth in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 13 (3d8) necrotic damage and is poisoned. On a successful save, it takes half as much damage and are not poisoned.

Voice from Beyond (Bestial Form Only) (Recharge 5-6). Obsidian Ruze speaks with its many mouths, forcing all creatures that can hear it to make a DC 18 Wisdom saving throw. On a failed save, a creature takes 27 (5d10) psychic damage and becomes frightened of Obsidian Ruze. On a successful save, it takes half as much damage and is not frightened. A creature may reattempt the save at the end of its turn, but as long as it has the frightened condition, it takes another 27 (5d10) psychic damage at the start of their turn.

Endless Maw (Bestial Form Only). Melee Weapon Attack: +12 to hit, reach 10 ft., target. *Hit:* 13 (2d6 + 6) piercing damage plus 21 (6d6) necrotic damage.

BONUS ACTIONS

Soul Consumption. If Obsidian Ruze reduces a creature to 0 hit points, he may steal their soul. Doing so grants him temporary hit points equal to half the deceased creature's maximum amount of hit points. This grants him 1 Burning Soul. Additionally, any spell other than the *wish* spell will not revive them.

Form Shift. Obsidian Ruze can change into their Bestial Form for 1 minute. He may extend this duration an additional minute for each Burning Soul he spends.

RAWONION

Adventurers once told a tale wherein their own lunch's ingredients launched a surprise attack during the preparation of the meal. "Nothing but a boffola in a bard's hymn," one would say. That is, until they receive a vigorous strike to the head.

Although they are known to be aggressive, this strange creature—the rawonion—has a rather... "splitting" weakness, if you will. Its greatest weakness is being split in half with an axe. Perhaps this is a new innovative way of slicing onions... Granted that you could get past fighting its violent attacks and its tear-inducing scent, first.



RAWONION

Small plant, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Stealth +5

Damage Vulnerabilities cold, fire, slashing

Damage Resistances bludgeoning

Condition Immunities blinded

Senses blindsight 20 ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 2 (450 XP)

Stinky. Creatures that end their turn within 15 feet of the rawonion must make a DC 12 Constitution saving throw or fall prone. While prone in this way, a creature is also blinded due to the tears in its eyes from the smell.

Blending In. While the rawonion remains motionless, it is indistinguishable from a normal raw onion in the ground.

One-Hit KO. If 15 or more slashing damage is dealt to the rawonion in a single attack, it is instantly reduced to 0 hit points.

Surprise! If the rawonion gets a surprise attack on a target and hits, their attack is a critical hit.

ACTIONS

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

SHOULD TRY MAKING
JURARD EAT IT NEXT
TIME >:3C

REKAS

Rekas, a fallen being chained to the mortal realm, was banished by the Elder Dragon members for using humans for magical power. Despite his small stature, Rekas excelled in magic and arcana, causing him to become evil due to his jealousy of other dragons' raw power and mastery.

The Elder Dragon members found out and banished him to the mortal world, shackled to the lake so he could watch and hopefully learn to empathize and understand what he did wrong and see the beauty in humanity. Despite lacking height and raw power, the Elder Dragons hoped Rekas would learn empathy and understand humanity's beauty. To this day, Rekas still believes he is justified while in exile.

Its biggest flaw of all is its loss of eyesight. Rekas cannot see because the last adventurer used his cursed weapon to stab out Rekas' eyes and use a magic attack to stop the healing factor from setting in that specific area.

Rekas moves like an eel or snake, but it depends on the surface on which he glides. Rekas glides in the water beautifully but flails in the sky dreadfully. With fragile bones and cartilage, Rekas can only hover over the ground and cannot fly. Rekas's inability to fly is due to its thin, paper-like wing membrane, which is easily tearable.



REKAS

Medium dragon, neutral evil

Armor Class 21 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 20 ft., fly 10 ft. (hover), swim 60 ft.

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

Saving Throws Dex +8, Wis +7

Skills Arcana +8, Deception +3, Persuasion +3

Damage Immunities radiant

Condition Immunities blinded

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 13

Languages Common, Draconic, telepathy 60 ft.

Challenge 9 (5,000 XP)

Sweet Words. Rekas has advantage on Charisma based skill checks.

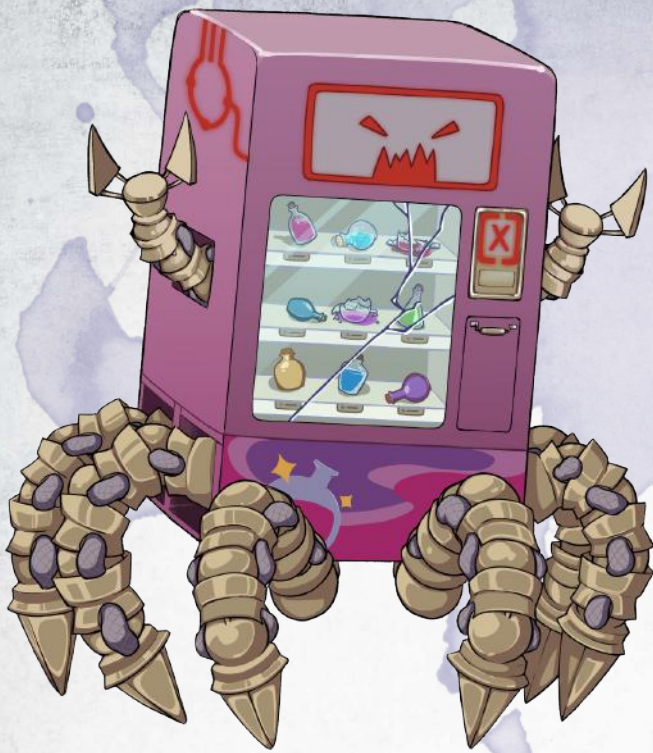
ACTIONS

Multiattack. Rekas makes two Claws and one Bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d6 - 1) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

Beguiling Whispers (Recharge 5-6). Rekas speaks into the mind of all creatures within 60 feet. A creature that hears Rekas must make a DC 14 Charisma saving throw or take 42 (12d6) psychic damage and be charmed by Rekas for 1 minute. On a successful save, a creature takes half as much damage and is not charmed.



ROAMING VENDOR BOT

Alchemically created vending machines that travel from place to place selling potions. They have a box-shaped metal body with a glass pane to display goods, a side panel to insert coins and select items, and a dispenser bin to retrieve purchases. Vendor bots travel about until they find a suitable spot to settle down and hawk their wares. They often gravitate toward town centers, but some seek out quiet corners and back alleys. Other bots will locate themselves at the entrances and upper levels of dungeons. Vendor bots adjust their prices to suit the area, so they lower them in busy markets and charge a premium in dungeons. Prices may be high, but the convenience is undeniable!

Vendor bots are created by a particularly entrepreneurial alchemist, who rents them out to merchants throughout Elysium in exchange for a cut of the profits. Merchants provide a home base for the bots to return to as needed to refill supplies and get maintenance.

These machines sell a variety of valuable potions for adventurers. The most popular items are stamina and healing potions, but there are many concoctions available, including ability boosters, status effect cures, poison antidotes, and Copium. The bots also carry beverages from Celestial Stag Roastorium that do not have stat benefits but are popular with townsfolk and caffeine enthusiasts. At a discount, customers can purchase a roulette potion with an unknown temporary effect. This could provide a powerful increase to combat skills or a useless hindrance, such as making all food taste like mushrooms or turning the drinker into a giant snail. Colorful displays on the machines promote products on offer, though they seem to feature Copium more than anything else.

Some customers will try to get a potion without paying through classic methods like kicking the front, banging on the glass, or rocking the machine. The bots are normally friendly beings, but they take offense to roughhousing and will respond aggressively.

There is a number prominently labeled “Customer

Service Department” on the back of machines to contact for complaints. However, those who have tried all report being answered by cutely chipper but unintelligible squeaks.

ROAMING VENDOR BOT

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 82 (11d10 + 22)

Speed 30 ft., climb 50 ft. (battle mode)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	3 (-4)	16 (+3)	12 (+1)	12 (+1)	13 (+1)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages speaks common through pre-programmed phrases

Challenge 5 (1,800 XP)

Battle Mode. If the roaming vendor bot doesn't have all its hit points, it summons additional legs and goes into Battle Mode. While in this mode it has an additional 20 feet of movement and can climb up surfaces.

Flee! When reduced to less than half its hit points, the Roaming Vendor Bot exits initiative and drops a potion of the DM's choice.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Stab (Battle Mode Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

RUZADER

Found anywhere in the Badlands and the rest of Southern Elysium, the Ruzaders may not seem like much at first, but once they like you, they'll surely cling to you. They have been observed to like climbing on any surface they can get their little mandibles on. Ruzaders are also attracted to places containing lots of valuables, as they've been observed to steal things when they can, and if they can't, they may be prone to vandalizing things in the nearby area.

These little creatures, while tiny in stature, sure can pack a punch! They're only 13-20 cm, but don't let that fool you. Ruzaders seem to be a chimeric hybrid between bugs, lizards, and some say they also have cat-like qualities. They have two sets of small horns coming out of the sides of their head and two sets of small mandibles on their torso. A Ruzader's mouth is pointy in shape, though it doesn't seem like they have fangs. You may identify one by the unique sound they make, somewhat of a chirping, purring, or squeaking noise.

Ruzader tails are in the shape of an axe and are just as sharp as one. It's how they hunt for their food! They will launch themselves in a sort of spin or spiral at whatever surface they go at, whether it be a rockface for gems or a creature they've chosen to attack.

While their diet is omnivorous, they've been observed to somewhat change their physical anatomy based on the gemstones they choose to consume. Ruzaders have a very keen sense of sight, as they can see in the dark and sense where any nearby gems may reside. Though they're small, they can use their tails to crush stones enough to be able to consume them.

RUZADER

Tiny beast, any chaotic alignment

Armor Class 14 (natural armor)

Hit Points 10 (4d4)

Speed 20 ft., burrow 20 ft.

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

Damage Immunities fire

Senses darkvision 30 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 1/8 (25 XP)

Gem Eaters. The Ruzader's size, color and patterning are dependent on the gems it consumes.

Soaking Up Some Rays. When the Ruzader lays in the sun they feel happy. There is no other effect.

It's Hot in the Badlands! Due to the Badlands' high temperatures, the Ruzader is immune to any fire damage. When it takes fire damage, it instead gains access to their Fwip, Fwip, Fwip.

ACTIONS

Axetail. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage. Against stones and gems this attack deals 5 (2d4) slashing damage.

REACTIONS

Fwip, Fwip, Fwip. The Ruzader wags its tail, releasing any heat it just absorbed in a 5-foot cone. All creatures in the area must succeed on a DC 5 Dexterity saving throw. On a failed save, a creature takes fire damage equal to the original damage roll, or half as much on a successful one.



SANDBOX

SANDBOX

Large elemental, neutral

Armor Class 16 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., burrow 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive

Perception 11

Languages Terran, understands Common but doesn't speak it

Challenge 7 (2,900 XP)

Boxed Core. While inactive, a sandbox is difficult to distinguish from its surroundings, requiring a DC 17 Intelligence (Investigation) or Wisdom (Perception) check to notice. If it senses a creature with its tremorsense, it will activate. However, if the panels on the six sides of the cube are forced shut or blocked off, it can't release its sand and will stay put

Earth Glide. The sandbox can burrow through nonmagical, unworked earth and stone. While doing so, the sandbox doesn't disturb the material it moves through.

Siege Monster. The sandbox deals double damage to objects and structures.

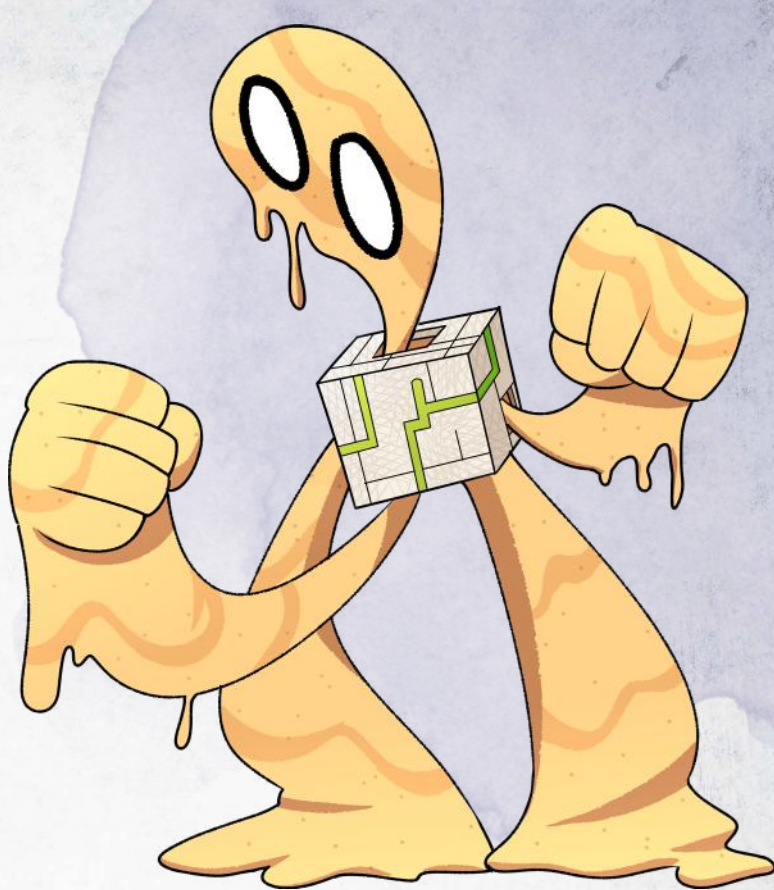
ACTIONS

Multiattack. The sandbox makes two Sandboxing attacks.

Sandboxing. *Melee Weapon Attack:* +7 to hit, reach 10 ft., target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Bury. The sandbox strikes out with a tendril of sand. A creature within 30 feet of the sandbox must make a DC 15 Dexterity saving throw or be knocked prone and encased in sand. While encased in sand, the creature is under complete cover and can't be targeted, and it can't do anything other than attempt to break free. As an action, the creature or another creature within 5 feet can attempt a DC 15 Strength check to pull the creature free.

Sandwall (Recharge 5-6). The sandbox creates a straight wall of sand on a solid surface within 60 feet. The wall is 15 feet tall, 5 feet thick, and up to 30 feet long. When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw. On a failed save, it takes 36 (8d8) bludgeoning damage and are knocked prone on one side of the wall. On a successful save, it takes half as much damage and are not knocked prone, just pushed to one side of the wall. The wall lasts for 1 minute, after which it collapses into a pile of sand, creating nonmagical difficult terrain in the area where the wall stood and 5 feet outwards in all directions for 1 day.



Sandboxes are a type of sand elemental found in the desert near the ruins of an ancient Badlands civilization. They are known as sandboxes because they occupy moderately-sized stone boxes that look like sections or building blocks of ancient walls or columns. The boxes are difficult to distinguish from their surroundings when the sandbox is not activated.

It is hypothesized that sandboxes were originally created as a defense system. Being in the proximity of a sandbox triggers the sandbox to activate. Stone panels inside the box slide open, allowing the sand elemental to stretch out its head, arms, and legs. The sandbox can then attack by punching with its tough sand fists. It may also try to box in adventurers, burying them in sand walls. The decor on the box becomes colored (green, blue, gold, etc.) when the sand elemental inside is activated.

Adventurers cover the holes where the sand elemental's body appears with debris or other materials to fight against a sandbox. This causes the box to sense that it has been structurally compromised. In response, the box removes the foreign objects, seals its internal panels shut, and enters a recharging state. While the sandbox is recharging, the box returns to its original appearance (with the light-green decor disappearing).

Adventurers have taken an interest in repurposing the sandbox for their own defense. The stone box is the size of a medium gift box, which can be lifted and carried by a strong humanoid. The spells controlling the sandbox are ancient and nearly impossible to rewrite, so the sandbox may activate at any time. Sandboxes are most likely to be used in combat as a delaying tactic where an adventurer throws a sandbox at enemies and runs away before the box activates. The sandbox will then attack the enemies instead of the thrower.

SCALP SLICER

Old folk tales tell of a malicious spirit that haunts the old roads of a forgotten town. It is the shambling corpse of a woman bound in restraints, long dark hair brushing against the floor.

Disturbing Dead. In the past, several cultures made use of wigs, whether it was for health or fashion or as an indication of wealth and status. It got to the point where they became quite common articles of dress. Normally, these wigs are created with hair bought from volunteers, usually from those less fortunate, or with animal hair. One wigmaker, however, disliked the idea of paying for hair— she wanted to gain as much profit from her sales as possible. As such, she decides to dig up graves and procure hair from corpses. Due to this strategy, she managed to become wealthy and successful. Though this all comes to an end when she is eventually caught and arrested for disturbing the dead. While in jail, she frequently lashed out at people and made many escape attempts, so she is bound when left unattended for security reasons.

One day, the town is suddenly beset by hordes of monsters, its citizens struggling desperately to protect it. Wave after wave of these monsters appeared over the next few months, steadily chipping away at the security and sanity of the townsfolk. Over time, people abandoned their homes for fear of their lives, and in the process, they abandoned the prisoners, leaving the wigmaker to rot in her cell and eventually perish. Later, she returned as a vengeful spirit, her hair alive with malicious energy and the ability to lash out at others.

Growth and Assimilation. The Scalp Slicer's body is still mostly restrained, only really able to walk or writhe. The main threat of it comes from its hair, which has come alive in her death. Her hair can move by itself, splitting into tendrils and forming razor-sharp blades. The monster only has one goal, which is to acquire more hair to grow its own and become stronger. As the name suggests, it does this by slicing off the scalps of people they encounter.



SCALP SLICER

Medium undead, chaotic evil

Armor Class 13

Hit Points 49 (9d8 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	13 (+1)	10 (+0)	14 (+2)	13 (+1)

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Cut Off. If a creature deals 10 or more slashing damage in a single attack, it can cut away one of the attacking tendrils of hair. Until she regains her hair, she can make one less attack or hold one less item. Hair that has been Cut Off can't be assimilated back into her hair.

Spider-like Hair. With all four tendrils of hair, the scalp slicer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. She can't attack, hold items or perform other actions while doing so.

Hold Still. Tendrils of the Scalp Slicer's hair can hold small items and perform simple actions. She can hold up to four items at a time, depending on how much hair is left. If she holds an item or performs an action with a tendril of hair, she cannot use it to attack. She can't wield weapons or use magical items with her hair.

ACTIONS

Multiattack. The Scalp Slicer makes up to four attacks with her Slicing Hair, depending on how much hair is left.

Slicing Hair. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

BONUS ACTIONS

Regain Hair. If a fresh head of humanoid hair is around, the scalp slicer can slice it off and assimilate it into her own hair. If the head of hair belongs to a living or undead humanoid, the scalp slicer can only slice off its hair if it fails a DC 13 Dexterity saving throw. Regaining hair heals her for 4 (1d8) hit points. If she has fewer than four tendrils of hair left, she regains one tendril.

SHEN

These dragons can be found around the shores and inside seaside caves in North Elysium. They resemble a clam when the dragon's body is retracted into the shell. Their shells are as hard as diamonds and can deflect magical attacks. This serves as their primary way of defending themselves, but when pushed into a corner, they have teeth as sharp as any other dragons.

Shen are fairly relaxed creatures, preferring to spend their time napping in their shells and cultivating their wisdom pearls rather than hunting for treasure. Though, some of that may be due to the fact they are attached to their shells and cannot fly. They can swim and walk, but at a very slow pace, given their lack of hind legs.

Their diet consists of rocks, and once they have finished digesting their meal, they open their shell and spit out a mirage with a 'BLEH' sound that can be heard for at least half a mile. Shen are not particularly careful when they do this, so adventurers in the area must remain alert or risk wandering into a vivid mirage. If an explorer is in a cave system near the sea and hears that noise, they should immediately turn back.

The contents of these are not inherently malicious, but the mirages seen may lead an adventurer into a dangerous situation. Unfortunate travelers have been

known to follow paths where there were none, only to plummet to their deaths in the ocean depths. Others have been witnessed chasing down the image of a deceased loved one, only to find themselves mired in a deadly swamp.

Some researchers believe that the pearls a Shen creates can open a person's perception to a higher dimension. From that elevated state of mind they would be able to learn the truth of the universe. However, none of their testing has yielded any results.



SHEN

Tiny dragon, unaligned

Armor Class 19 (natural armor)

Hit Points 153 (18d4 + 108)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Str +12, Con +11, Wis +7, Cha +9

Skills Perception +12, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

Retreat. The shen retreats into its shell. While inside, it is immune to all damage, and no conditions can be inflicted upon it. Additionally, any non-magical weapons that hit the shell are dulled, and their damage dealt is reduced by 1 for each time it hits the shell. This lasts until it is sharpened again. Any magic attacks targeting the creature bounce off in a random direction. Roll a d8 and assign a direction to each number.

ACTIONS

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Mirage Breath (Recharge 5-6). The shen spits out a mirage from its mouth in a 60-foot cone. Each creature in that area must make a DC 18 Intelligence saving throw. On a failed save, the creature takes 42 (12d6) psychic damage. Due to the hallucinations until the end of its next turn, when the creature makes an attack roll or an ability check, it must roll a d6 and reduce the total by the number rolled. On a successful save, the creature takes half as much damage with no additional effects.

Chill Vibes. Each creature of the shen's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become incapacitated for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect on it ends, the creature is immune to the shen's Chill Vibes for the next 24 hours.

SHIKAMANE

In every dimension, there are beings of higher order, those powerful enough to direct the ebb and flow of entire civilizations should they wish. While at times these beings are, in truth, deities or creators of entire dimensions, sometimes they are not deities, but extremely powerful entities—so powerful that they are considered by many to be divine. Shikamane is one such being, a celestial creature so powerful that even the most mighty of dragons and dinosaurs tremble in awe and fear at her footsteps. It is sometimes said that she and her fellow celestials—Gorimane, Toramane, and Chihuahuanane—are of such power that the waters make way for their steps and that even the mountains tremble before their gaze.

It is not known exactly when these beings appeared, nor is it known what order gives them their purpose. What is known is that Shikamane and her peers are celestial beings who originated from the Hollow Tree. Their duties vary, and from records, it is apparent that Shikamane's purpose is to maintain order over her assigned domain, which is that of the dragons. All dragons and half-dragons who dwell in this domain are placed under her watch, and as an authority figure of the Hollow Tree, she is free to punish those she deems as rulebreakers.

Shikamane chooses to appear as a deer-type centaur clad in golden armor and scarlet robes, although historians note that one should never fool themselves into thinking that as a deer, Shikamane also ought to be a gentle creature. When angered, her human hands easily wield a golden hammer of monstrous proportions, large enough to crack mountains with a single blow should she so choose. It is fortunate that despite her ability to do so, there are very few recorded instances of Shikamane utilizing her full power.

Although sightings of Shikamane are far and few between, residents of the dragon domain still pass down tales and legends of her appearances, frightening even the mightiest of dragons and most loud-mouthed of their half-dragon brethren into submission. However, not all tales are simply of fear; many are also of awe and reverence. Those who seek out Shikamane are unlikely to find her, but marks of her guiding presence are rooted deep within Elysium's history. She has been known to guide lesser beings with patience and grace, offering instruction or counsel to those who seek it from her. Such communications from Shikamane are even rarer than her physical appearances, and they are, therefore, recorded and passed down with diligence.

He once mentioned how those of draconic descent have a different reaction to the Corruption. This got me thinking about Shikamane, the celestial being who watches the Dragon domain. It would be impossible to find them directly, but maybe the Tree they descended from has answers.
-S.K.

SHIKAMANE

Large celestial, lawful good

Armor Class 22 (natural armor)

Hit Points 287 (25d8 + 175)

Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	25 (+7)	17 (+3)	25 (+7)	26 (+8)

Saving Throws Str +17, Con +14, Cha +15

Skills Intimidation +15, Perception +14

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, radiant

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 24

Languages All, telepathy 120 ft.

Challenge 23 (50,000 XP)

Legendary Resistance (3/Day). If Shikamane fails a saving throw, she can choose to succeed instead.

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

Harbinger of Order. Shikamane has advantage on attacks against chaotic-aligned creatures.

Perms Gained. Shikamane has disadvantage on attacks against lawful-aligned creatures.

Perms Lost. When Shikamane hits a target that is prone, it is a critical hit.

ACTIONS

Multiattack. Shikamane makes three BONK attacks.

BONK. Melee Weapon Attack: +17 to hit, reach 10 ft., target. **Hit:** 14 (1d8 + 10) force damage, plus 27 (6d8) psychic damage. The target must make a DC 24 Strength saving throw or be knocked prone. On a successful save, it is knocked back 5 feet.

Hammer of Discipline. Shikamane slams her hammer into the ground. All creatures in a 30-foot radius must make a DC 24 Constitution saving throw or take 22 (5d8) force damage, as well as 22 (5d8) psychic damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

Shikamane 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. Shikamane regains spent legendary actions at the start of her turn.

Stream Safe. Shikamane makes one BONK attack.

Move. Shikamane moves up to her speed without provoking opportunity attacks.

BEHAVE. All creatures within 30-feet must make a DC 24 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.



SHOWMAN

Showman is his name, and entertaining is his game! This boisterous man may look familiar to some, being noted to look strikingly similar to Gavis Bettel himself! If asked about this, Showman will claim he does not know who that is. Residing within the Skeleton Country of "Elysium," this man's entire life's goal is to make a crowd laugh and enjoy themselves, no matter the cost. Though, lately, rumors have been flying about, claiming that his

showmanship and performance skills have been...lacking, to put it lightly. Whether that be due to the fact that he has been struggling to find proper stage hands that know their left from right or don't have two left feet, no one knows for sure.

Claims of the audience number slowly growing smaller and smaller are primarily due to the dwindling population of Skeleton Country. A notable observation many make is that Showman is the only non-skeleton resident of Skeleton Country, and they would be correct, but many do not know why. As mentioned by this particular patriarch of the arts, he was so graciously offered a second chance, and as penchant for it, he sought to perform to the absolute limits of his ability. This second chance came at a price, though, and one that Showman himself vowed to never allow to happen to himself. His desperation and need to perform are not seen by many, but at one point, someone noted that it may have something to do with the fact that he is the only non-skeletal creature residing within Skeleton Country. Some have made note, though, of his strange ramblings to himself when he thinks no one else is around. Those who have happened to accidentally overhear have noted that he sounds fearful, but of what, exactly, they do not know.

At the end of the day, most would be lucky to bear witness to an event of such death-defying magnificence! Showman is quite the performer, so sit back, relax, and enjoy the show! It may just be one of the greatest performances you will ever see.



SHOWMAN

Medium humanoid (human), chaotic good

Armor Class 14 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

Saving Throws Cha +8
Skills Deception +8, Intimidation +8, Performance +11, Persuasion +8
Damage Vulnerabilities psychic
Senses passive Perception 14
Languages Common
Challenge 8 (3,900 XP)

Innate Spellcasting. The Showman's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *prestidigitation*, *vicious mockery*
 3/day each: *enthrall*, *disguise self*, *spray of cards*
 1/day each: *hypnotic pattern*, *major image*

The Show Must Go On! When Showman makes a Charisma (Performance) check, he does so with advantage.

SILKSPELL WEAVER

Silkspell Weavers are a type of spider that spin glyph patterns into their webs to imbue them with magical properties.

The glyph acts as a defense mechanism. If a large creature disturbs the web and breaks a line of the glyph, it will release a blast of magic to attack the intruder and give the spider time to escape. There are multiple varieties of this spider, with each species having a distinct glyph that casts different magical effects. Some known types include fire, ice, lightning, and poison.

Silkspell Weavers originated in North Elysium and have since spread throughout the continent. The most common weavers grow to be about palm-sized and feed primarily on insects. However, some rarer species in North Elysium may reach the span of a dinner plate and have been observed preying on creatures such as bats and birds. They inhabit woodland areas and dungeons. Travelers should be vigilant in such places to avoid stepping into a weaver's web. The spiders may be small compared to other beasts, but their magic packs a wallop. They sometimes work in collaborative groups and create a series of webs over an area, turning the terrain into a hazardous obstacle course for travelers and animals to navigate.

Webs can be defused with trap-disarming knowledge or a magic-nullification spell. If abandoned by the spider, the web's spell power also dissipates gradually over time as the web deteriorates. The spiders themselves are not a threat, as they are physically weak and prefer to flee rather than fight. They are easily susceptible to damage, especially from blunt weapons or a large boot, but they are immune to magic of the same type they use.



Merchants will also capture and train these spiders to sell for trap-making. They can be used to rig traps around a base or camp. They are not recommended for quick combat as the webs take some time to weave.

If Silkspell Weavers find their way into your house, they can be a nuisance or even dangerous, particularly if they are fire-type weavers. It's best to call a pest-control mage to remove them.

SILKSPELL WEAVER

Tiny beast, unaligned

Armor Class 12

Hit Points 7 (3d4)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	10 (+0)	5 (-3)	12 (+1)	3 (-4)

Skills Stealth +4

Damage Immunities the same elemental damage type it weaves into its web

Senses darkvision 30 ft., tremorsense 5 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Spider Climb. The silkspell weaver can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the silkspell weaver knows the exact location of any other creature in contact with the same web.

Web Walker. The silkspell weaver ignores movement restrictions caused by webbing.

Glyphweaver. The silkspell weaver weaves different kinds of elemental glyphs into its web, which releases either acid, cold, fire, lightning, or poison damage upon breaking. The type of glyph is dependent on the species of silkspell weaver, and it can only create one type of glyph. There can be only one web per 5-foot cube, and a silkspell weaver can only create one web at a time. It takes the silkspell weaver one hour to create a new web. If a creature in any way breaks the web, for example by attacking or walking into it, all creatures in a 5-foot radius must make a DC 16 Dexterity saving throw or take 11 (2d10) damage of the elemental type. On a successful save, a creature takes half as much damage.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., target. **Hit:** 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) damage of the same elemental damage type it weaves into its web.

SKULL DWELLER

Skull dwellers are small creatures at the crossroads of mollusks and crustaceans. With a relatively soft body, they come in uncommon dark shades, such as charcoal blue and deep purple. For the purpose of shielding themselves, skull dwellers use skulls—coming from various creatures—as a shell and for nesting. In order to extract their chosen carapace from skeletons, the little beings are endowed with a tail—the tip of which looks like a mallet—and strong claws that can crack and cut through bones. These appendages additionally allow them to stay unnoticed among carcasses by mimicking bones.

Shy by nature, these animals tend to avoid conflict and are scavengers more than hunters—eating the flesh out of the corpses.

They live in big colonies, usually hiding away in large caves. Due to their way of living, skull dwellers can often be found in dangerous places, where death lies... Because of this, people believe that where the little creatures are, so are treasures—guarded by mortal traps—or Corruption beasts lairs. Therefore, adventurers and monster hunters pay good attention to the presence of skull dwellers while exploring.

Though, being shy doesn't mean skull dwellers have no means of defense. When feeling threatened, the small beings band together to form a "Bone Mound." While using their tails to produce scary rattling noises, they grasp onto each other to pass themselves off as a giant Corruption beast. They just want to scare threats away, yet they remain ready to fight if what they consider a menace stays. More than one adventurer has lost their life against them...

MOUND OF SKULL DWELLERS

Medium swarm of tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing

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

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

Bone Mound. Banding together, skull dwellers can pass themselves off as a larger threat. However, a DC 14 Wisdom (Perception) check reveals their true nature. The mound can occupy another creature's space and vice versa, and the mound can move through any opening large enough for a Tiny crustacean. The mound can't regain hit points or gain temporary hit points.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) slashing damage, or 7 (2d4 + 2) slashing damage if the mound has half its hit points or fewer.

Tails. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (4d4 + 2) bludgeoning damage, or 7 (2d4 + 2) bludgeoning damage if the mound has half its hit points or fewer.



SKULLORPION

Many poor souls fall victim to the myriad perils of the wilderness—it's not uncommon to find corpses out on travel routes and even within the supposed safety of occupied territories. While some might be tempted to examine the cadavers for their cause of death or perhaps relieve them of their personal belongings, travelers are advised to be wary in case one of these bodies might be a Skullorpcion.

This monster is the result of a humanoid corpse being possessed by evil or malicious energy. While dormant, it looks like a normal rotting dead body. When any person approaches or comes close, it attacks, revealing its true form.

The creature manipulates the spine of the deceased like a scorpion tail; however, instead of a stinger, there is a skull which bites aggressively. The ribs attached to the "tail" can also grapple its targets so as to make it easier for attacks to land. The head of the monster—the flesh and muscle of the corpse's head, sans the skull—can also spit a potent venom that corrodes the skin. Both the skull and the flesh-head possess functional eyes, granting the monster an exceptional field of vision and sharp reflexes.



SKULLORPION

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	5 (-3)	9 (-1)	4 (-3)

Damage Vulnerabilities bludgeoning

Damage Resistances poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands the languages it knew in life but can't speak

Challenge 1 (200 XP)

ACTIONS

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

Grappling Ribcage. The skullorpcion lunges its tail forward and attempts to grapple a creature within 5 feet. The creature must make a DC 13 Dexterity saving throw or be grappled by the ribcage on the skullorpcion's tail. Until this grapple ends, the creature is restrained, and the skullorpcion can't grapple another target with the ribcage. If a creature is grappled by Grappling Ribcage, the skullorpcion has advantage on attacking it with Biting Tail.

Spit Venom. The skullorpcion spits venom at a creature within 15 feet. The creature must make a DC 13 Dexterity saving throw or take 13 (3d8) acid damage.

I WONDER IF I CAN
MAKE THIS A TAVERN
PET...

THE SLUMBERING

A popular debate topic among common folk, adventurers, and academics alike is the dragon intertwined with the World Tree's roots: the Slumbering. The comatose dragon and its relationship with the tree remains unknown. Do they live in perfect harmony, or is one merely a parasite for the other? Or is the dragon a victim of a terribly malicious curse? What researchers can confirm is that the peaceful dragon is as ancient as the World Tree and is thought to have been alive since Elysium's creation. Both the tree and its slumbering companion appear safe from impending death, a blessing to many Elysians as both have embedded themselves as cultural icons.

At present, there is an explosive curiosity about the dragon's behavior before its submission to eternal sleep. Archaic tales translated from a forgotten language depict a fearsome beast stalking the grounds of the World Tree. Curiously, these tales describe the World Tree and its dragon companion as "cursed," and the writers of these stories vehemently called for both to be purged from the lands. However, no other script writes about the curse in detail, nor is there any specifics about what the dragon did during its waking days.

Interestingly, among these dubious stories is a true and well-documented account of excavation attempts made of the World Tree's roots, dating back to a decade ago. A group of World Tree experts exploring near the tree discovered several patches of land appearing to breathe. Indeed, after uncovering grass and dirt, they discovered gleaming scales with the tree's signature blue-purple hue. The scales' colors shifted with a cyclical rise and fall, warm to the touch. After trying to pry these precious scales away, a deep bellow rumbling from below shook the surroundings. The sound of the roar echoed viciously in one's ear, causing the heart to pound and the throat to dry up. There was chaos. The force of the rumbling was enough to topple a great portion of forest and buildings. Luckily, no one was killed, but several Elysians were unfortunately harmed. Perturbed by the realization that the scales' owner was still alive, the excavations ended immediately, and local authorities were notified to secure the area against further disturbance.

In more recent investigations, researchers and civilians living near the World Tree have taken note of a curious phenomenon. Multiple observations confirm that wildlife and magical creatures alike avoid the World Tree. Many researchers agree on a proposed theory: animals are not eager to encroach upon the dragon's territory, sensing danger where the people of Elysium cannot. This theory appears to hold true when even other predators who terrorize villages on the outskirts of the World Tree do not dare to venture close to the gargantuan dragon. Other dragons have been sighted outside the World Tree's perimeter, their paths remarkably skirting around the territory and never flying directly over.

Since the excavation attempts, modern theories about the Slumbering exalt the beast's status as the World Tree's guardian, protecting it from those who seek its infinite wealth of power. There are a couple of variations of this theory. For example, some Elysians believe that so long as the dragon remains to defend the tree, the tree blesses the dragon with an extended life, perhaps even immortality. Other Elysians propose that the dragon itself is the source

of such covetous power. The dragon functions as a heart, and the roots are tangled up and function as arteries channeling power throughout the tree. Both groups appear to agree that one simply cannot live without the other.

Regardless of the Slumbering's origins, the citizens of prosperous Elysium shall continue to protect and admire the majesty of the Slumbering as it rests among the World Tree's roots. We may not understand the true strength of the legendary beast—and we may never will, to the consternation of many—thus to all adventurers who stray too close to the center of the world: Beware dangers that are best left alone.

THE SLUMBERING

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 565 (29d20 + 261)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	20 (+5)	26 (+8)	30 (+10)

Saving Throws Con +17, Int +13, Wis +16, Cha +18

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Senses tremorsense 60 ft., passive Perception 18

Languages All

Challenge 28 (120,000 XP)

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

Abnormal Nature. The Slumbering doesn't require food or drink.

The Beast Below. The Slumbering deals double damage to objects and structures.

Dormant State. While in this state, the Slumbering is resistant to all damage, can't be affected by any conditions, and has a movement speed of 0. Additionally, it has a damage threshold of 20. If a single attack does less than 20 damage, it is considered superficial, and the Slumbering's hit points aren't reduced.

Immutable Form. The Slumbering is immune to any spell or effect that would alter its form.

Original Being. The Slumbering cannot die of old age.

Primordial Aura. Any creature within 1 mile of the Slumbering must make a DC 25 Wisdom saving throw every minute it is in the area. On a failed save, it is frightened until it takes a long rest.

Earth Shaking Roar. Upon taking any damage, the Slumbering begins to stir. All creatures within a 500-foot radius must succeed on a DC 25 Strength saving throw or fall prone.



ART BY [unreadable]

SORAWRITY

Here they are, the round and proud (and certainly loud) Sorawrity have arrived! These pink little dinosaurs may seem easy to bully, but they're very resilient and confident creatures.

Sorawrity are some of the cutest little guys around. While they may be small, do not underestimate the amount of sound they can create. Their voices certainly make them stand out from the crowd, thankfully ensuring they will never be lost. Though, they do travel in packs, so where you find one, you will find a whole bunch of them! Their diet is omnivorous, and they'll really eat just about anything they can get their little hands on. With what little crumbs they get, they've gotta feed themselves any way they can, really. After all, the Badlands are a harsh environment for a regal little dino to be living in!

While they may be loud little things and seem easy to bully, Sorawrity are some of the most loyal creatures you could have by your side. Though at first, they may seem like the type money would easily influence (and you would not necessarily be wrong), once you have one of the Sorawrity by your side, you have an ally for life. Nothing can stop them once they set their minds to something they want or want done. It just seems to be in their nature.

If you see a Sorawrity out in the wild, show it some love, do not kick it or bully it no matter how tempting it may seem, and in the end, you may have just earned yourself an ally for life.



SORAWRITY

Small dragon, any non-lawful alignment

Armor Class 15 (natural armor)

Hit Points 38 (7d6 + 14)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	7 (-2)	12 (+1)	14 (+2)

Saving Throws Con +4

Skills Deception +4, Intimidation +4

Damage Immunities bludgeoning, thunder

Condition Immunities deafened

Senses darkvision 30 ft., passive Perception 11

Languages Draconic, understands Common but doesn't speak it

Challenge 2 (450 XP)

Bounce. Because of its bounciness, the Sorawrity can be used as a trampoline by a Large or smaller creature, doubling its jump height and distance. In addition, if a creature tries to deal bludgeoning damage to the Sorawrity, the attacking creature will have to make a DC 12 Strength saving throw. On a failed save, the creature loses grip on the weapon as the bounce sends it flying to a spot 15 feet away. If instead the weapon is attached to the body, the attacking creature will lose its footing and fall prone.

Stress Relief. Because the Sorawrity is so easy to bully, it makes for a great stress relief toy. By squishing a Sorawrity, a creature can become calm again as if under the effect of the *calm emotions* spell.

Puntable. If kicked, the Sorawrity can be used as an improvised damaging projectile. A creature Medium or larger can spend an action to send a Sorawrity within 5 feet flying towards another creature within 60 feet. The kicking creature makes a ranged weapon attack against the target. If the attack hits, the Sorawrity deals 16 (3d10) bludgeoning damage. This attack does not hurt the Sorawrity, except maybe emotionally.

Long-Range Oshi. If the Sorawrity can hear its oshi within 500 feet (though we believe his range is much, much further), it gains a +1 to all its attack rolls, saving throws, and ability checks.

ACTIONS

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

Screech. Like its oshi, the Sorawrity can be very loud if it wishes to be. All creatures within 15 feet must make a DC 12 Constitution saving throw or take 3 (1d6) thunder damage. On a successful save, a creature only takes half as much damage. If there are any other Sorawrities present within 15 feet, they will immediately use their reaction to start screeching as well, setting off a chain reaction. For every Sorawrity added to the din, the power of the screech doubles, potentially dealing up to 56 (16d6) thunder damage to a target if there are five or more Sorawrities within its range.

STOPLIGHT MANNEQUIN

The stoplight mannequin is a construct built by a golemancer from trash or leftover parts. It is constructed with a large light for the head and a shop mannequin body or shop mannequin torso with wheels for support. Its legs or wheels do not provide motility; instead, it moves via short teleports. It shows a green light and can teleport short distances when unobserved; however, as soon as it is observed, it ceases all movement and displays a red light.

A stoplight mannequin is controlled via the wires coming out of the back of its head. This is how it receives mana and instructions from its golemancer controller. Its goal is to enter melee and immediately blind its target.

STOPLIGHT MANNEQUIN

Medium Construct, Unaligned

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 15 ft. teleport

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Illumination. The stoplight mannequin shines a 30-foot cone of bright light in the direction it is facing. At the start of a creature's turn, if they are within 10-feet of the stoplight mannequin and in this cone, they must make a DC 17 Constitution saving throw or be blinded until the end of their next turn.

Immutable Form. The stoplight mannequin is immune to any spell or effect that would alter its form.

Magically Made. The stoplight mannequin has advantage on saving throws against spells and other magical effects and its weapon attacks are magical.

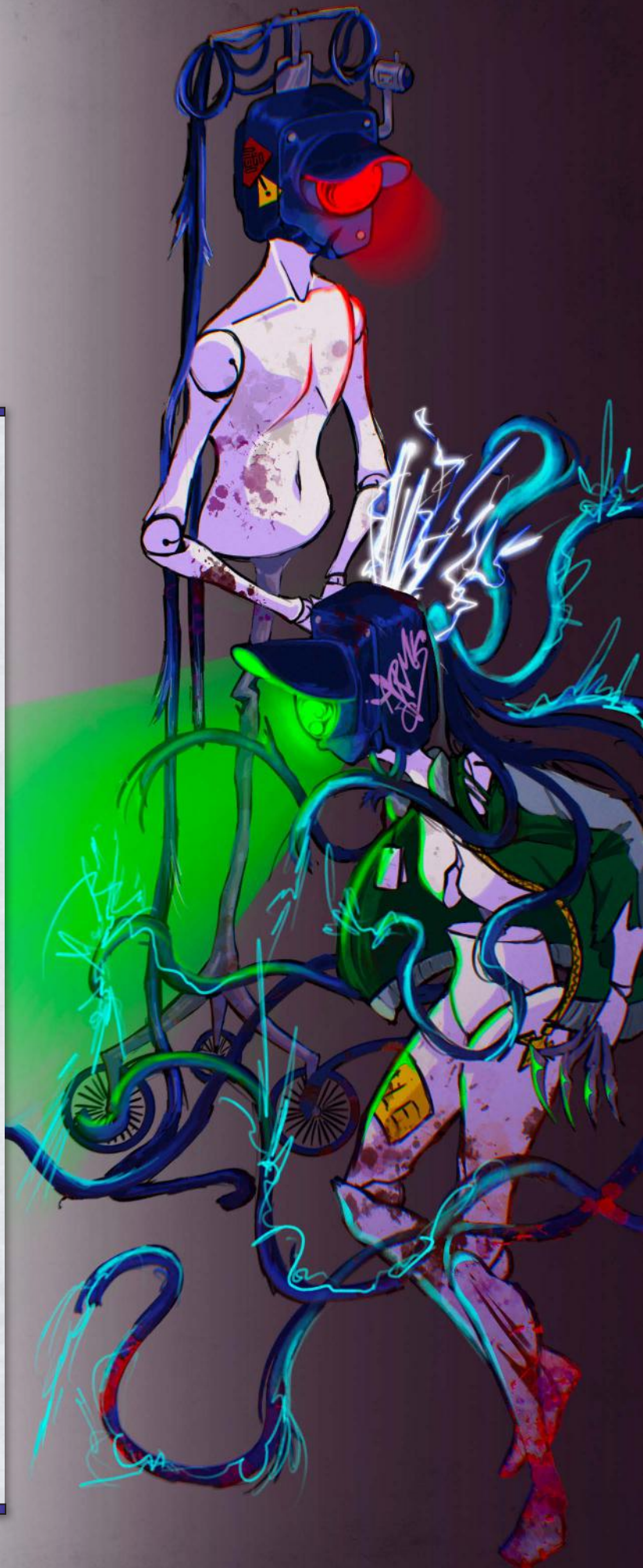
Stationary. When the stoplight mannequin is seen by a creature further than 10 feet away it cannot teleport.

ACTIONS

Multiattack. The stoplight mannequin makes two attacks with its Claws.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing or bludgeoning damage.

Binding Wires (Recharge 5-6). The stoplight mannequin targets up to two creatures it can see within 10 feet of it with its wires. Each target must make a DC 17 Dexterity Saving throw or become restrained. In addition, the target can take either an action or a bonus action on its turn, not both. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



TATSU-NO-KO

Native to the seas of Xenokuni, the tatsu-no-ko were named such due to initially being mistaken as the offspring of larger Xenokunian dragons. Ironically, these all-male dragons are long-living creatures that are observed to show paternal behavior to those they see as childlike or weak. They will heal the wounds of these “children” of theirs before guiding them to safety.

The tatsu-no-ko live inside underwater caves, far from shore. Inside these caves, they are able to cultivate the large luminescent plants they often carry with them, as well as the smaller buds and other sea-growing plants they use as a food source. However, if they can sense a “child” in danger nearby, they will not hesitate to swim out for assistance. If the “child” is still alive and able to be rescued, the tatsu-no-ko will use the light from their held plant to guide them back to safety. Some sailors even tell stories that never mention seeing these dragons directly, but speak of being guided to shore by a guiding light when they were lost at sea. However, even if they are too late to a rescue, the tatsu-no-ko will guide the unfortunate wayward souls to their final resting place.

The tatsu-no-ko are very wise and observant creatures that can sense a disturbance in their waters from miles away. They are a non-aggressive species and will seek to remove a creature from danger rather than directly confront the aggressors. While some tatsu-no-ko live in solitude, with only the souls and spirits of the ocean for company, those that find a suitably large cavern will live together. It is also not uncommon for two tatsu-no-ko to swim out and help the same “child” in distress. When working as a group, one tatsu-no-ko will protect and heal while the others swim forward and fight to clear a path. Afterward, they will join their guiding lights together.



TATSU-NO-KO

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	21 (+5)	17 (+3)	12 (+1)	22 (+6)	17 (+3)

Saving Throws Wis +9

Skills Insight +9, Medicine +9, Nature +4, Perception +9

Senses darkvision 60 ft., passive Perception 19

Languages understands all languages but can't speak

Challenge 7 (2,900 XP)

Innate Spellcasting. The tatsu-no-ko's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance, sanctuary, create or destroy water*
 3/day each: *cure wounds, lesser restoration, water breathing*
 1/day each: *heal, locate creature*

Guiding Light. The tatsu-no-ko carries a glowing piece of plantlife, which provides bright light in a 10-foot radius and dim light for an additional 10 feet. Any non-hostile creature that is within light created by the tatsu-no-ko regains the maximum number of hit points possible from any healing.

Shelter Children. Creatures have disadvantage when attacking any creature of size Medium or smaller that is within 5 feet of the tatsu-no-ko and is non-hostile towards it.

Unburdened. The tatsu-no-ko does not suffer any movement penalty when grappling or carrying a creature that is at least one size smaller than it, and any willing creature has their AC increased by 1 while being grappled or carried.

Keen Hearing. The tatsu-no-ko has advantage on Wisdom (Perception) checks that rely on hearing.

Amphibious. The tatsu-no-ko can breathe air and water.

ACTIONS

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 12 (2d6 + 5) bludgeoning damage.

Crashing Wave. The tatsu-no-ko conjures a small wave of water around itself, which has enough force to sweep creatures of their feet. All creatures size Large or smaller within 10 feet of the tatsu-no-ko must make a DC 17 Dexterity saving throw. On a failed save, the creature is knocked prone and pushed to a distance of 15 feet from the tatsu-no-ko. If the creature succeeds, nothing happens.

TIM O'THEE

TIM O'THEE

Small humanoid (forest gnome), chaotic neutral

Armor Class 12

Hit Points 35 (10d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	11 (+0)	17 (+3)	13 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Medicine +4

Senses darkvision 60 ft., passive Perception 11

Languages Celestial, Common, Dwarvish, Gnomish

Challenge 6 (2,300 XP)

Descendent of Vecuselah. As the descendent of Vecuselah, the gnome god of ill fortune, Tim O'Thee has the responsibility to spread bad luck wherever it is due. However, he has yet to fully control his abilities. Whenever Tim O'Thee is attacked or threatened, he has to succeed on a DC 16 Wisdom saving throw or unleash a surge of bad luck. On a failed save, roll on the Wild Magic Surge table, making the creature attacking or threatening Tim O'Thee its point of origin.

Innate Spellcasting. Tim O'Thee's spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

At will: *mage hand, prestidigitation, minor illusion, bane*
 3/day each: *counterspell, dispell magic*
 1/day each: *revivify*

Legendary Resistance (3/Day). If Tim O'Thee fails a saving throw, he can choose to succeed instead.

Gnome Cunning. Tim O'Thee has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

Speak with Small Beasts. Through sounds and gestures, Tim O'Thee can communicate simple ideas with Small or smaller beasts.

ACTIONS

Erudite Censer. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d8 - 2) bludgeoning damage.

Incite Bad Luck. Tim O'Thee dispenses bad luck to a creature within 120 feet. Roll on the Wild Magic Surge table, making the target its point of origin.

Unlucky Few. Tim O'Thee makes three ranged spell attacks against up to three targets within 120 feet. Small darts of light streak out to the targets, dealing 5 (2d4) radiant damage on a hit. In addition, the next attack roll made against these targets (maximum of 1 per target) before the end of Tim O'Thee's next turn has advantage, thanks to the target being distracted by a queasy stomach acting up, an embarrassing memory resurfacing, or another minor inconvenience.

REACTIONS

Remove Luck. Whenever a creature within 120 feet makes an attack roll against Tim O'Thee or one of his allies, Tim O'Thee can decide to impose disadvantage on that roll. In addition, the creature has disadvantage on attack rolls, ability checks, and saving throws until the start of its next turn.

Tim O'Thee is a gnome wizard with a strong desire to rid himself of a nasty curse he was born with, a feat he has in recent months finally reached after facing many trials and tribulations.

What was the ailment, you ask? Well, it started when— (The following entry is aggressively blotted out in red ink, with obscenities filling the empty spaces surrounding the passage.)

Despite being well read, some may find him a little naive in the ways of the world, a by-product of having lived a life of comfort in his youth. Rumor has it that Tim O'Thee has been christened as "Little Timmy" by a group of elite, if not ill-mannered, party of monster hunters.



It's a long story. You see, when I was a boy—AAH OK WAIT WAIT—!!

Look now to your censer. Every time the bell rings, a good gnome gets his wings.

VESTIE

Vesties are small batlike creatures that have taken an unusual, almost obsessive liking to Guild TEMPUS member Vesper Noir, head of the Grand Library. Originally, Vesties were a type of small bat beast; as such, they are nocturnal organisms that “see” through the use of echolocation, travel by flying, and eat fruits. (They most definitely do not drink blood!)

However, because of their deep association with Mr. Noir, these creatures have taken up many of his mannerisms and stylings regardless of their effect on the Vesties’ lifestyle. These may include but are not limited to wearing glasses (which do nothing to improve their vision whatsoever), donning tiny vests (which impede their flight capabilities), and collecting and drinking tea (which does nothing to sustain them but does tend to make them fairly cheery). That said, their cute white puffball bodies do look quite adorable in their little vests!

Vesties are generally harmless creatures, especially in small numbers. They can use their wings to blast air, may attempt to scratch with their feet, and can use tiny sonic blasts to attempt to deafen those that offend them or are perceived to have offended Vesper Noir. When Vesties gather in large groups, their combined attacks may actually succeed in impairing or even incapacitating the target of their rage and upset, though those occasions are uncommon, and the effects are rarely permanent.

Compared to their physical strength, Vesties’ emotional and mental attacks are shockingly powerful. Vesties feel very strongly and react very directly, such that a group of Vesties may all suddenly decide that someone (usually Mr. Noir, but occasionally other targets) hates or loves them. When a group of them come to this decision, their crazed wailing or ardent affection is capable of charming the target to bend to their collective will.



VESTIE

Tiny beast, any non-evil alignment

Armor Class 12

Hit Points 27 (5d8 + 5)

Speed 15 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	18 (+4)	14 (+2)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Investigation +6, Perception +4

Damage Vulnerabilities lightning

Damage Resistances psychic

Condition Immunities charmed

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14

Languages Common, Scholar

Challenge 2 (450 XP)

Whimp. The Vestie has advantage on initiative rolls and can dash as a bonus action on their first turn, as long as it is moving away from any enemies.

Scholar’s Apprentice. The Vestie has advantage on any skill checks that it adds their proficiency bonus to.

Glasses. The Vestie wears glasses. They look nice. There is no other effect.

Tea Lover. After the Vestie drinks tea, for the next hour whenever it makes an attack or saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw.

Stronger in Numbers! The Vestie has advantage on attack rolls against another creature if there are at least five of its allies within 30 feet that it is aware of. Additionally, creatures of its choice have disadvantage on all their saves when the Vestie is gaining the benefits of this ability.

ACTIONS

Claw. *Melee Weapon Attack:* +1 to hit, reach 5 ft., target. *Hit:* 1 (1d4 - 1) slashing damage.

Air Blast. The Vestie flaps its wings at full speed, generating a gust in a 10-foot cone. All creatures in the area must make a DC 11 Strength saving throw or be pushed back 10 feet. On a successful save nothing happens.

Get Rotated. The Vestie lets out a sonic blast in a 15-foot radius around itself that deals 16 (4d6 + 2) thunder damage to all creatures in the area that fail a DC 11 Constitution saving throw.

Squeaks of Determination! If the Vestie is gaining the benefits of Stronger In Numbers!, it may collaborate with their allies to let out either adorable or scary pips of noise. When they do this, a target within 30 feet must make a DC 11 Wisdom saving throw. On a failed save, it is either charmed or frightened until the end of their next turn.

WERECAT WARRIOR

Far away from regular civilization exist entire clans of shapeshifting werecats. These clans live self-sufficient lives of hunting and gathering and train their strongest to be proud warriors, keeping their clans safe from any who dare threaten their ways of life.

While named for their shapeshifting abilities, it is unknown if werecats are directly linked to lycanthropy. Some theorize them to be distant descendants of lycanthropes, born over enough generations to acclimate the curse to their bloodlines. Werecat tribes, however, operate as their own independent species. They worship their ancestors much like deities, who watch over their descendants from a star-filled heaven. Some may even be guided by their ancestors through prophecies of the future.

Their fur color is whatever can help camouflage them into their natural habitat, most commonly earthy shades of brown. The skin tone of their hybrid form can vary greatly, although most hybrid forms have human features.

Werecat clans have their own language, remain far from regular civilization, and are often met with hostility by most common folk fearing the curse of lycanthropy. However, some may choose to abandon their clan and enter civilization by staying in their feline form permanently.



WERECAT WARRIOR

Medium beast (shapechanger), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 49 (9d8 + 9)

Speed 30 ft., 40 ft. in cat form

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +6, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Werecat

Challenge 3 (700 XP)

Shapechanger. The werecat can use its action to polymorph between a hybrid and cat form. Its statistics, other than speed, are the same in both. Any equipment it is wearing or carrying isn't transformed. It reverts to its cat form if it dies.

Clan Tactics. The werecat has advantage on attack rolls against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

Keen Hunter. The werecat has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack. The werecat makes two attacks with its Claws in its cat form or two Dagger attacks in its hybrid form.

Claws (Cat Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Dagger (Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

WISHING SPARK

The wishing sparks are fairies that are barely as big as a hand. Their shape looks like three leafy domes on top of one another, showing a soft green gradient. Short dark-green tentacles at the bottom also make them resemble small plantlike jellyfish. On the other hand, the orange-and-yellow paper chains dangling from their body evoke trees people decorate during a Xenokunian festival—though these creatures do not originate from this region and can be found everywhere in Elysium.

Wishing sparks were named the way they are for two reasons. The first one is because of the phenomenon that happens when they move. The little fairies are indeed very fast creatures, and they also emit a flash—a spark—leaving a fleeting streak of light in their wake.

The second explanation for where their name comes from is what makes these small beings, seemingly harmless at first sight, both sought-after and feared: They grant wishes...at a certain cost.

It is often desperate people who are searching for them in hopes of seeing their impossible dreams come true. Because rumors about the wishing sparks' magic are correct: It can fulfill any request—even ones that would break the laws of reality.

It also happens that the fey themselves approach people when they hear them mumbling and hoping for changes or feel they're sad or frustrated about something. It is not surprising that the little creatures come up to other beings to offer their powers. They seek long-term friendship, and that is precisely what they ask in exchange for you to see your wish granted: becoming their companion and following them everywhere they go.

Yet, fairies are capricious beings, and satisfying their will is not so easy. Be a little too slow to follow them or talk too much to other people for their taste, and they may consider the promise broken. Then, their blessing turns into a curse that leads you surely to your death. The malediction can be lifted either by finding someone knowledgeable and with magic strong enough to dispel it, or by killing the wishing spark. Quite naive, the small creatures can be lured once, for example, by telling them you'll become their friend again. But miss your shot, and they will never approach you again, even if they'll still be linked to you and won't be able to go too far.

If you succeed in lifting the curse in one way or the other, you'll live, but your wish will fade. The disappearance of the wishing spark's magic will result in making you go back to the life you had before your encounter with the fey.

WISHING SPARK

Tiny fey, chaotic good

Armor Class 17

Hit Points 300 (200d4 - 200)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	24 (+7)	8 (-1)	8 (-1)	13 (+1)	17 (+3)

Senses passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 0 (10 XP)

Cursed Friendship. Immediately after the wishing spark has granted a wish, it will attach itself to the creature that had its wish granted. It stays in the same space as the creature and will try to catch its attention at every opportunity. At the smallest perceived slight to its presence, it will consider the Cursed Friendship broken and activate the curse on the creature. This bond can only be broken by killing the wishing spark, or with a 9th-level dispell magic, a wish spell, or another equally powerful curse-breaking method. As soon as the Cursed Friendship is broken in any way, or the cursed creature dies, the effects of the wish are returned back to before the wish was made.

ACTIONS

Wish. The wishing spark will grant any one wish to a creature that is willing to be its friend in exchange. There are no limitations, but certain wishes can be taken as a slight by the the wishing spark. For example, wishing for multiple wishes will be seen as an attempt to outsmart the wishing spark. It can't grant a wish to a creature if it is currently in a Cursed Friendship with another creature. It can't grant a wish to the same creature twice.

Curse. If the wishing spark determines a creature has failed to uphold its Cursed Friendship, it will activate the curse. The cursed creature will die after 1 minute, unless the Cursed Friendship bond is broken.



ZOMBIE RUZADER

Zombie Ruzaders are a subspecies of Ruzaders that originated around cemeteries. Mischievous by nature, some of these small creatures once started to live here, finding it easy to prank and scare people in this kind of gloomy environment. Also quite gluttonous, they started searching and digging in order to find their favorite diet: gems.

The phenomenon was discovered years after the emergence of the first zombie Ruzaders, but it appears that some graveyards, or ossuaries, are home for a stone that looks like ruby zoisite, except that here, the red dots in zoisite are not ruby but decomposing flesh. It is by consuming those stones, and more particularly the rotten and contaminated meat combined inside of them, that zombie Ruzaders turned as undead.

As any other Ruzaders, the skin of the little walking dead animals tends to take the colors of the gem they eat. zombie Ruzaders present then a mostly green skin, strewn with black and dark red decaying rings.

The behavior of the undead creatures, at first, doesn't seem to vary too much compared to their living fellows, as they keep playing tricks on people. However, we don't find the same playful sparkle in their eyes and wry smile that we can observe in the main species. As other living dead beings, they seem to be somehow disconnected from reality and so can be dangerous. Attacks from zombie Ruzaders are rare, as people don't spend so much time where they usually live, but some had yet already been reported to authorities.



ZOMBIE RUZADER

Tiny undead, any chaotic alignment

Armor Class 14 (natural armor)

Hit Points 14 (4d4 + 4)

Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	10 (+0)	13 (+1)	7 (-2)	10 (+0)	8 (-1)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Gem Eaters. The zombie Ruzader's size, color and patterning is dependent on the gems it consumes. The diet of zombie Ruzaders consists mostly of a stone that looks like ruby zoisite.

Undead Fortitude. If damage reduces the zombie Ruzader 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 zombie Ruzader drops to 1 hit point instead.

ACTIONS

Axetail. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage. Against stones and gems this attack deals 5 (2d4) slashing damage.

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

Cemetery Mischief. If the zombie Ruzader is at a cemetery, ossuary, or any other kind of burial site, it will find a way to try scare its visitors. A creature within 5 feet of the zombie Ruzader must make a DC 9 Wisdom saving throw or be frightened. The creature can repeat its saving throw at the end of each of its turns. If a creature successfully saves against the effect, the creature is immune to this zombie Ruzader's Cemetery Mischief for the next 24 hours.





Elysium: Corruption's Call

HIDDEN FILES

Welcome to the Hidden Files



Have you noticed them yet? “S.K.” and “I.L.” have made frequent appearances thus far, but who they are, where they are from, and the origin of their notes and research has remained a mystery—until now.

Welcome to the Hidden Files, a record of two scientists torn apart by their differing approaches in their desperate hunt for answers. The common element between their searches? The ARMIS unit, its “leader,” and a climactic battle for the life of the one and only Crimzon Ruze.

We hope you enjoy this addition to the book. Dungeon Masters, you have our permission to use this story in any way, shape, or form you would like for your own campaigns at home; we only ask that you abide by the copyright guidelines at the beginning of the book. Enjoy!

- The ECC Team

RELATED ENTRIES:

MONSTERS:

Corrupted Sovereign
Corruption Beast (Bird)
Corruption Beast (Horse)

SUBCLASSES

Circle of Corruption
Path of the Corrupted

BACKGROUNDS:

Bounty Hunter

WEAPONS:

Corrupted Zephyr

CHARACTER NOTES:

Throughout

CHARACTERS, STORY, AND CONCEPT CREDIT:

EMU & DALURENNE





Case # 30.09C-R

Person of Interest: Sophia Keystone

Background:

- Primary research field: the Corruption
 - Graduated with full honors from the Asclepian Research Institute
 - Has a PhD from the Aratus school & master's degree from the Panacea school
- Published Works:
 - "The End of Corruption?" (*The Elysiod*)
- Unpublished Works:
 - Corruption Antidote
- Coworker Testimony:
 - "She's got very intense energy, but I can't help but be a bit charmed by her."
 - "I think her presentation at the seminar last month was my favorite. It was so informative, and I felt like she made her research easy to understand to those outside of the field."
 - "I wish she would keep her desk a bit tidier..."

Current Whereabouts:

- Work sabbatical due to accident
 - Spent significant time with druidic circle in Central Elysium
- Sister = Priestess, northern Xenokuni
- Disappeared in Badlands, but frequent appearances in nearby town indicate that she lives somewhere in the area.
- Aside from past, no known current association with missing figure Icarian Lochios.



Person of Interest: Icarian Lochios

Background:

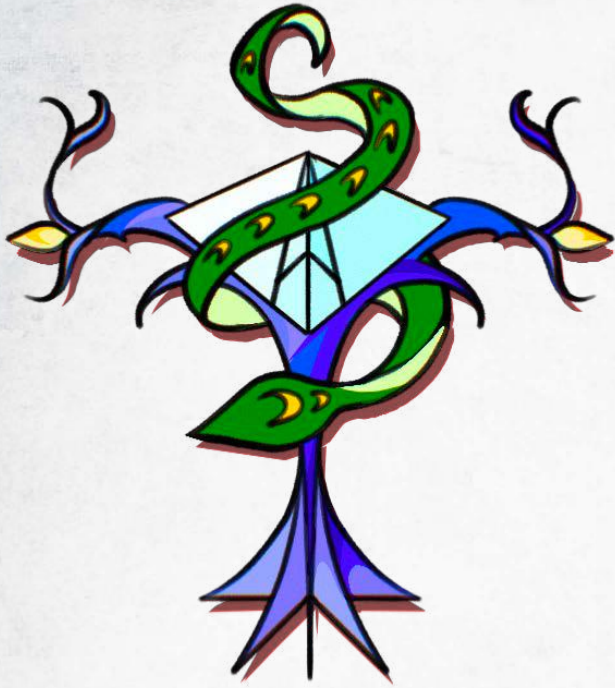
- Primary research field: The Corruption
 - Graduated valedictorian from the Asclepian Research Institute
 - Has a PhD from the Aratus, Panacea, and Telesphorus schools
- Published Works:
 - See external documents
- Coworker Testimony:
 - "Dr. Lochios is one of the most brilliant minds of our age. I think if anyone has the key to curing the Corruption, it's him."
 - "I really look up to him! Even though I'm only a junior researcher, he always listens and takes my scientific theories seriously."

Current Whereabouts:

- Headed construction of a new facility in eastern Badlands
- New research is considered highly classified; finding current information proving difficult.



ASCLEPIAN RESEARCHER



First established in Utopia, the Asclepian Research Institute is dedicated to scientific research related to the Corruption. Since its founding, it has opened multiple facilities in the Badlands and Xenokuni.

The Institute has five main schools, and six levels of rank within those. The school of Aglaea focuses on how the Corruption affects the ecosystem. Its two main branches are Iaso, which analyzes the environment, and Podalirius, which is concerned with normal animals. The school of Epione looks at the impact of the Corruption on citizens. Their Aceso branch tries to find reactive solutions for the problems that arise. Those in the Machaon branch develop active measures, such as magitech and weapons. They work closely with the school of Panacea, who are constantly searching for a medical cure for the Corruption. This area of study is particularly grueling, as no meaningful progress has ever been made.

The school of Aratus is the most active outside the bases, often collaborating with adventurers and bounty hunters. They will go with these groups and document the different types of Corruption beasts. They are often accompanied by those in the school of Telesphorus, who are trying to figure out the origin of the Corruption.

All of these schools have the same categories: junior researchers, those fresh from their training. Intermediate researchers make up the bulk of the institute and this is where you most likely rank. Your superiors are senior researchers, lead researcher, specialized analyst, and director.

Skill Proficiencies: Medicine, Nature

Languages: Three of your choice

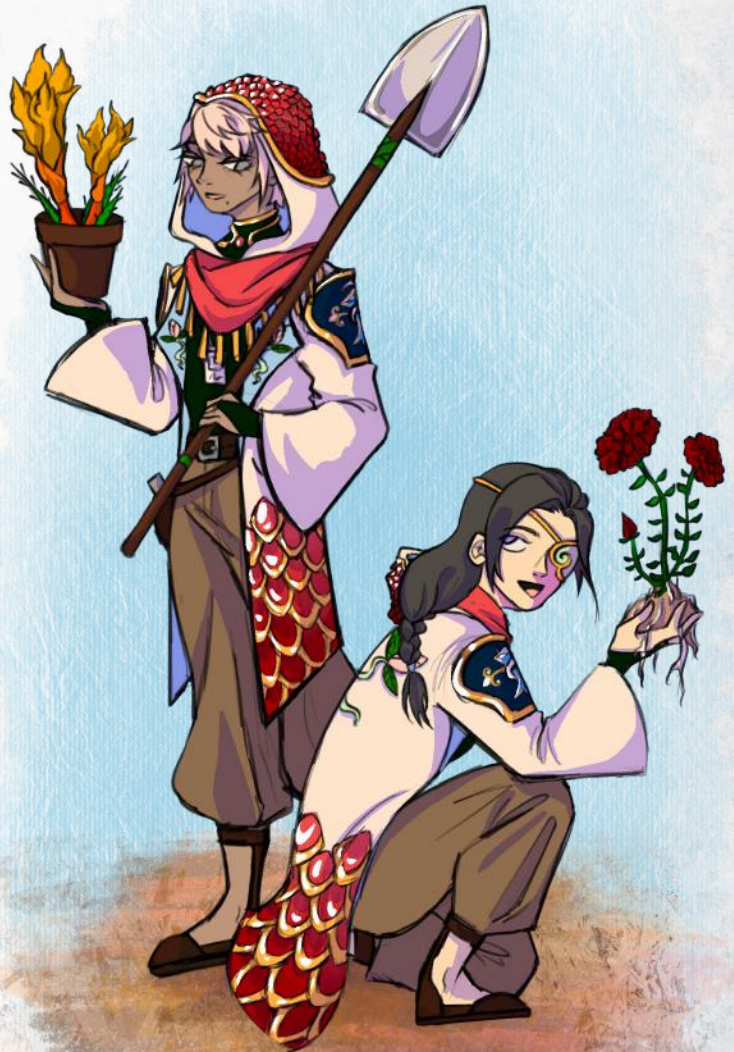
Tool Proficiencies: Herbalism Kit

Equipment: A uniform with your rank insignia, your ID badge, a herbalism kit, a book of notes, a pen, and a pouch containing 5 gp

FEATURE: ANALYSIS

Regardless of your exact field of study, all those who attend the institute are trained to approach problems in an efficient and logical way. When at one of the Asclepian Research Institute's facilities, you are able to quickly gather information from a wide variety of sources. You have advantage on all checks relevant to your research while in this location. While out in the field, you have advantage on any skill checks that you add your proficiency bonus to.

When you directly interact with the Corruption, your understanding of it grants you advantage on any saves to resist its effects.



RESEARCH FOCUS

There are many departments at the Asclepian Research Institute, and within each one countless other topics that many dedicate their life to. To determine your department and branch, roll a d8 or choose from the options in the table below.

d8 School - Branch

- 1 Aglaea School - Iaso Branch
- 2 Aglaea School - Podalirius Branch
- 3 Epione School - Aceso Branch
- 4 Epione School - Machaon Branch
- 5 Panacea School
- 6 Aratus School
- 7 Telesphorus School
- 8 Undecided

SUGGESTED CHARACTERISTICS

Those at the Asclepian Research Institute are the best in their field. They are united in their goal of learning all there is about the Corruption, but individual members couldn't be more different at times.

d8 Personality Trait

- 1 I have a tendency to get absorbed in my work and forget the outside world.
- 2 I love my research and sometimes it's all I can talk about.
- 3 I see any problem or complication as a personal challenge and tackle it head on.
- 4 I am better at writing papers and theories than hands-on experimentation.
- 5 I freeze up when I see any sort of Corruption beast due to my past.
- 6 I am working diligently for a promotion, but my efforts have yet to be recognized. This just means I have to try harder!
- 7 I am bad at communicating with others, but it all makes sense in my head.
- 8 I worry that I am not doing enough for the cause.

d6 Ideal

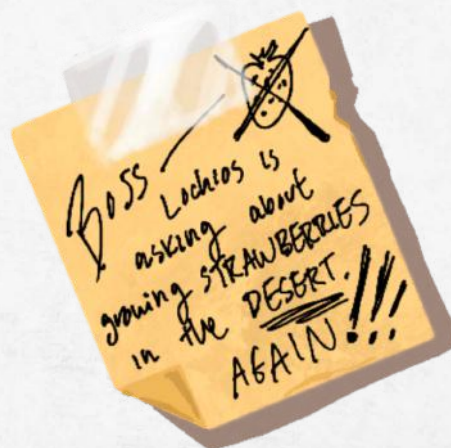
- 1 **Preservation.** I must find a solution that does not endanger others or compromise morals. (Lawful)
- 2 **Savior.** Everything I do is for the people of this world. (Good)
- 3 **Randomness.** Sometimes, the scientific method is not the best solution. I like to throw ideas at the wall and hope one sticks. (Chaotic)
- 4 **Results.** The cost does not matter, as long as results are obtained. (Evil)
- 5 **Determination.** I will do anything I can to get results as long as it doesn't harm others. (Neutral)
- 6 **Learning.** I dedicate myself to my research, and I am still figuring out the method I prefer. (Any)

d6 Bond

- 1 I have a mentor I really look up to.
- 2 I am dedicated to the region I am from.
- 3 I have a partner I work with closely.
- 4 My family is the most important thing to me.
- 5 I will dedicate my life to my research.
- 6 I will do all I can to help the Asclepian Research Institute.

d6 Flaw

- 1 I struggle to collaborate with my co-workers at times.
- 2 I procrastinate up until the night before a deadline.
- 3 I am impatient when speaking to non-researchers.
- 4 I will keep repeating the same experiment even if it has failed multiple times.
- 5 I sometimes disregard the cause and effect of my actions when experimenting.
- 6 I am very forgetful, so I have to write everything down.



ASCLEPIAN RESEARCH INSTITUTE: LAB REPORT

CORRUPTION RESEARCH WING

DATE: xx-xx-xxxx

OBSERVER: *Sophia Keystone*

LOCATION: [REDACTED]

SUBJECT: *Corruption Beast (ID #09.413.30)*

OBSERVATIONS

Corruption beast identified for research at 14:10, killed as bounty by unit ARMIS. Arrived on location 25 minutes posthumously. Creature was a medium-sized beast similar to a hippo but with the feet of a predator cat. Unable to comment on mechanics and movement in action, but I am told the mercenaries reported it was “way too f**king fast.” On arrival, the skin was beginning to emit an acrid smell and sheen (2/10 reflectiveness). Observations as follows on cycle of decomposition:

Minutes	Status	Notes
25	Skin sheen 2/10, all features intact.	Beast is akin to a natural dead specimen at this stage, aside from the color and corrupted features.
30	Skin sheen 4/10, fine external features such as whiskers and hairs are beginning to droop. Acrid smell strengthens	A careful attempt to slice the flesh of the creature yields a very resistant cut which opens to black flesh. Dark shiny ichor wells with the consistency of blood; however, it runs fast. Either it is not correspondent to blood, or the circulation system continues to work after death.*
40	Skin sheen 6/10, small features such as mouth, nose and tail and beginning to liquify and meld into the rest of the skin	The cut continues to emit ichor at the same pace. The limbs were tested via improvised wooden rod and moved without issue, there is no evidence of rigor mortis.**
50	Skin sheen 8/10, all features are now gone, and large limbs such as arms and legs have begun to flatten or meld into the main body. A slight purple color seems to hover in the air over the skin and small bubbles are forming.	During decomposition, a fly landed on the skin of the beast; it did not leave and instead folded into the skin.
60	Mucus sheen 9/10, the body is a formless lump but retains some structure, there is a bubbling like boiling water under the mucus.	Whilst the specimen was “boiling” none of the bubbles were popping naturally. When popped artificially the opening leaked ichor similar to the cut made at 30 minutes.
70	Mucus sheen 10/10, the beast has completely broken down into a thick, viscous liquid. Poisonous gas with a strong acrid smell and a slight purple color is being emitted at a high rate.	This is the most convenient form for sample collection. However, past this point any attempts at collection should be considered futile.
80	Liquid shine 10/10, the mucus has gone completely liquid and has begun to seep into the soil.	It seems as if the protein structures vanish rapidly, there is no discernable trigger. Further study required. This liquid was indistinguishable from the ichor formed at both 30 and 60 minutes.

Post decomposition, the ground where the beast had lain turned dark brown/black, and the soil became the consistency of semi-wet mud. Dark purple gas with a strong acrid smell was also being emitted. Soil sample taken to lab for further research (ID #9.64.800) and cage with rat placed on contaminated soil for monitoring. Rat collected after 24 hours had significant mutations (See notes for specimen ID #4.736.866).

* This raises the question whether Corruption beasts are “alive.” If the internal circulation continues to function after death, it may be possible that the parasitic entity takes over by killing the host rather than controlling it. The implications for Corruption treatment will need to be adjusted accordingly.

**Rod later showed significant signs of corrosion despite its wooden nature. Submitted for further research (ID #65.432.1).

END REPORT

WHATEVER COMES AFTER

“Are we there yet, Soph? I’m gonna knock something over if we go any further.”

Icarian shuffled into Sophia’s office with his hands covering his eyes. Sophia let go of his elbow and skillfully bounded around the paper piles of books and reports that were littered haphazardly around the room.

“Hold on right there, but don’t open your eyes yet.” She was a bundle of excitement and nothing got in her way as she dug around in the drawers of the huge mahogany desk. Sophia evidently found what she was looking for, and Icarian could hear her coming back to where he was standing.

“Okay, now look at this!” Icarian opened his eyes to see a letter in front of his face, held up proudly by Sophia, who was beaming expectantly from ear to ear. He took a second to process the contents under the official-looking wax seal, and looked back at Sophia.

“Oh my god. Congratulations, Soph, you deserve this. A publication in *The Elysiod*?? That’s so great!” Unable to contain his joy, he grabbed Sophia’s hands and started dancing around the room, and she followed suit. The two of them jumped around laughing, not caring about the mess they were making.

Pausing in front of Kevin the Cactus before they crashed into him, Icarian stopped. “This is huge. Now that you’ve told everyone about this treatment, we’re so close to a cure! We have to celebrate. Dinner at my place later?”

Sophia’s smile grew ever larger. “I could never turn

down any of your cooking, you know that, Loch. We’re starting a new round of tests with the new treatment that will fill up the rest of this week though, so maybe a rain check for Friday?”

“That sounds great; I’ll try to finish early on my end too.”

Over the course of the week, most of the Asclepian researchers in the Phaeton Panacea lab noticed that their two lead researchers were unusually motivated—finishing their reports earlier, staying late for overtime, and taking on some of the workload of their subordinates—though this wasn’t that uncharacteristic for either one of them. At one point Icarian even joined his assistant teams for off-campus errands, though they suspected this was to take a break from the stress of the institute’s typical post-publication rush.

Sophia and Icarian were skipping their lunch breaks to do lab work, but every day that week a particular junior researcher (who had gotten used to seeing her favorite superiors in the cafeteria together) would walk by Sophia’s office to see the door slightly ajar, with the room unusually clean and a basket of strawberry sandwiches atop the desk. At the pace that they were working, all of the work was completed quickly, and both Sophia and Icarian were able to get off of work early.

After leaving the lab, Icarian stopped by the Phaeton marketplace to pick up some ingredients and a couple selections of the new science journals. On arriving home,

he knocked on the door of the apartment next to his. Sophia, now changed out of her white lab coat, answered the door in a comfier-looking silver sweater.

Icarian held up his groceries and asked, "Are you ready to come over?"

Sophia flashed him a grin. "Yup, as ready as I'll ever be!" She followed him into his expansive kitchen, where she noticed Icarian already had a large pot of water. They both rolled up their sleeves and began cooking.

By the time they mixed the egg and finished kneading, their hands were getting sore. Sophia took a break in the dining room while they let the dough ball rest, and Icarian began slicing several cloves of garlic. The sound of melting butter and garlic soon filled the room, sizzling merrily on the skillet and filling the kitchen with a fragrant aroma.

Resting her head on her arm, Sophia took a deep breath in, savoring the homey smell as she watched Icarian bustling around in the kitchen.

"I'm fine now, can I help?" Sophia got up from her seat and walked over to where Icarian was now rolling out the dough, peeking around his shoulders to see what he was doing.

"Sure." Icarian pointed at the skillet on the stove. "Could you start some water for the pasta?" For a few minutes, the two maneuvered around each other in the kitchen with easy familiarity. Shortly, the two had two deep plates of pasta soaked in a delicious sauce, and they eagerly brought the food to the dining table.

Icarian and Sophia dug in, both ravenous after their efforts during the week to speedrun their work. "I'ss shoo goo! Fanks, Loch!" she mumbled with her mouth full. Icarian, chuckling internally, focused on finishing his dinner while sneaking looks at Sophia. How could someone look so happy while eating?

Icarian took their plates after they finished eating and put them in the sink to wash later, while Sophia headed out to sit on the front steps to relax and watch the sunset. Icarian grabbed a small box and a booklet he had bought, and sat next to Sophia on the steps.

"You might like to see this." Icarian handed the booklet to Sophia. On the front cover, under the title *The Elysiod*, was a drawing of a Corruption beast and the heading: "End of Corruption?"

Sophia opened it to the first page and stared at the entry. Icarian wasn't sure, but he could swear he saw tears forming in Sophia's eyes as she read her article in the paper for the first time.

"It's fresh off the printing press. The first big step to finding a cure, and I'm so proud it's got your name on it."

"Thank you, Loch." Sophia leaned on Icarian's shoulder. "I needed this. It's been so long since we made any progress; I just don't

know how far we're off from a permanent cure."

"Imagine how many people today will have at least a fighting chance to survive. We'll help them one step at a time. Also..." He dipped a hand into his pocket. "Here, I wanted you to have this." He pulled out a box, and Icarian opened it to reveal a silver pendant bracelet, except there was an empty head and prongs where the gem should be.

"Congrats, Soph."

Icarian could tell Sophia was shocked into speechlessness, so he quickly explained, "It's missing a gem in the middle, but that's intentional. I thought it'd be nice to have it as a reminder of the final cure, and we can put in a gem when we do finally make it."

Sophia started laughing, which put a confused look onto Icarian's face. Maybe she didn't like it? Eventually her laughter subsided.

"I'm really sorry for laughing; I know you meant well. It's just that in the Badlands, there's a tradition to give engagement rings with the gems missing like this. During the wedding ceremony, they'll actually insert the gems into the ring as a symbol of coming together as one."

The red-orange glow from the sun made it look like Icarian's face was on fire—just as it was feeling at that moment.

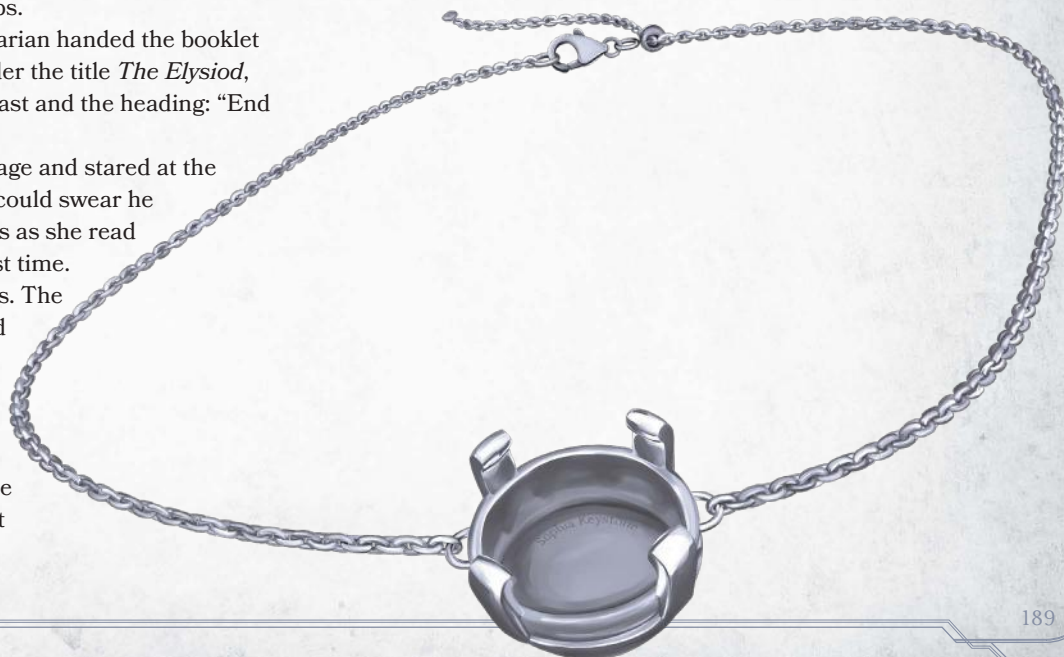
"I-I mea—" he stammered out, but Sophia cut him off with a hug.

"Thank you, Loch. I love it." She let go and took the bracelet out of the box, putting it on. While doing so, Sophia noticed some tiny words engraved in the face of the empty pendant: 'Sophia Keystone'. Smiling to herself, she leaned back onto Icarian and rested her head on his shoulder.

"I'll take care of it for when the time comes. We can add the gem together."

A comfortable silence fell as the two sat back and enjoyed the sunset, both looking forward to whatever comes after.

END



DAILY LOG

DATE: xx-xx-xxxx

NAME: *Sue Donim*

POSITION: *Junior Researcher*

A peculiar variant of the local *opuntia basilaris*—or, beavertail prickly pear—has made a home for itself in a quaint terracotta pot on the desk of Lead Researcher Sophia Keystone, and in the hearts of researchers from the [REDACTED] department. Cheeky subordinates have made a game out of taking the little plant on a vacation to sightsee locations such as the breakroom's only coffee pot, the least-secret secret napping alcove, and the hole in the basement that looks kind of like a deformed horse. Still, no matter the situation, Kevin always has a cheerful marker-inked smile on his sticky note. Perhaps awed by his optimism and hoping to siphon some for themselves, researchers have been known to confide their worries to this patient cactus. An excellent listener and even better therapist(?), Kevin has reportedly brightened the day of many sleep-deprived scientists just by sitting in his pot and wiggling his flower petals a bit.

Perhaps the only mystery surrounding this friendly cactus is his origin, as, when begged asked, Keystone did laugh and suggest that Kevin was a gift from a very special someone. If you'd like to posit a theory of your own, head to the breakroom during the night shift. You didn't hear it here, but there *miight* be a betting pool open...

✍️ SUNSHII (@SUNSHIIIIIIII)



ANNOUNCEMENT LOG

DATE: xx-xx-xxxx

NAME: *Drs. Kade Benefor Lothman*

POSITION: *Research Director*

Attention to all personnel!

As the leading research center in disease and medicine research in Elysium, we at the Asclepian Research Institute have the honor of heading the investigation into the current corruption virus outbreak and its possible cure. The research will be led by Drs. Keystone and Drs. Lochios. As of writing, all members of their research team have already been chosen, contacted, and informed.

To accommodate for the research, the institute will have to make some organizational and structural changes. In short, this means wings B3, B4, and F2 will have their biosafety measures increased to EBSL 5, effective immediately as of publication of this notice. Unqualified research staff and other personnel are no longer permitted to access these wings. Organization of these wings now lies in the hands of the research team.

We would like to emphasize that this increase to EBSL

5 is no cause for concern. You might have heard troubling conjecture from remote parts of the continent, but as is currently observed in initial research, the Corruption functions just as any other virus. We are just taking every possible precaution for an unknown disease, as per the request of Drs. Keystone and Drs. Lochios.

However, this is still a highly sensitive topic to the general public, and rumors are already circulating. That is why all personnel—especially the research team—are prohibited from talking about the research or the Corruption virus in general to limit the spread of misinformation. We will be asking you to sign an NDA shortly.

We thank you for your cooperation.

Research Director Drs. K. B. Lothman

✍️ PALLADIUMCATALYST

ASCLEPIAN RESEARCH INSTITUTE

INCIDENT REPORT FORM

WITNESS FILING REPORT

DATE: xx-xx-xxxx
 FULL NAME: *Icarian Lochios*

TITLE/ROLE: *Lead Researcher*
 LOCATION: [REDACTED]

INCIDENT

DATE OF INCIDENT: xx-xx-xxxx
 LOCATION: [REDACTED]

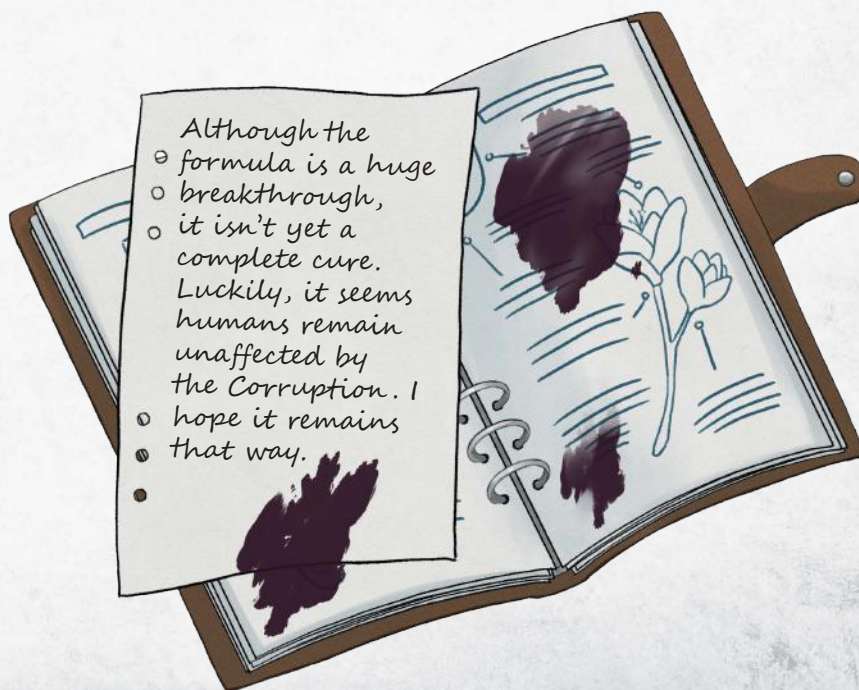
INCIDENT DESCRIPTION:

One 250 mL beaker of highly concentrated *Ichor of Corruption* solution abruptly overheated during distillation procedures. Exact cause of disruption unclear. Sudden vessel cracking, as well as pressure changes under the fume hood, caused the fume hood sash to snap completely open, thereby directly exposing *Lead Researcher Sophia Keystone* to toxic vapors. Infection of her respiratory system is highly likely. Ichor solution also spilled across and seeped through Keystone's gloves. Glass shards stained with Corruption were observed to have cut through her arms as well.

Keystone was immediately rushed to the infirmary for emergency aid. There are no known records of human corruption in any existing literature or database; however, medical personnel determined that, due to Keystone's exposure to an unprecedented volume and concentration of modified Ichor of Corruption, it would be wise to take all precaution against this worst-case scenario. Corruption Antidote was administered as soon as possible (see Infirmary Report for additional details regarding Keystone's injuries—will be attached later). The lab was evacuated completely, and the hazmat crew was promptly notified. Clean up occurred less than one hour later (see Inventory Report for the list of items and materials damaged and/or lost in the incident).

Once stabilized, Keystone was then sent to the Asclepian Research Institute's onsite hospital for further recovery in the isolation ward. As of the most recent inquiry, Keystone has recovered enough to be discharged in approximately two weeks.

END REPORT



ASCLEPIAN RESEARCH INSTITUTE

INFIRMARY REPORT: PATIENT FILE

PATIENT INFORMATION

FULL NAME: *Sophia Keystone*
DATE ADMITTED: *xx-xx-xxxx*

TITLE/ROLE: *Lead Researcher*
LOCATION: [REDACTED]

EMERGENCY CONTACT

FLUL NAME: *Icarian Lochios*
RELATIONSHIP: *Coworkers*

TITLE/ROLE: *Lead Researcher*
LOCATION: [REDACTED]

HEALTH CONDITIONS/SYMPATOM DESCRIPTION:

Keystone was semi-lucid when admitted: she perceived herself to be alert but occasionally devolved into incoherence or slurred speech. Her eyes were glassy and unfocused (could not follow pen light for more than 3-4 seconds at a time). Additionally, the patient reported feeling "simultaneously too hot and too cold at the same time."

Observed Ichor of Corruption contamination at multiple sites as well as rapidly falling respiratory and cardiac output levels; emergency Corruption Antidote dosage administered as soon as possible. Larger glass shards were removed, and shallow, clean wounds were disinfected and stitched up. Patient fell asleep soon after.

Initial observations of physical injuries:

1. *Corruption of both hands and forearms. Corruption burns don't appear to have gone past either elbow.*
2. *Contaminated glass shards pierced into the epidermis and dermis of both forearms.*
 - a. *Two removable shards on the left, three removable shards on the right.*
 - b. *Purpling and swelling in infected areas. Tenderness and numbness in concentrated areas. All of these observations reduced dramatically 30 min after removal of glass and antidote administration.*

Keystone's vital signs stabilized after a night's rest. Preliminary psychological evaluation reveals nothing of note, other than the fact that the patient was remarkably high-spirited throughout it all. After 24 hours, her speech patterns were no longer slurred and her attentive capacity returned. Her physical strength and energy did not.

Further observations required:

1. *Smaller glass shards observed embedded within deeper wounds on both arms. Will require admittance to the Asclepian Research Institute's onsite hospital for further surgery and treatment.*
 - a. *Recommend keeping Keystone sequestered in an isolation room in the infectious diseases ward while she recovers. Orders from the Board of Health state that the corruptive nature of her infection must be kept CONFIDENTIAL.*
2. *Recommend further tests for respiratory damage caused by Corruption.*
3. *Follow-up psychological evals recommended after a week.*
4. *Follow-up physical evals recommended on a bi-weekly basis.*

NOTE: The current Corruption Antidote is a temporary solution that only addresses the known symptoms of Corruption contamination. It does NOT cleanse the patient completely of Corruption, merely reducing the effects of Corruption in critical organ systems. Administering the antidote once every 12 hours is observed to protect against organ failure and brain death, but the patient will inevitably grow tolerant to its effects, allowing the infection to spread once more.

(cont'd)

ASCLEPIAN RESEARCH INSTITUTE

INFIRMARY REPORT: PATIENT FILE (CONT'D)

HEALTH CONDITIONS/SYMPTOM DESCRIPTION:

Due to the status of this case, clearance from the Asclepian Research Institute's Board of Health and consent from both the patient and the patient's emergency contact were obtained to administer a trial dosage of the recently synthesized [REDACTED] drug. Initial short-term results seem promising. Long-term effectiveness still pending.

ADDENDUM (added XX-XX-XXXX)

Further insight obtained after the patient's discharge from the Asclepian Research Institute onsite hospital.

[REDACTED] initially stopped the Corruption from worsening Keystone's symptoms, and she managed to recover nearly all her faculties within the month. Subsequent psychological evaluations show no sign of mental deterioration; however, her physical strength still hasn't returned. Moreover, like the Corruption Antidote, [REDACTED]'s healing properties are not permanent—observations from Keystone's follow-up visits at the infirmary indicate that the Corruption is able to spread and infect more of Keystone's body after [REDACTED]'s critical period has passed. Lab tests suggest that the drug puts the Corruption in a "dormant" state instead of exterminating it as initially intended (for official test results, please contact the Board of Health).

Keystone has since been temporarily relieved of her duties as lead researcher and sent back to her residence so that she may fully focus on recovering from her condition.

END REPORT



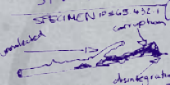
ASCLEPIAN RESEARCH INSTITUTE: LAB REPORT

CORRUPTION RESEARCH WING

Date: 15/4 -

Observer: Icarian Lockies

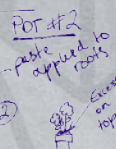
15/4 - I found the tools my darling Sophia used to harvest and study the corruption beasts and noticed the slide she used had turned entirely black. Plants are a viable host, will start testing immediately.



17/4 - I cannot grow plants myself, that was my darling Sophia's forte, therefore specimens may be contaminated by outside influences. 3 pots procured and treated as follows:

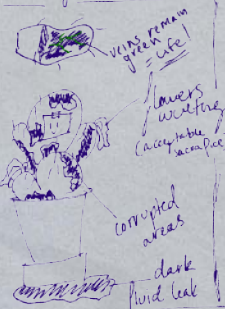
- Pot #1: Solution of 0.0700 mol/l corruption essence watered into soil daily
- Pot #2: Corruption essence paste mixed with Echinacea Purpurea and Aloe parvifolia applied directly to roots before repotting. Excess mixture placed on top of soil
- Pot #3: Corruption essence placed directly to leaves & stems daily

31/4 - Pot #2 & #3 were failures, worthless. Pot #1 proved successful, the mold was increased daily, over 2 weeks until saturation. The plant has begun to rot & move independently. Leaves are taking on a purple hue. Will continue w/ method.



2/6 - After a month of treatment identical to pot #1, dearst Sophia's cactus KEVIN has shown similar results. Daily monitoring indicates that the plant is still alive. A removed segment shows a dark purple interior w/ green venation.

5/6 - Pot #1 was placed outside to study reaction to sunlight. Found stray cat attempting to eat plant.



This will be explored further. Cat caught & caged. Will be fed a diet of Pot #1 leaves & flesh.

10/6 - The cat did not respond correctly to the treatment, it merely became sickly, the pathetic creature. An autopsy showed that some change had begun internally but a blockage in his intestines stopped further progress.

11/6 - I am an idiot of the 10th degree! How do I function without my dearest Sophia. I will procure another cat and feed it corruption flesh directly.

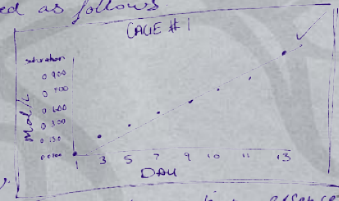
Location: _____

Subject: Corruption parasite
ID: # 4 913 17

18/6 - Cat #2 was not successful, I cannot procure a third cat without raising suspicion I am at a DEAD END. I will not fail her. I will not fail her.

21/6 - I have gone back to the original success. Slow introduction of the corrupted essence through a solution I was able to acquire lab mice. And have 4 cages prepared as follows:

- CAGE #1: Mice injected daily w/ original 0.0700 mol/l solution, increasing daily.
- CAGE #2: Mice fed water w/ original 0.0700 mol/l solution, increasing daily.
- CAGE #3: Mice rebred daily w/ corruption essence.
- CAGE #4: Mice immersed 24/7 in 0.3400 mol/l solution, increasing daily.



23/6 - Cage #3 has begun to rot and foster symbiosis failed. Disposed.

25/6 - Cage #4 all mice but I have drowned. Observation shows weakened response to symbiotic. Failed. Disposed.

Cage #1 & #2 both responding favourably. Cage #1 much better than #2. CAGE #2 Disposed.

3/7 - Success!!
Cage #1 has successfully taken the saturated solution, mice deformations consistent w/ corruption beasts. There is however only 2 left as they have begun fighting each other. Curiously, they will not attempt to eat each other before disintegration, even when food was removed. When cut, successful mice show darkened blood but there is a red core present.

Sophia, I'm getting closer
wait for me
my love

24/8 - The experiment has been successfully replicated across cats, dogs, and horses. It is TIME. I will find human subjects. They will truly progress or cease.

I AM DOING THIS FOR HER.

LAB REPORT TRANSCRIPT

DATE: 15/4 (ongoing)

OBSERVER: *Icarian Lochios*

LOCATION: [REDACTED]

SUBJECT: *Corruption Parasite (ID #4.913.17)*

OBSERVATIONS

15/4:

I found the tools my darling Soph used to harvest and study the Corruption beasts, and noticed the stick she used had turned entirely black. This means that plants are a viable host, will start testing immediately.

17/4:

I cannot grow the plants myself, that was my darling Sophia's forte, therefore specimens may be contaminated by outside influences. 3 pots have been procured and treated as follows.

- Pot #1: Solution of 0.0700 mol/L corruption essence watered into soil daily
- Pot #2: Corruption essence paste mixed with *Echinacea purpurea* and *Aloe emodin* applied directly to roots before repotting. Excess mixture placed on top of soil.
- Pot #3: Corruption essence applied directly to leaves and stems daily.

31/4:

Pot #2 and #3 were failures, worthless.

Pot #1 proved successful, the mol/L was increased daily over 2 weeks until saturation. The plant has begun to darken and move independently. The leaves are taking on a purple hue. Will continue to expand this method.

2/6:

After a month of treatment identical to the successful pot, dearest Sophia's cactus KEVIN has shown similar results. Daily monitoring indicates that the plant is still alive. A removed segment shows a dark purple interior with green venation.

5/6:

Pot #1 was placed outside to study reaction to sunlight. Found stray cat attempting to eat a leaf. This will be explored further, cat caught and caged. Will be fed a diet of Pot #1 leaves and fish.

10/6:

The cat did not respond correctly to the treatment, it merely became sickly, the pathetic creature. An autopsy showed that some change had begun internally but a blockage in the intestines stopped further progress.

11/6:

I am an idiot of the 10th degree, how do I function without my dearest Sophia. I will procure another cat and feed it corruption flesh directly.

18/6:

Cat #2 was not successful, I cannot procure a third without raising suspicion. I am at a dead end. I will not fail her.

21/6:

I have gone back to the original success, slow integration of the corruption essence through a solution. I was able to acquire lab mice, and have 4 cages prepared as follows

- Cage #1: Mice injected daily with original 0.0700 mol/L solution, increasing daily
- Cage #2: Mice fed water with original 0.0700 mol/L solution, increasing daily
- Cage #3: Mice rubbed daily with corruption essence
- Cage #4: Mice immersed 24/7 in 0.3400 mol/L solution, increasing daily

23/6:

Cage #3 has begun to rot and fester, symbiosis failed. Disposed.

25/6:

Cage #4 all mice bar 2 have drowned, observation shows weakened response to symbiote. Failed, disposed.

Cage #1 and #2 are both responding favourably. Cage #1 much quicker than #2, Cage #2 disposed of.

3/7:

Success! Cage #1 has successfully taken the saturated solution, mice deformations consistent with known Corruption beasts. There is however only 2 left as they have begun fighting each other. Curiously they will not eat each other before disintegration, even when food was removed. When cut, successful mice show darkened blood, but there is a red tone present. Sophia, I'm getting closer.

24/8:

The experiment has been successfully replicated across cats, dogs, and horses. It is time to find human subjects. I'm doing this for her. They will truly progress our cause.

END REPORT

UNKNOWN PANDEMIC SHUTS DOWN RESEARCH FACILITY

By Nogare Tramst Reid
Reporting from The Badlands, Elysium

Last Thursday night was a quiet one for many here in the Badlands, but for the residents of Phaeton, it was anything but. Sometime around 7:30 pm, strange noises were heard near the local Asclepian Research Institute campus, and further investigation revealed a tight cordon of security automatons quarantining the entirety of the grounds.

As our reporters questioned the automatons, an enormous explosion lit up the surrounding hills. Several storage buildings erupted into bright violet flames, starting a small wildfire in the nearby woods that quickly burned itself out. Thankfully, no bystanders were injured, but the storage buildings and several surrounding units were burned to the ground.

Our reporters were unable to gain access to the grounds, but we were informed that a dangerous disease had broken out among researchers at the institute that would make any rescue attempts potentially fatal. There exists the possibility of airborne pathogen transmission, so residents of Phaeton have been asked to avoid the campus until further notice.

There currently do not seem to be any signs of malicious intent in the present situation, as no organization has claimed responsibility for the incident.

We reached out to the residences of the scientists working at the research facility for more information, but all facility staff had already been recalled to the campus prior to the quarantine. Unfortunately, all contact with the staff inside has been cut off, so we are waiting for the arrival of Central Elysium Institute representatives to assess the situation and look for survivors.

The effects of the Institute's temporary (as of yet) shutdown have consequences on the community. A recent statement from the Phaeton branch guild announced the creation of a temporary guild division dedicated to controlling the populations of Corruption beasts that would otherwise have been targeted by the Asclepian School of Aratus's research and outreach program. According to an adventurer affiliated with this program, "We've been receiving less and less collaboration quests from the institute lately, though Corruption beast sightings are still on the rise. Mag bless the guildmaster for keeping Phaeton safe even now."

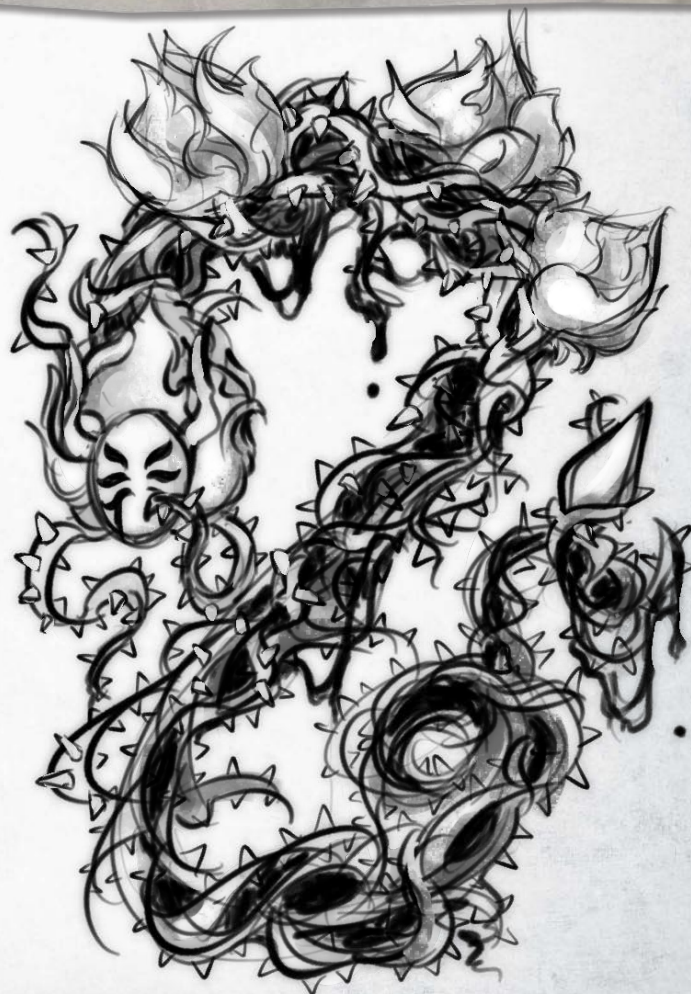
CONSTRUCTION BEGINS ON NEW ASCLEPIAN FACILITY: ARCTURUS

By Nogare Tramst Reid
Reporting from the Badlands, Elysium

Next week, the Asclepian Research Institute will officially start construction on its new Badlands branch campus in the town of Phaeton.

In light of the tragic events last month that led to the deaths of all Asclepian researchers and staff in town, Mayor Lucien Drake of Phaeton has organized a memorial service to honor the heroes who gave their lives to prevent the Corruption disease from escaping the campus, now an exclusion zone.

"We owe an outstanding debt to them, and we must repay it by creating a brighter future as they did for us," Mayor Drake said in his dedication speech. "To remind us of this purpose, this new facility will be named Arcturus after one of the brightest stars in the sky, our guiding light that will inspire us to do better for all of Elysium."



ASCLEPIAN RESEARCH INSTITUTE: FIELD REPORT

SCOUTING TEAM

DATE: xx-xx-xxxx

LOCATION: *Phaeton*

OBSERVER: *Hermes Squad, Reginald "Reggie" I. Perry*

SUBJECT: *Corruption Beast (ID #11.0522.0914)*

CODENAME: "Astrapi"

OBSERVATIONS

There's been sightings of this new Corruption beast near Phaeton. At first, everyone assumed the desert was playing tricks again. It was only when the coming weeks were *filled* with reports of some mythical-lookin' amalgamation of bone and thorn (and a rapidly growing mountain of bounty hunter corpses piled up outside the town...RIP) that the Institute decided to step in and handle the situation.

Preliminary surveillance of the beast, codenamed "Astrapi," suggested that it only becomes aggressive when provoked—which is why the pencil-pushers upstairs decided it'd be "safe" to send the Hermes Squad on a mission to scout out the beast's lair. As the field scribe for this foray into the pits of hell, I, Reggie Perry, will try to be smart for once by taking enough notes to make the post-op report look better than it actually will be :D

DAY 1

Started tracking the big fella at the crack of dawn. Astrapi was always gone by sunrise, and its weird prints don't hold up great in the sand, so Capt's decision makes sense. Speaking of prints: It switches between these massive clawed "paw" prints and a strange, squiggly wave pattern that looks freakishly serpentine. Does this mean it *really* has shapeshifting abilities? We've long known that logic gets metaphorically defenestrated when it comes to Records Corruption, but it's always a surprise to see what bull**** it comes up with next.

DAY 2

Happy to report that nothing's eaten us yet. The further we follow Astrapi's trail, the weirder the beasts we encounter. A herd of corrupted horses thundered past us just now and the leader is a massive unit of three stallions conjoined at the hips. Capt says the CB density is already worrying her—here's hoping it gets better from here.

DAY 3

It did not get better from there.

We took down a horde of small CBs just now, but it took longer than usual. Tom's injured. They're getting tougher and more aggressive—because of Astrapi? No one's actually sure of the beast's abilities yet, but the forensics doctors back in town attributed most of its victims' deaths to blunt force trauma, impalement, or strangulation. Yikes.

DAY 3, NIGHT (SECOND WATCH)

Nearly pissed my pants when Astrapi passed by just now. The stories are true—Astrapi can shapeshift. I saw it slithering along as a giant serpent with thorns jutting out from its body, then BAM. It twisted into a huge four-legged beast with three whips for tails, streaking off into the twilight. Hypothesis: it chooses its forms based on situational needs. A snake for speed and agility, claws for power. Both shapes had a white CB mask and four massive flowers blooming from its body. Not sure what those do... Surely not aesthetics?

DAY 4

We're getting close. Everyone's jittery. Delia's been telling us a story she heard in town. A potter was taking a shortcut through the ridge when she suddenly spotted the beast lying in her path. Out of options, the potter reached into her pack and brought out one of her terracotta pots. She'd intended to chuck the thing at Astrapi's head, but didn't follow through when, "like an oversized and terribly uncuddly pet fixated on a treat," the beast's attention zeroed in on her pot. As she set it down and crept her way around Astrapi, she saw it curling around it and settling down again, this time out of her way.

Tom laughed and asked if anyone brought a pot with them. "Perhaps we could present an offering to appease it, if it decides to fight!"

DAY 5

Astrapi stopped at an abandoned facility and is pacing in circles around the perimeter of the structure. Emblems on the building identify it as the old Institute branch campus, which is absolutely not freaky at all. Why does the old campus have a density of CBs on par with a Danger Level 10 hotspot for Records Corruption activity? All of the beasts here—including Astrapi—are unusually agitated, too. Something about the atmosphere is setting them off. I don't blame them. It's weird. Nothing, except for the beasts, is "alive" here. No plants, no animals.

Tom thinks this might be an aftereffect of the outbreak. Guess we'll know once we get inside the lab and grab some samples for the scientists to poke.

When the Hermes Squad returns victorious, Captain D. Heathflag solemnly swears to treat Tom B. Stone, Cordelia Finn, and Reginald I. Perry to an all-you-can-eat BBQ banquet. May this notebook be the document that witnesses her promise!

YOU, ME, & THE SALT OF THE SEA

You wanted to tell him about the sea.

You know he's already seen it, because of course he has—Icarian was a boy weaned off of clouds, someone who, even now, holds more in his soft palms than he knows what to do with. His cradle was a city that claims pieces of the sky as roof tiling, and his playpen, a gleaming boulevard unfurling beneath protective emerald arbors. Some dreamers call it Paradise. The scorned scoff at Utopia. You will only think of it as the place to which you've entrusted your sister, because you are a scientist, and scientists operate on the observable plane. You base your opinions off of logic. Your pragmatism clears your lenses of innate biases and draws conclusions from evidence.

So. You will only think of Utopia as the place to which you've entrusted your sister. You will not think of anything else, like how you shook sand from your boots each time you entered your sister's home, or how staring at the grains on her rug made you wonder if you were corroding her new life with terracotta rust. The faucets were generous there, but you'd seen how it washed ink from your sister's fingers after a long day of priestess training. You imagined iron pipes pumping below Utopia's streets, vascular, constant. You imagined Corruption. You imagined how it might seep into that city's veins, and then you kept your hands to yourself.

Still, you wanted to tell him about the sea.

Your sister says she phoned you all those months ago while she stood with her toes in the sand because she looked out over lapis lazuli and suddenly realized she couldn't see its end. It was new, exciting—and she pulled you through that crackling service line so you, too, could watch the tide stretch itself into infinity.

Most things in Utopia were like that: as glittering as the sunlight hitting the waves, as playful as the salt-laden breeze. There, the night was lit with blazing taverns, lively islands of light and possibility. There, you could hold your sister's sleeve as you stumbled through the cobbled streets together, and you could let yourself believe that those times would last forever. Of course it would. It was Utopia.

You'd asked Icarian about it once, during one of the precious few lunch breaks you stole. You remember it—see it now. The room is sterile. Bone-bleached. The air, tepid, a warm body with one lung collapsed and the other wheezing along with each slow turn of the overhead fan. At the heart, he is blinking at you behind two full-moons. You stuff your mouth with the rest of his sandwich (sweet strawberries, fresh cream—a favorite of yours, from his travels in Xenokuni) so you don't put your foot in there too.

"What's my home like?" he echoes. His voice sounds strange—almost muffled in quality, like he's in another room, and you're listening in on a conversation that isn't yours. "Red. We've got the same backyard, neighbor. Did

you forget?"

"No, not here—there. You know. *Before* here."

His lips press together into a flat line.

"You want to know about Utopia. Why?"

"Why not? It's your home. Your past." You look askance, suddenly bashful. "There's a piece of you that lives there, and I think I'd like to meet it."

"And I must ask again: why?" He leans forward. A mournful look settles into the shadows on his face, an old bruise purpling under the coagulation of time. "I am right here, in front of you. Wouldn't you like to meet *me* instead?"

Outside, the wind claws at sandstone, a wounded animal striking against its monolithic cage. It strains against the sky and howls its rattling death-song as you consider the man before you—as you consider the excellent *imitation* of a man before you. The scholarly robes dripping from his frame still bear the crest of the Asclepian Research Institute, though the golden threads have long since lost their luster to ichor stains. Those are hard to clean—something about the viscosity, the oil-slick sheen. It's different from animal fat or plant lipids in that normal soaps cannot interact with the molecular irregularities within the goop in a way that matters. You read a paper about it while you were in Utopia. It was well-written: succinct yet thorough, complex in a way that wasn't egregiously high-brow and inaccessible to the casual literati. It was also woefully incorrect. Your meticulous notes know that the Corruption cannot have molecular irregularities if it isn't made of molecules to begin with.

Who knew. The explanation for the frustrations plaguing the better part of your career was so simple, so neat. All it took to break through was, well, a literal break in the glass. One stumble, one moment in time. And then you started bleeding ichor.

A small voice wishes you didn't have to find out this way. It whispers of a world where you weren't the one standing too close, realizing too late.

How shameful.

You're a researcher, and here you are, recoiling from your own knowledge. Listen to yourself. You deny the images of your hands, shaking with tremors. The handkerchief lifting spit and phlegm and Corruption from your mouth. The way the man smiles at you now—once effortlessly gentle, now twisted and cruel. The remnants of your failure haunt you at every turn. They mock you in the mirror. They step toward you and extend a hand.

"Hello, Sophia. Miss me?"

You do. You don't. Both can be true, when the man you love is sitting across from the you that existed five years ago, and the man you loathe is standing here five years later.

The cloying stench of decay clings to the two of you and it suddenly feels a little hard to breathe. The flickering lights shatter the illusion of sterility and sanctity, of your once peaceful world with him sitting at its heart. He stands instead at a long table at the end of an even longer room. Live wires hang from a gutted ceiling and as you test your

footing, your boots squelch on slick tile. Something rolls across the floor. You can't tell if the sticky heat is finally getting to you, or if the walls really are pulsating with something more alive than it should be.

"It seems you've gotten into interior design while I was gone," you say, trying not to gag. If the man notices your deliberate evasion, he doesn't show it. The smile on his face tears further apart, white teeth flashing in the humming dark.

"And it seems your tongue hasn't dulled in the slightest. Interior design—*ha!* Do forgive the mess, my dear. I've been busy and, well..." A wistful haze softens his eyes. "...you *were* always the one that kept me together."

"That doesn't make sense. *You* were the one that insisted we take regular breaks and made sure I drank enough water. You were the one that always had a full picnic basket's worth of food for lunch."

"You liked my sandwiches. Xenokunian strawberry sandos." He sighs, dipping his head apologetically. "I asked someone from Iaso about the possibility of growing strawberries here, so you could have them fresh. They looked at me like I grew an extra head—which, *fair*—so I could only have them imported every day. Xenokunian chefs also weren't exactly keen on traveling to the Badlands just to be a private sandwich maker, so yours were all crafted by me. I'm sorry. You deserved better." He looks back up at you. "I'm making it better."

"They were perfectly good sandwiches. I didn't need anything fancy or gilded in gold then, and I don't need it now, either. They were yours, and I liked them."

"They weren't enough, is what they were."

"Don't you tell me—" You barely start your tirade when he swivels away and begins to walk toward a set of double doors at the back of the room. "—Hey!"

His white coat shifts as he begins to undo the padlock keeping the handles shut. "You've always been too kind to say it, but I know the truth. Don't fret." The man grins as the chains drop to a rattling heap on the stained floor. He takes hold of the doors. "I'll make up for my mistakes."

One moment you're marching forward, determined to give this stubborn man a piece of your mind, the next you're frozen to the spot. You feel heavy footfalls through the vibrations of the tiles and the entire building seems to groan as it attempts to accommodate its colossal inhabitant. A chattering chorus rouses in the hallway beyond; there's movement through the inky gloom.

A pause. A bated breath, a stringent tension tied taut in the air, then—

A writhing mass of *something* bursts through the doorway, sliding and clicking across the tiles with a liteness unrealistic for its size. You watch, horror-struck, as it stops just before you, and at this distance you see what it really is—a gargantuan collection of ever-shifting tendrils wrapped around a roiling core. Sharp thorns jut outward from each vine, each just as large as—if not larger than—a snarling wolf's fang.

The tendrils continue to move, stretching up toward the ceiling, twisting around themselves, plaiting itself into the

skeleton and musculature of a strange, four-legged beast. Ooze drips from its form as it paws at the ground with its new claws. Three whip-like tails lash behind it, shattering enough racks of beakers and miscellaneous equipment to make you jump. Three rose-pink buds push their way out from its back, and a fourth blooms from the end of a sinewy stalk. You flinch back as this slowly swings toward you, pausing when it is mere inches from your face.

At this distance, you are practically forced to watch as the flower unfurls its petals, and there you see—leering out at you, affixing itself to the head of this creature—a pure white mask. The two horns curl up and away, but the six eye-holes slanting over the smooth porcelain shell bear down into you with an intensity that feels almost personal.

“Marvelous, isn’t it?”

You’re unable to tear your eyes away from the beast before you. It is undeniably foreign to you, and yet, it regards you with a peculiar familiarity that seems to surprise even itself. It dips its great head toward your hand, as if wanting to nuzzle into your palm; it recoils in on itself as it wonders why it felt that way.

“You attached a Corruption beast mask to them. Does that mean... The plasma held in place by those vines... That’s—”

“Exactly! You’ve understood immediately, how excellent.” The scientist’s Asclepian robes flutter as he pivots to stand beside his creation. He lays a hand on its flowery head and ignores the way it jerks at his touch, choosing instead to beam at you with those awful teeth, that stolen smile. “I’ve infused this little one with the very essence of Corruption. We are just that much closer to harnessing its power!”

Infused. *Infected.*

This creature was infected with Corruption against its will. Now, it stands in this nightmarish facility, one testament to this man’s insanity amongst what must surely be thousands. Know this: The groans you heard earlier weren’t from the

building settling its bones.

It was from an enduring cacophony of pain.

“What was this before you corrupted it?” You demand, one finger jabbing forcefully into his chest. “What have you been torturing in the name of progress?”

“Silly Sophia!” He laughs, catching your hand in his own. He’s gotten a lot stronger. You can’t pull yourself away. “Don’t tell me you don’t recognize our cactus. You know, the one we have joint custody of?”

“Kevin? This is... You did this to *Kevin*?”

Your free hand gestures wildly to the corrupted beast. Too close. A tendril snaps around that wrist—*it hurts, it hurts!*—and you jerk back, panicked, struggling to yank yourself out of its hold. The thorns dig into your flesh. Ichor drips, drips, drips; you’re desperate, pulling; someone is shouting—and you ram against smooth alabaster. The bone mask cracks.

A low, keening cry echoes in your ears as he flees back into the groaning gloom.

That was Kevin. Your Kevin, your little potted plant. You clutch your arm to your chest, trembling. Part of you wants to chase after him, apologies streaming from your mouth for hitting him, *abandoning* him, but the other part just wants to sink down and cry.

You ignore both. Steel yourself. Deep breaths, cool your head. Ask all the important questions, like—

“What the *hell* do you think you’re doing?”

The answer returns easily.



"I'm curing you."

You liked my sandwiches. You're sick. I'll make you lunch everyday, and even if I forget to feed myself, you will never go hungry. I'll work. I'll bring myself to ruin so that you'll never know another day of pain.

You liked my sandwiches.

I'm curing you.

You close your eyes. Sudden weariness roots around in your marrow before settling in your bones, a heavy-bodied animal curling up for the winter.

Icarian shuffles closer. "How did you find me?" He murmurs into your hair, and you imagine his arms twitching by his sides.

"The locals spoke of strange sounds in the night. An influx of even stranger creatures pouring forth from this direction." You take a breath. You lean into him, and feel careful hands rest upon your back. "I didn't want to believe it was you. I didn't... I thought—"

"You didn't think I could do it."

"I didn't think you *would* do it," you correct. "You're brilliant, Icarian. If anyone could figure out how to infuse a living entity with Corruption without killing it, of course it would be you. But being able to cross that line and being willing to throw yourself fully over it are two different things, and... I'd hoped you dug your heels in. I'd hoped you waited for me, so we could find another way."

He looks at you quietly.

"When I came back, I wanted to laugh with you again. I wanted to see how big Kevin had gotten, wanted to eat strawberry sandwiches. I wanted to tell you about the sea—the sea. I was going to tell you I saw it! I was *there!* I was there on the shore, and when the sun sank and bled all of its color into the waves, all I could think about was how nice it'd be to turn and see you standing there next to me." You laugh wetly into his shoulder. If you close your eyes, you can almost let yourself sink into his hold. If you close your eyes, you'd never forgive yourself again. "I could've told you all of this, Icarian. You could've heard about the sea."

"I still can."

You pull back, shaking your head.

Outside, the sky is dimming. A great beast paces the length of an ocean, a cage, or perhaps nothing at all, before laying its floral crown on twined claws, void eyes staring out into the roiling dark. Fleets of caravans circle around a ring of embers. Tomorrow, they will trace the constellation of oases scattered across the dunes, white canvas a pale flag dipping between swells of sandstone and clay. Tomorrow, a priestess will lay down her pen and wash the ink off her hands, and it will slip from her fingers, easy as smoke.

Tomorrow, the waves will crash on. The sea will be there. A man with moon-eyes and soft palms sits at the heart of the world and waits, shirt stiff with the salt of nostalgia. But today, the sky is dimming.

You turn and walk away.

END

KEVIN (CORRUPTED)

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 30 ft., climb 40 ft. (snake form)

STR	DEX	CON	INT	WIS	CHA
25(+7)	22(+6)	22(+6)	10(+0)	14(+2)	10(+0)

Saving Throws Str +12, Con +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks; corruption

Condition Immunities blinded, deafened

Senses darkvision 60 ft., passive Perception 12

Languages understands Common

Challenge 15 (13,000 XP)

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

Blooming. Kevin has four flowers on his body. When he is reduced to 0 hit points, one of the flowers will wither and restore him to half his maximum hit points. If all are destroyed he will be unable to regenerate them, otherwise he gains one at each dawn, up to a maximum of four.

Nostalgia. Upon seeing certain types of objects or Sophia, Kevin becomes incapacitated until the cause of the condition is no longer in sight.

Shapechanger. Kevin can use its action to polymorph into or back out of his snake form.

ACTIONS

Multiattack. In beast form, Kevin makes one Maw of Thorns attack and two Claw attacks or three Lashers attacks. In snake form, Kevin makes two Lashers and two Tail attacks.

Claws (Beast Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 7 (2d6) corruption damage.

Lashers. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 7 (2d6) corruption damage. If the target is hit and it is Large or smaller, it must succeed on a DC 19 Strength saving throw or be restrained. While restrained in this way, the target takes 11 (3d6) corruption damage at the start of each of Kevin's turns, and it may attempt the save at the end of its turn. On a successful save, it is no longer restrained.

Maw of Thorns (Beast Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage plus 7 (2d6) corruption damage.

Tail (Snake Form Only). *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 7 (2d6) corruption damage. A creature hit must succeed on a DC 19 Dexterity saving throw or become strangled. While strangled, it cannot speak and takes 11 (3d6) corruption damage at the start of each of Kevin's turns. It may attempt the save at the end of its turn. On a successful save, they are no longer strangled.

Impale (Recharge 5-6). *Melee Weapon Attack:* +11 to hit, reach 20 ft., one target. *Hit:* 61 (10d10 + 6) corruption damage. If a creature is reduced to 0 hit points by this attack, it cannot be healed or resurrected.

PERSONNEL FILE

NAME: *ARMIS unit*

JOB: *Independent Contractor (Mercenaries)*

CONTACT INFORMATION: *None given (Drs. Keystone mentioned questboards)*

SPECIAL INFORMATION:

File created in case specialized help is needed.

File not filled in with cooperation of the ARMIS unit.

All information comes from second-hand sources.

NOTES:

- Four-member mercenary unit specialized in medium-to-high-level threats.
- Fair amount of experience with Corruption beasts, if boasts can be believed.

Consists of:

Jurard T Rexford

Medium-range combatant; pistols

Leader (?)

Reptilian features; claims dinosaur descent

Loudmouth; not suited for stealth

Goldbullet (presumably alias)

Long-range combatant; sniper rifle

Survivalist; knows how to cook

Most reliable member (?)

Easily distracted by cute things, e.g. cats

Octavio (no last name given)

Medium-range combatant; wand-like weapon

Has some amount of control over Corruption beasts

Seems to be sharpest mind in group

Strange anatomical interests

Crimzon Ruze

Close-range combatant, greataxe

Oddly adamant about being human

Seems most battle-hardened

Keeps talking to axe; might not be all there

Extra Notes

6/9 - Strong looking individuals. Also Vagabonds could make for viable subjects

8/9 - Reptilian features. Hybrids might produce valuable data. If truly related to dinosaurs, old blood may lead to cure.

13/9 - Had people post several notices on questboards around the Badlands, hopefully leading them here. I'll have to go through with this. For Sophia.

REMINDER: TALK TO RUZE
That guy has been BRAGGING
CONSTANTLY about being the "leader"
of the ARMIS unit ever since we took
that one big bounty! I bet he just wants
more pay than the rest of us, IM ON TO
HIM.
The leader is ME. I FOUNDED ARMIS,
NOT HIM! I'M NOT LETTING HIM
TAKE MY TITLE. >:(
Or my pay bonus.

MADE AN ERROR. MY LOVELIES WENT FOR THE MAN WHO CHARGED IN YELLING THAT HE WAS THE LEADER OF ARMIS. BUT WHEN THEY BROUGHT HIM IN, I SAW THAT IT WAS NOT JURARD TREXFORD.

HOWEVER, THIS MAY HAVE BEEN A BOON IN DISGUISE. I WANTED ONE OF DINOSAUR DESCENT, BUT AFTER DOING SOME TESTS IT IS APPARENT THAT THIS CRIMZON RUZE IS NOT FULLY HUMAN EITHER...

BETTER YET, HE SEEMS TO BE REACTING QUITE POSITIVELY TO THE CORRUPTION. THERE'S STILL LOTS OF SCREAMING, OF COURSE. BUT HIS PHYSIOLOGY SEEMS TO BE ADAPTING AT A RAPID SPEED.

MORE TESTS TO COME. AFTER ALL OF THESE YEARS, I CAN FINALLY SEE HER CURED.

SOPH, WAIT FOR ME. THERE IS A LIGHT AT THE END OF THIS DEEP, DARK TUNNEL THAT WE ENTERED THE DAY YOU WERE INFECTED. AND I WILL BRING THIS LIGHT TO YOU, NO MATTER WHAT THE COST.

YOU'LL UNDERSTAND WHAT I'VE DONE, RIGHT?

I met some...very interesting people today. I'm not quite sure how they got there, the base of the World Tree is not an easy location to access. It took me years to figure out how to do it; they must be very determined. At first they threatened me for the branch, especially after I explained there was no way to get another. Despite how loud one of them is, the other two seem to have some level of common sense. Their bickering made me...smile. I don't know how many years it's been... Do you?

It seems that in my absence from the Badlands that you have been very active. When the group—ARMIS—told me you had captured their friend, at first I wanted to tell them that it was useless. That everything you touch is damned to the fate of being consumed. That even if we find him, there is no way that he is the person they remember—I did not add the fact that I doubt he is even alive.

But they just kept talking. Really, it was quite impressive how much they went on and on. I suspect it would have been longer had your abominations not interrupted. Luckily, being near the World Tree, they were annihilated the moment they drew near.

The more we spoke, the more I felt the dull ache in my heart grow stronger, until it was a sharp pang yet again. This "Ruze" is someone dear to them, and they are willing to do whatever it takes to get him back. I know that feeling. I've been drowning in it since I left you.

I'm going to help them. Using the branch this way means that I won't be able to save you and me. But I don't think we can ever truly be saved. We've caused too much pain and suffering. I can only hope that they can create a brighter future than we could ever imagine.

Don't you agree, Lock?

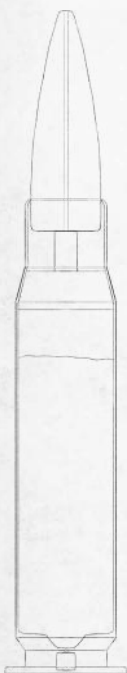
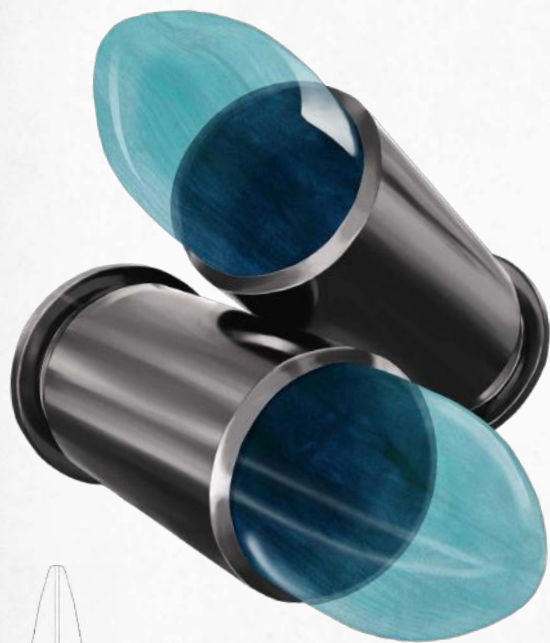
ELYSIUM WORLD TREE BULLETS (J)

Ammunition (pistol), legendary

These bullets were made for the dual pistols wielded by Jurard T Rexford, the leader of ARMIS, used to fight Corruption beasts in close- to mid-ranged combat. Not unlike normal ammunition, they consist of a metal casing, holding a primer that ignites the powder chamber, propelling the bullet itself at high velocity. What really distinguishes these bullets from the ARMIS leader's day-to-day arsenal is their material make-up. Instead of the usual pure metal, it is a mixture of powdered metal and the outer wooden layers and bark of a World Tree branch, held together by a combination of its resin and a synthetic adhesive.

These bullets deal an additional (2d10) arboreal damage to creatures that can deal corruption damage. If the target is more than 100 feet away, it takes an additional 22 (4d10) arboreal damage.

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ELYSIUM WORLD TREE BULLETS (GB)

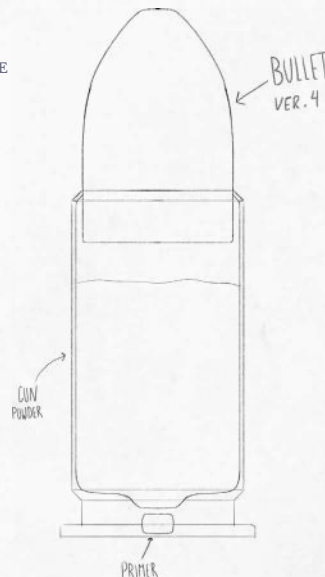
Ammunition (rifle), legendary

High caliber sniper ammunition, made specially for the weapon called "Lorraine," owned by Goldbullet, the head sniper of ARMIS. With the speed that sniper bullets achieve, which could be twice the speed of sound or more, special care had to be taken in the structural design, while still incorporating the active ingredients of a World Tree branch. The casing and powder load still follow the standard ammunition construction, but the bullet itself is highly adapted. The bark and outer wood layers of the branch are combined with powdered metal, bound by natural resin and a synthetic hardener and pressed into shape, leaving a circular hole down the axis of the bullet. This engineered core is then embedded in metal by casting it in a standard bullet form, achieving a strong coating and spine that supports the payload when firing.

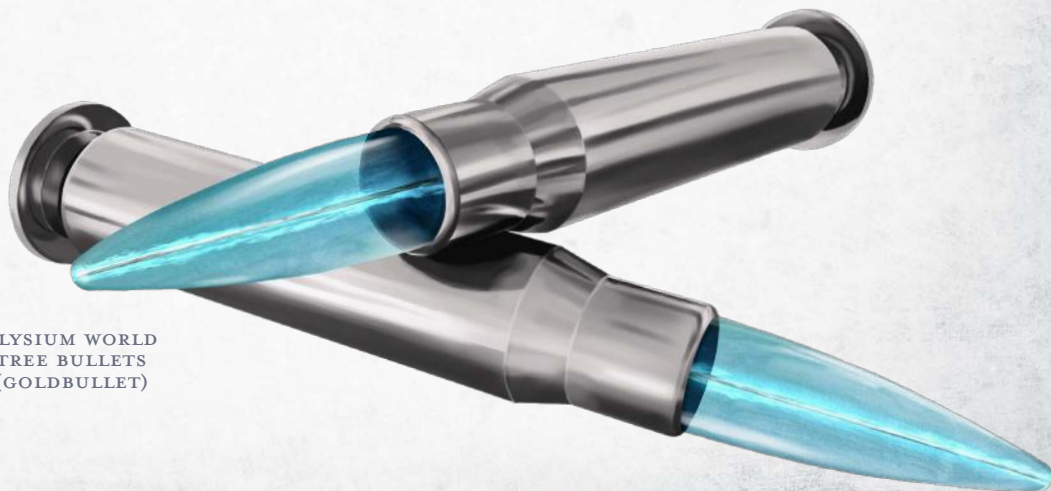
These bullets deal an additional 9 (2d8) arboreal damage to creatures that can deal corruption damage. Additionally, creatures that take damage from this ammunition must make a DC 20 Wisdom saving throw or gain one level of Arboreal Energy.

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ELYSIUM WORLD TREE BULLETS (JURARD)



ELYSIUM WORLD TREE BULLETS (GOLDBULLET)

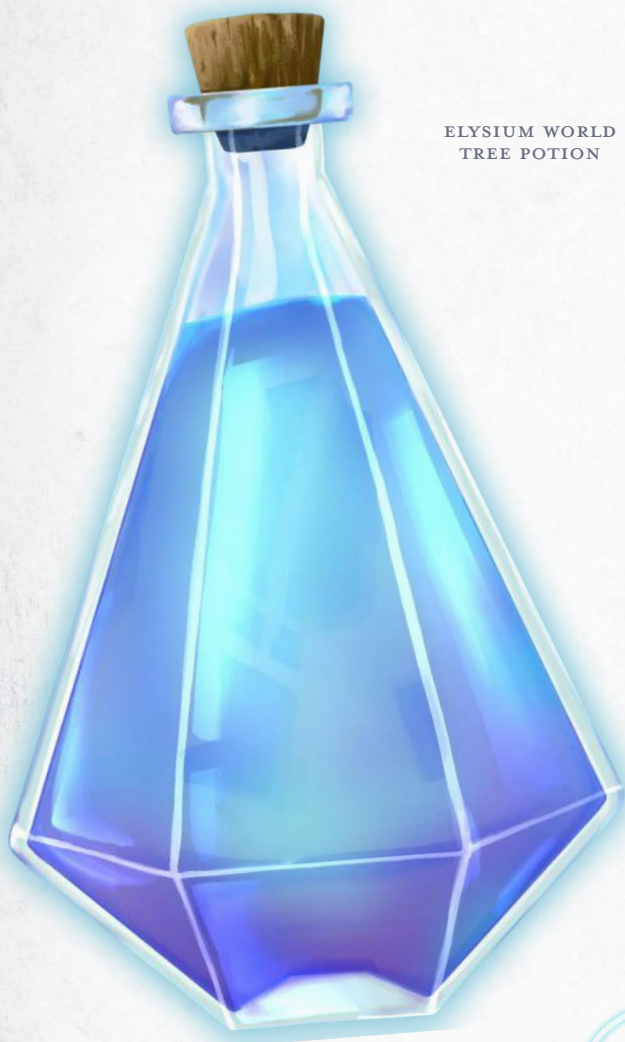


ELYSIUM WORLD TREE POTION

Potion, legendary

Made from the inner parts of a branch of the World Tree, this potion emits the same soft blue glow that the tree itself is known for, encapsulating its healing properties. The fabrication process consists of a series of extraction and boiling steps and is finished by a closely monitored and controlled distillation. With the small amount of resin that is found in the hardened core wood, the potion is almost clear and flows with a consistency like water in its flask. This clarity holds the hope of clearing the overtaking corruption from a host body, making it the first known cure to the Corruption.

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ELYSIUM WORLD
TREE POTION

ELYSIUM WORLD TREE SOLVENT

Wonderous item, legendary

A solvent made from the boiled biomatter of the softer inner parts of the branches of the World Tree. By utilizing the fluid transport layers of the branches, a good amount of resin and oily products can be obtained, giving the resulting product a somewhat sticky and viscous consistency. While still remaining liquid enough to be absorbed into fabric, threads, and other porous materials, it is adhering to rougher textures enough to remain embedded even in motion. It stays mostly inert, not interacting with many substances on a chemical level, but the active ingredients from the World Tree allow it to partially dissolve and weaken bonds between Ichor of Corruption and an infected host.

This solvent can be applied to strings or rope. When a creature with Corruption levels or that deals corruption damage touches the strings, it takes 21 (6d6) arboreal damage. It takes an additional 7 (2d6) arboreal damage at the start of its turn if it is still in contact with the solvent. Creatures touching the solvent have disadvantage on all Wisdom saving throws to resist gaining Arboreal Energy levels.

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ELYSIUM WORLD TREE
SOLVENT (OCTAVIO)

PART 1: FOUND AND LOST

Sophia folded the map, eyed Jurard with a now-familiar look of appraisal, and handed it to Goldbullet instead.

“By now I know it’s useless to tell you not to be reckless, but at least be careful. I won’t be around to save you, unlike last time. Or that time before. Or the time before that.” A slight smile touched the edges of her lips, softening the sting of her words.

There was a faint clink of glass on glass as Octavio nestled the glowing blue solvent in his belt pouch next to the other vials. “When will you rejoin us?”

She gave the puppeteer an affectionate smile. “I’ll be back before you know it.”

“No problem,” Jurard said proudly, a cocksure grin curling over his canines. “We’ll have that ass—that *scientist* apologizing at your feet by the time you get there.” ARMIS had nothing kind to say about the madman who’d kidnapped their friend. But ever since Goldbullet had noticed Sophia wincing at each crude moniker that left their lips (and there was an abundance of rather creative ones), the three had made an effort to curb their outward distaste out of respect for the woman who had saved their lives so many times. Jurard especially made a valiant attempt—but on occasion, his mouth was still faster than his mind.

“We’ll leave before dawn,” Goldbullet interjected, seeing Sophia’s worry. “You be careful too, okay?”

She simply smiled, and waved goodbye before leaving.

“GIBBY!”

Jurard’s sharp yell jerked Goldbullet back to the present. He lurched away from the half-humanoid, half-

beast creature that swung at him. Cold drops of sweat trickled down his neck as he darted away for distance. Of all of the various forms of Corruption they had fought over the years, these had to be the most terrifying, *including* that one that had tried to fly off with Octavio. Because none thus far had been human in origin.

Torn cloth—remnants of their lab coats, symbols of achievement and integrity now shredded by Corruption—hung off parts of the creatures, some with ID cards sticking out at unsettling angles. The trio ran down the hall, footsteps pounding in tandem with the cacophony of bullets and spells they slung over their shoulders. Octavio said a quick incantation and took little heart in seeing a line of creatures topple like dominos. The situation—countless enemies, the maze of corridors—was just like before, when Ruze was captured during that fateful bounty.

With countless turns, rooms, and stairwells, the halls of the facility seemed endless, and they were unable to find a trace of their friend. It was then that Goldbullet noticed: The onslaught became more vicious each time they approached a certain direction.

Nothing more needed to be said. They stopped running, and the three jumped into the fray.

The stairwell door slammed shut behind them and Goldbullet hastily threw the lock, blocking all pursuit. They panted for air, heartbeats pounding in their ears. Jurard stared anxiously at the door, pistols held tight in his shaking hands.

They had barely caught their breath when a noise echoed from the other side of the heavy steel doors before

them. It was muffled, but they knew their friend's voice.

Sudden hope surged. Jurard shoved the door open and rushed in, shouting for Ruze. Octavio followed close behind him, and just as the door was about to close, Goldbullet slipped in quietly.

The room was huge and almost completely empty. Jurard's voice bounced coldly from the metal walls, and as the noise faded, they heard a weak reply.

"T... Took you assholes long enough," Ruze rasped.

"RUZE!" Jurard rushed to his friend, ignorant of the undercurrent of danger that made Octavio slowly back away.

Ruze was strapped to an operating table; a strange, dark-colored blanket covered him up to his lower chest. The "blanket" was rising and falling at a faster rate than his friend was breathing. Worse, it was *growing*, the bottom edge dragging closer to the ground with each passing moment. The puppeteer's hands drifted to his belt pouch. He nervously glanced at the metal walkways above, where he saw Goldbullet rest a finger close to the trigger of his rifle.

"Ruze! Man!! What the hell happened to you??" Clean, exact lines sliced across Ruze's already scarred chest, oozing a dark, viscous liquid that soaked the restraints over his upper body.

"Where's the freaky scientist man? How am I supposed to undo these straps??" Jurard desperately pulled, but they wouldn't budge. He looked around, searching for a way to free his friend. When he swung back to the table, Ruze's eyes slowly opened.

Dread filled Jurard. Ruze's purple eyes weren't looking at him, but at some point in the distance, seeing everything and nothing. The elation of finding Ruze was overrun with fear. A chill ran down Jurard's spine, and he took a step back. Something squished beneath his feet, and his gaze snapped down to see Corruption pooling around them.

"Gotta...get me out, you morons. 'Fore he...comes back—" Ruze's scattered and desperate words cut off with a groan and his eyes closed once more, brow furrowed in pain.

The Corruption began to bubble violently, and the room's stillness was shattered with a scream of agony. Ruze convulsed on the table, the violent slam of the metal table amplified over and over by the cold echo of the room. The mass of Corruption surged back over Ruze, crawling over the surgical wounds in his chest and expanding in vein-like patterns beneath his skin before vanishing. As it reached his neck, it abruptly split right down the center, taking the straps with it as it fell to either side of Ruze with a loud thump.

Ruze—not Ruze—slowly sat up, tendrils rising with him. The table creaked under his weight, and bones seemed to snap and crack. Dark veins across his upper torso pulsed with energy. A breathless pause.

His eyes snapped open, and all Jurard registered was glowing red eyes before the Corruption beast launched itself at him with blinding speed.

Corruption Effects

Level	Effect
1	Speed is halved
2	Disadvantage on attack rolls and saving throws
3	Unable to regain hit points
4	Vulnerable to corruption damage
5	Maximum hit points are reduced when taking corruption damage (an equal amount)
6	Completely taken over by the Corruption

CORRUPTED RUZE

Medium monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 230

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	9 (-1)	10 (+0)	8 (-1)

Saving Throws Str +7, Con +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison, corruption

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages —

Challenge 17 (18,000 XP)

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

Immutable Form. Corrupted Ruze is immune to any spell or effect that would alter its form.

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

Corrupted Being. Corrupted Ruze can deal corruption damage.

Full Takeover. When Corrupted Ruze is reduced to 0 hit points, its body becomes incapacitated. The Corruption takes over, and it becomes the **Symbiote**. Its initiative count doesn't change, and its Legendary Resistance is refreshed.

ACTIONS

Multiattack. Corrupted Ruze makes two Corrupted Zephyr and one Lashers attack or four Needles attacks.

Corrupted Zephyr. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (1d12 + 8) piercing damage plus 9 (2d8) corruption damage.

Lashers. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) corruption damage. On a hit, the target must make a DC 23 Dexterity saving throw or trip and fall prone.

Needles. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 5 (2d4) corruption damage.

ICARIAN'S SYRINGE

Weapon (dagger), legendary (requires attunement)

Corruption beasts do not leave their bodies behind upon death, instead crumbling back to their original virus-like state. Before their infection spreads across the land and the cycle of destruction persists, the syringes mean to contain the Ichor of Corruption in a nearly pure form—a closer step to salvation, as it is to demise. Converting many victims to experimental subjects, it quickly turned into Icarian's preferred method, injecting the liquid directly into one's bloodstream.

Exposed to a venom that could reduce worlds to dust, a groundbreaking discovery would then rise as the source of Sophia's estrangement and Icarian's despair. On the day he lost her, it was as if his world shattered to pieces before his eyes. Their research, the purpose of this institute, and even the search for a cure—none of it compares. It's all meaningless if she's not part of it.

The culmination from working hours until sunrise, the deep decline into neverending researches, and the multiple times he'd call out to her, sometimes without realizing it. The Corruption beasts, the Ichor, the subjects—all this is for Sophia, and everything else is a means to an end.

When one leaves a grieving man to his devices as he makes his descent into madness, the abyss feels closer to an acquaintance. With fear turned obsolete, the answer now lies in his hands, and a syringe is all it takes.

A target hit by the syringe is injected with Ichor of Corruption, and takes 28 (8d6) corruption damage. It must succeed on a DC 20 Constitution saving throw or gain one level of Corruption.

If the corruption damage brings a creature to 0 hit points, it automatically transforms.

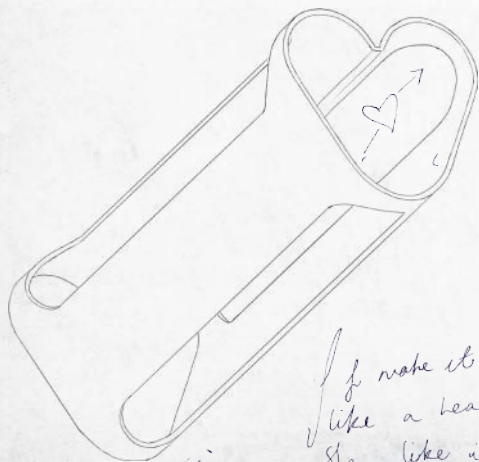
✦ RINNE (@BYRSERKER) | ✦ EMU

ICHOR OF CORRUPTION IN A BOTTLE

Potion, very rare

This sealed bottle contains a portion of the black parasite-esque substance that is known as the corruption, collected from the remains of slain Corruption beasts. When observed long enough, the substance seems to move and glitch in the bottle, seeming still alive in some way. The Ichor needs to be stored under the highest security conditions to avoid accidents and resulting contamination. Contact with the Ichor will resolve in an infection that can kill the host if not contained quickly, and even with quick treatment, the infection will quickly weaken the body. A definitive treatment has not been found yet.

✦ HELIA (@SUNOFSNEK) | ✦ EMU



If make it shaped like a heart, will she like it more??

ICARIAN'S SYRINGE



ICHOR OF CORRUPTION IN A BOTTLE



PART 2: LOCKED IN THE DARK

An unseen thread ripped corrupted Zephyr from Ruze's hand at the same moment a sniper bullet lodged in his shoulder. He roared in pain and fell to the ground.

Laughter echoed from high above. The sound sent chills down their spines; it was filled with absolute delight.

Goldbullet quickly found the source. A man stood on a metal walkway across the room. He was surprisingly young and healthy looking, nothing like the stereotypical mad scientist they imagined.

"You did a spectacular job furthering our studies. Should I add you as co-authors on the research paper?" He gave a dazzling but unnerving smile at the sniper.

The most horrifying part was that he seemed completely serious, without a hint of malice or taunting.

Jurard opened his mouth to answer, but before he could speak, he noticed movement at his feet. The Corruption was once again moving on its own. It wrapped around their friend's wrists and slunk up his knees. His head tilted backwards, arms spread wide helplessly as the Corruption made its way into his open mouth. He began to struggle and shake, a muffled noise coming from his throat.

Another gleeful laugh echoed through the room.

"Let Ruze go, Icarian!" Goldbullet yelled. The laugh cut off.

"Oh? You know my name? Have you read my work before? Did you know my first partial success was on a plant th—"

"We'd never heard of you before Sophia told us your name."

In an instant, Icarian's facial features twist from joy to grief.

"Soph? You spoke to my Sophia? How is she? I miss her. We were supposed to go to the sea together. Maybe in the spring w—"

"Uhhhh, guys?" Jurard yelled in a panicked tone from the center of the room. The Corruption cascading down Ruze's throat had begun to overflow. Thick liquid slid down his shaking body, until with a final, disgusting *glug* he was completely covered. The three watched in horror as Ruze's body rapidly shifted, expanding to an impossible size. Dark ripples disturbed the reflective surface until the Corruption formed a perfectly smooth cocoon. It began to pulse with horrible cracking noises that could be heard from within.

Jurard hurriedly backed up, having learned his lesson from before. Behind him, Octavio struggled to his feet with a groan of exertion. Blood trickled down the side of his face as he grabbed another vial from his bag.

"...And that's why summer is our favorite season. Strawberries truly are the best during that time of year."

While they watched their friend sink further into the Corruption with horror, the madman had been rambling on and on. His gestures were overly animated, and he swung his arms as if an actor on stage, caught up in his own delusions and completely unaware of the growing cocoon of Corruption beneath him.

Cracks suddenly split the surface, and it exploded with a deafening boom. The force sent Jurard flying into a nearby wall with a thud, and he slid to the floor, groaning. Octavio squeezed his eyes shut, expecting the same fate. Instead, there was a painful jolt around his waist and he felt air beneath him, making his stomach flip.

His eyes snapped open and he found himself being held by smooth vines. When he saw what they were attached to, he screamed.

A Corruption beast made of plant-like tendrils and spikes landed deftly. His panicked sounds faltered when he saw Sophia sitting on its back. She gave him a knowing nod before he was slowly and delicately lowered onto the

creature's back behind her. She held two vines like a set of reins, and with her tug, the monster turned sharply to the left, taking off at a run. It was then that Octavio clearly saw what had happened to Ruze.

Sunlight poured in from the collapsed ceiling, illuminating the creature in the center of the area as if under a spotlight. It looked like Ruze from the waist up, but his arms and hands were now claws dripping with Corruption. From the waist down was a horrible mess of lashing tendrils and red eyes, their gazes darting around the room. Insectoid arms extended from his back, and more slowly emerged from the Corruption below, lashing out at the empty air as they unfolded.

Octavio couldn't bear to look any more. He turned away as the small amount of food in his stomach made its way back up his throat. He swallowed hard, battling down his fear.

"Kevin, the one by the wall." Sophia's tone was soft as she gently patted the bulb that might be the beast's head. In an instant, it turned, vines whipping as it darted towards Jurard. The wind rushed through Octavio's hair, and he dared to feel a bit of relief.

Jurard felt no such thing. He began screaming when he saw the monster barreling towards him. It slowed down at the absolute last moment, almost running him over and making him scream some more.

"Oh, hush." Sophia tossed Jurard a potion. "Heal up, we're not done yet." Despite her calm voice, she glanced nervously at the monstrosity in the center of the room. Its movements were less clumsy now, and it was rising taller, its many eyes settling unerringly on its enemies.

"Soph, is that you?" Icarian stood on a walkway right above them, staring intently at a point just past her. She froze, her back to him, and Octavio saw her face go pale. Kevin twitched, and the Corruption holding it together glowed.

"Uhhh, Ms. Sophia..." Jurard said in a small voice. Nothing. She stared down, breaths quickening as an almost tangible sense of horrible anxiety filled the air around her.

A loud sound ripped through the room, destroying the short silence. Goldbullet grimly reloaded his gun from his new perch.

Sophia blinked the tears out of her eyes, her mouth hardening into a straight line. She took a deep breath and picked up Kevin's reins. "Let's go," she said, her voice full of resolve.

Octavio had never traveled so fast. He would have fallen off Kevin's back multiple times if not for the vines wrapped tightly around his waist. Wind whipped past his ears as his heart raced from adrenaline. The rhythmic thuds of Kevin's paws grounded Octavio in the chaos.

They circled the wrecked room, wrapping the solvent-covered string around the monster in the center. Each string dug into its skin, making it snarl in pain. Their efforts slowed it just enough for Jurard to get close. ARMIS's leader was a whirlwind of claws, tail, and bullets,

his deft movements a direct contrast to his defiant screams and taunts. In the distance, Goldbullet carefully aimed at every weak point he could see, an endless stream of support as they whittled down the monster's health.

Kevin's head suddenly swung around, and his vines whipped violently in irritation. There was only one person who would elicit that reaction. Sophia's head swung around as she frantically searched. She finally spotted Icarian sneaking towards the center of the battle, that damn syringe in hand. The smile on his face was unnerving as his crazed eyes settled on Jurard. Sophia repressed a sudden surge of fear.

"Please, stop." Her voice shook. He paused for a moment, then turned his head towards them with a blank, confused stare. It seemed to take a moment to register her voice, but when he did, he changed direction, syringe still in hand. This time, his hate-filled gaze was entirely for her.

ICARIAN LOCHIOS

Medium humanoid, chaotic mess

Armor Class 17 (sturdy coat)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	20 (+5)	18 (+4)	9 (-1)

Saving Throws Int +10, Wis +9

Damage Vulnerabilities arboreal

Condition Immunities frightened

Senses passive Perception 14

Languages Common

Challenge 16 (15,000 XP)

Unstable Mind. If Icarian can see Sophia before he takes an action or lair action, roll a d6 to determine the effect.

1: He is filled with madness, granting him advantage on his next attack.

2-3: He is filled with resentment, causing him to use all his movement and action to get close to and attack Sophia.

4-5: He is filled with confusion, causing his next attack to be made at disadvantage.

6: He is filled with sorrow and does not act this turn.

ACTIONS

Syringe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 28 (8d6) corruption damage. The target must succeed on a DC 20 Constitution saving throw or gain one level of Corruption. If the corruption damage brings a creature to 0 hit points, it automatically transforms.

ALLIES & ENEMIES ABOUND

Once the Symbiote appears, Icarian, Sophia, and Kevin will enter the battle, joining the following round. Icarian has his own turn and also performs lair actions. Kevin rolls initiative, and Sophia acts on his turn while mounted on him. If she dismounts or is forcibly removed, she must roll her own initiative and will be able to act the next round.

SOPHIA KEYSTONE

Medium humanoid, lawful good

Armor Class 15 (studded leather)

Hit Points 136 (21d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	18 (+4)	20 (+5)	15 (+2)

Saving Throws Wis +9

Skills Investigation +8, Medicine +13, Nature +12, Perception +9, Survival +9

Damage Resistances corruption

Senses passive Perception 19

Languages Common, Druidic

Challenge 9 (5,000 XP)

Spellcasting. Sophia Keystone is a 10th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). Sophia Keystone has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, mending, produce flame*

1st level (4 slots): *cure wounds, faerie fire, purify food and drink*

2nd level (3 slots): *lesser restoration, moonbeam, pass without a trace*

3rd level (3 slots): *plant growth, revivify*

4th level (3 slots): *freedom of movement, polymorph*

5th level (2 slots): *greater restoration, mass cure wounds*

REACTIONS

Please Listen. When Icarian interferes in the battle, Sophia can call out to him if she is within 60 feet. This forces him to make a DC 17 Wisdom saving throw. On a failed save, Icarian's action fails and its effects don't occur.

Sharing the Burden. Upon seeing a creature within 10 feet take corruption damage, Sophia can take half the damage for it.

World Tree's Blessing (Recharge 5-6). If an adjacent creature gains a level of Corruption, Sophia can touch it and remove one level of Corruption.

TAMED KEVIN

Huge monstrosity, unaligned

Armor Class 20 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	22 (+6)	22 (+6)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +12, Con +11

Damage Immunities corruption

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks, corruption

Condition Immunities blinded, deafened

Senses darkvision 60 ft., passive Perception 12

Languages understands Common and Druidic

Challenge 15 (13,000 XP)

Blooming. Tamed Kevin has four flowers on his body. When he is reduced to 0 hit points, one of the flowers will wither and restore him to half his maximum hit points. If all are destroyed, he will be unable to regenerate them, otherwise he regains one at each dawn, up to a maximum of four. He may also use this ability on Sophia.

Reunited. Tamed Kevin has been reunited with Sophia, and can carry her and another creature that is size Medium or smaller.

BONUS ACTIONS

Sprint. Tamed Kevin dashes up to his speed.

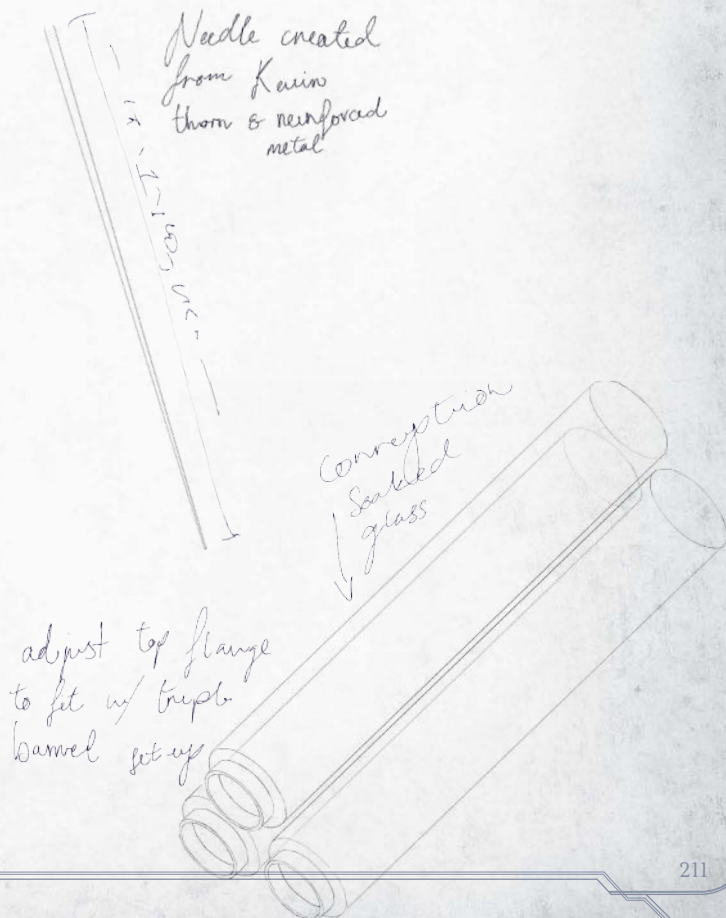
ARBOREAL ENERGY LEVELS

After years of research, Sophia developed technology that has the ability to completely remove Corruption.

Creatures with the Corrupted Being ability can gain these levels, and only through objects that deal arboreal damage.

Arboreal Effects

Level	Effect
1	Disadvantage on attack rolls and saving throws
2	Unable to regain hit points
3	Vulnerable to arboreal damage
4	Any corruption damage they deal is halved
5	Speed is reduced to 0
6	All Corruption is completely removed.





THE SYMBIOTE

Large monstrosity, unaligned

Armor Class 18 (natural armor)

Hit Points 398 (23d20 + 168)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	26 (+8)	1 (-5)	1 (-5)	1 (-5)

Saving Throws Str +16, Con +15

Damage Immunities all

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

Senses darkvision 120 ft., passive Perception 5

Languages —

Challenge 21 (33,000 XP)

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

Immutable Form. The Symbiote is immune to any spell or effect that would alter its form.

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

Shell of Occlusion. The Symbiote is immune to any damage not dealt by an item connected to the World Tree.

Corrupted Being. The Symbiote can deal corruption damage. When a creature is dealt corruption damage by the Symbiote, it must make a DC 23 Constitution saving throw, gaining one level of Corruption on a failed save. This ability can occur once per turn.

Nourishing Bonds. The Symbiote heals for half of the corruption damage it deals. This ability can occur once per turn.

Friendly Fire. The Symbiote has advantage on attacks against creatures with three or more levels of Corruption.

Invisible Ties. When the Symbiote is reduced to less than 100 hit points or has at least three levels of Arboreal Energy, it begins regaining its sense of self. It becomes Ruze, keeping its current hit point total. Its initiative count does not change.

ACTIONS

Multiattack. The Symbiote makes three Tendrils attacks or two Corrupted Laceration attacks.

Tendrils. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) corruption damage. A creature hit must make a DC 23 Dexterity saving throw or be grappled. On a failed save, the Symbiote can move the target up to 30 feet in any direction and slam it down, dealing 18 (4d8) bludgeoning damage.

Corrupted Laceration. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 55 (10d10) corruption damage. Regardless of whether the attack hits the initial target, all creatures within 5 feet must make a DC 23 Strength saving throw or be knocked prone.

Wave of Corruption (Recharge 5-6). The Symbiote opens its maw and releases corruption in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 66 (12d10) corruption damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The Symbiote 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. It regains spent legendary actions at the start of its turn.

Tendrils. The Symbiote makes one Tendril attack.

Unyielding. The Symbiote moves up to its speed without provoking attacks of opportunity.

Corruption Surge (Costs 2 Actions). The Symbiote targets one creature it can see within 120 feet of itself. The target must succeed on a DC 23 Constitution saving throw or take 35 (10d6) corruption damage. If the creature is concentrating on a spell or magical effect, it has disadvantage on its Constitution saving throw to keep concentration.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Icarian interferes in the battle. This causes one of the following effects.

My Lovely Creation. Icarian infuses the Symbiote with ichor through its tendrils, healing it 10 (3d6) hit points.

Ichor in a Bottle. Icarian throws vials of Corruption onto the battlefield that spread out to cover a 10-foot radius area and last for 1 round. Non-Corrupted creatures that enter the area must make a DC 16 Constitution saving throw. On a failed save, it gains one level of Corruption.

Syringe. Icarian moves next to the Symbiote and uses his syringe on it, removing one level of Arboreal Energy. If it has no Arboreal Energy levels, this has no effect.

Icarian cannot use the same effect two rounds in a row.

RUZE

Medium humanoid, unaligned

Armor Class 14 (natural armor)

Hit Points 398 (23d20 + 168)

Speed 30 ft.

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

Damage Vulnerabilities arboreal

Damage Immunities corruption

Senses passive Perception 10

Languages understands Common

Challenge 5 (1,800 XP)

Hesitation. If Ruze can see any member of ARMIS when he makes an attack, Ruze must make a DC 20 Wisdom saving throw. On a failed save, the roll is made with disadvantage. On a successful save, the attack is made as normal.

Clarity. If Ruze can see any member of ARMIS at the end of the round, he must make a DC 20 Wisdom saving throw. This DC goes up by 1 for each level of Arboreal Energy Ruze has. If the DC is 24 or higher, the save is made with disadvantage. On a failed save, he gains one level of Arboreal Energy.

Arboreal Restraints. Ruze is vulnerable to all damage dealt by an item connected to the World Tree.

Corrupted Being. Ruze can deal corruption damage.

ACTIONS

Multiattack. Ruze makes one Lasher and two Corrupted Zephyr attacks.

Lasher. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) slashing damage plus 3 (1d6) corruption damage.

Corrupted Zephyr. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 15 (1d12 + 7) piercing damage plus 9 (2d8) corruption damage.

PART 3: THE KEY TO HOPE

Jurard's head was spinning. The only thing grounding him was the pain in his side. He slowly opened his eyes and reached for his weapons, but neither were there. He didn't have the strength to sit up. He pulled a piece of metal embedded in his thigh, the sharp sting making him grimace in pain. Holding it tightly, he croaked out an incantation and used his other hand to cast the spell to the best of his ability. Through his blurred vision he saw the figure approaching him stagger to a stop.



Goldbullet struggled to aim. The Corruption from Icarian's syringe was spreading fast. Out of the corner of his eye he could see the dark rot spreading across his shoulder, eating away at his life force. But despite his fading strength, he saw the creature advancing on Jurard freeze. He pulled the trigger.



The World Tree Potion was clenched tightly in Octavio's hand as he peered from underneath a large pile of debris. There was a sudden *bang* and the enemy fell to his knees. It was now or never. Dirt and rubble sprayed as Octavio sprang from his hiding spot, using the last of his strength to direct his strings one more time. Ruze convulsed as Octavio pried his mouth open. After a brief struggle, he poured the liquid in and clamped a hand over his friend's face to force him to swallow. Ruze's throat convulsed and he sank to the ground, motionless.



"Icarian." Sophia's soft voice broke the sudden silence as she said his name for the first time in years.

"Soph...?" He looked up, and her heart broke as she watched his unfocused eyes slowly come to clarity. She slid off Kevin's back, and as she came closer. His syringe dropped to the ground with a loud *clink*. He fell to his knees, and then Sophia was next to him. For a moment, they simply knelt on the floor together, silently clinging to each other as they both wept with exhaustion and grief.

"Soph," He finally said again, and with her name came a shock of clarity in his eyes.

"Hi, Lock."

"I'm sorry... I'm so sorry... I... I was..."

"Shh, I'm here." She held him closer.

He began to shake in her arms, and she gripped him tighter.

Silent tears continued to fall. Icarian's shaking changed then, and Sophia pulled back in surprise. His tears had turned to Corruption ichor, tracing dark streaks down his cheeks. Her heart lurched. But there was nothing she could do, so she simply held him again and shut her eyes, unable to look even as his body slowly dissolved in her arms.

There was nothing left to hold. She opened her eyes. On the ground where he had knelt lay a small gem. It sparkled brightly, the blue of the World Tree melding into the dark purple of the Corruption. She picked it up with shaking hands.

"It's okay, Lock," she whispered. "You can rest now."



Morning had risen by the time they gathered enough strength to take Ruze to the World Tree. Their relief

at arriving in the realm was marred when Ruze began to convulse. Goldbullet and Jurard each grabbed one of his arms before he could hurt himself, just as dark smoke began to pour out of his skin. Ruze let out a horrible scream. Octavio grabbed his belt pouch, but magic was already gathering at Sophia's fingertips. It was a slow and painful process, a cycle of dark smoke and druidic magic that could only stall the pain. The struggle left them exhausted by the time they reached the base of the World Tree, but Sophia immediately set about cleansing the Corruption from Ruze, one painful step at a time.

Eventually, the flow of dark smoke weakened, then it completely faded. Sophia wiped sweat from her brow and sank to the floor. Tears of relief streamed down her face as she cradled the silver bracelet around her wrist, its socket no longer empty.

"It's done, Lock," she murmured to the purple gem. "Everything we set out to do, everything we struggled for and failed to do. It's over now."

For a few minutes, the party simply caught their breath. Eventually, Octavio settled his jacket over the exhausted Ruze and Goldbullet came over to crouch next to Sophia. He placed a gentle hand on her shoulder.

"Are you ready to go back? We have some really cool stuff at the ARMIS base you might be interested in. Plus, you

sent Kevin there. So even if you don't stay, we should return together."

Sophia gave him a wan smile.

"I'm sorry, but...we won't be joining you." She looked up at the branches miles above their heads. "I have a promise to fulfill."

"Wait, you're just going to leave that THING with us?" Jurard burst out. He would have sounded outraged if not for the slight wobble in his voice.

Sophia laughed softly. "Here, this should help keep him obedient."

She pulled a chain from her neck and handed it to Jurard. Attached to it was a broken shard of a terracotta pot.

"Take care of Kevin for me, okay?"

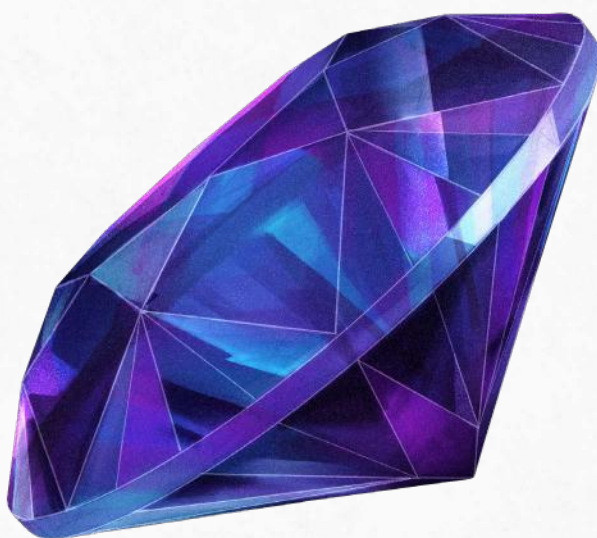
The boys glanced at one another in silent understanding.

"We'll do our best," Octavio said.

Sophia gave them a smile. "Thank you for everything." She turned, made her way to the roots of the World Tree, and reached out.

A dazzling blue light shone from where her palm was pressed, and in the shadow of the World Tree, its rays gently embraced her. The last thing ARMIS saw as they squinted through the dazzling light was a smile of relief on her face until she was completely enveloped. By the time the light faded, she was gone.

THE END...?





CONTRIBUTOR MESSAGES



happy birthday to our LEAST FAVORITE idol, crimson ruze!! i hope you enjoyed going through this ttrpg project, considering we had a TON of fun making it for you. it was a delight to draw the bumblebud orchid and their smiles! never forget how much the ruzaders HATE you!! (affectionate)

- Atitaru (@atitarucore)

All the best worst wishes for your birthday, Ruze!! Hope you, nerd, will enjoy going through this TTRPG project as much as the Ruzaders enjoyed cooking it! And despite all the efforts that were put into this, be assured that you're just our most least favorite idol!!

- Poulet Chickn (@p00oulet)

HBD! In case someone hasn't called you a bastard yet. You are a bastard, how dare you become my least favorite idol. Jokes aside, I'm excited to keep watching your idol journey. I'm happy that you're in Holostars.

- jello

hope you appreciate this very nerdy gift, Nerd King Supreme. i've always hated sharing my writing, but watching you persevere in pushing yourself out of your comfort zone inspired me to do the same ('cuz i refuse to be weaker than my oshi.) happy least favorite birthday!

- wott (@TheWayofTheWott)

Hey Ruze! Your enthusiasm for worldbuilding and fantasy really encouraged me to write for this project and my own stuff. I'm really glad you're in Holostars. And I'll also never forgive you for reminding me of "hamsteak"! You deserve the ninth circle of hell for that one! Happy birthday, nerd!

- Fluor (@FluorArt)

HAPPY birthday to my LEAST favourite idol- no, wait, TERRIBLE birthday to my MOST favourite- no, sh**. I give up. HAVE A DAY.

- oli (@apollyonights)

Dear Ruze, it was a blast to be a part of this project. Happy birthday! It's been such a wild and beautiful year of games, karaoke and worldbuilding. Being a Ruzader is the best and has reignited my passion for art. Keep being you, you wonderful bastard!

- Wolfster (@WolfsterWoffle)





Happy day of birf boss man! I'm proud to be a ruzader and to work on something that was very fun and interesting enough, a new experience! It was so exciting writing and creatively coming up stories and lore for this ttrpg!

- elise (@htsplmn)

How dare you become my second kami oshi, you bastard! But in all seriousness, I am thankful you are in Holostars. There is much more I would like to say, but I fear it'd end up corny and also I would never stop yapping. Happy birthday, Ruze. May Lady Luck be nice to you.

- Remorium (@cardiacFragment)

Hey Ruze! Hope this message reaches you before I do(oi). I never knew what the deal was with "kamioshis" before your disruptive ass came along and changed my entire brain chemistry so thanks for that, ya jackass... Thank you for inspiring me (and probably all other Ruzaders) to try our best everyday. The world would be a little more dull without you around, Mr. Idol Man. Happy digital birth!!!!

- Blastosis (@AcuteBlastosis)

I'm glad I could participate in this project through my creativity, which you, my kaijuoshi, have helped me revitalize. Happy birthday, Ruze! Have fun looking through this epic one-in-a-kind TTRPG book from all of us!

- Naka (@Nakamura-Chan)



Happy birthday to our (definitely) least favorite little bastard! It's been a wild ride so far, and I'm glad to have been along for it. Had a lot of fun working on this, and it's pushed me to be more creative and outgoing. Thank you for doing what you do!

- Auria (@aureillion)

Happy Birthday Ruze! Thank you for being such a cool gapper and being somewhat tolerable. You're cool - and only a little bit of a bastard. Looking forward to many more fun times with you!

- Mogfails (@Mogdraws)

I can't believe I get to celebrate another birthday 3 days after mine. Happy Birthday Ruze! Thank you for all the great advices you've given us. It really helped me do a reality check from time to time. I also wish you and your cats good health and may all your hard work pays off one day.

- Niyancori (@2yanko_rii)



Happy birthday Ruze!! Thank you for all the work you've put in so far this year! You're so creative it's contagious! If you're being a hobbit and want to give gifts please pet Pollux and Arcturus for me.

emberimprint (@emberimprint)



Get! Celebrated! Happy Birthday Ruze! You've worked so hard and I can't wait to watch you grow into an amazing idol! Thanks for being an inspiration and keep talking about bugs. Bugs are cool.

- AstralOmen (@AstralOmen)

Happy Birthday Ruze! On my birthday you called me disgusting so for yours I'm going to be nice to you, take that!! You'RE COOL!

- Hincaru (@hincaru)



HBD to the holoEN fantasy king, and of course my least favourite idol. You reignited my love of medieval fantasy and worldbuilding - appreciate all the yapping streams that have kept me company! Enjoy this gift from the Ruzaders, had a blast working on it! Keep being you!

- Aluviella (@aluviella)

Happy Birthday To our Least Favorite Idol Ruze!!!! I Am Glad of How Much You Have Grown. Thank You For Being A Holostar. Hope You Enjoy What We Have Made For You.

- Mabopokioo (@mabopokioo)

My least favorite idol is getting older! How did that happen? Have a great(?) birthday (or not, I'm not telling you what to do), and I hope you enjoy the project everyone has put together!

- Semiluminary (@semiluminary)



Happy Birthday Ruze! Thank you for all your content and work, you are a really cool guy. We Ruzaders will be there to see you grow on your path to becoming an idol.

- Ninjatlappy (@Ninjatlappy29)

Happy Birthday, Ruze! Your love for creativity and the game is what drove me to contribute to this project, and I hope you enjoy it immensely. Thanks for always showing that there are many kinds of idols out there. Keep working hard!

- Seejo Crux (@seejocrux)





Ruze, you're dearly cherished by the Ruzader. Your work brings so much joy to those who watch. Hope you enjoy our cool project gift, and may the community be ever blessed and merry. Happy birthday!

- cuko (@cukokakiku)

Horrendous Birth Anniversary to thee, Ruze! This is the first fandom community project I've ever been a part of! Your encouragement to go out and become involved in online communities is what made me decide to join this one. Had a lot of fun, hope you like our work!

- ky (@kyanthropy)



Heya Ruze! Despite your best efforts to make us loathe you, we have all gathered to send a special message to you, our least-favorite idol: HAPPY BIRTHDAY! Your passion for creativity is contagious, and have been a spark of inspiration. Enjoy this special day!

- Sphere (@IdolSphere)

Hi Ruze! Since you insist, I will wish you the worst birthday ever... just kidding. I can't bring myself to do that. You deserve the world and the most memorable birthday, hope you like the gifts we prepared!

- Yoko (@yokoblau)

of all the circumstances that could've happened in your life, i'm glad that you ended up in armis. you've inspired me in many aspects, such as taking more creative endeavors. please enjoy the ttrpg project and congrats on surviving another year!

- hammie (@hammiejammy)

Happy birthday to my not-actually-least favourite idol! Never thought I'd have an oshi before, but here we are! Thanks for being such a big creative inspiration; your passion for your interests and drive to be better are infectious. Can't wait to see where the idol journey takes you next!

- Reo (@saikedereo)



HAPPY WOMB EVACUATION DAY, RUZE! Hope you can find the day as memorable as it is enjoyable! Thanks for being the beacon of inspiration in striving to be better! Huh, doesn't that sound a lot like what an idol is? Damn, you're really killing it! LFG! 8w877

- Nuggets (@neuroticalien)





(content warning: kindness) Happy birth! Glad we're here to celebrate this rotation around the sun, and we hope you loathe us as much as we love you! I am so thankful to have been able to work on this project for a cool guy like you so get appreciated nerd!!

- nitroorugrat (@nitroorugrat)

Happy Birthday Ruze!! Hope you have a wonderful day, and that we get to celebrate with you many more times in the future!

- Skylimit Art (@SkylimitA)

Happy Birthday Ruze!!! I hope you find some weird bugs and go on many awesome adventures this year! I can't wait to see what's ahead!

- Nyctahyde

Happy Birthday to my least favorite idol! Always love listening to you yap about world building so well, hating on all the ruzaders, and being so real at times. You truly are a gem in the rough. Hope you enjoyed the gift from the Ruzaders! Hate you<3!!

- chonkee(@chonkee42)

Thanks for all your hard work as our favoritest least favorite idol, and also for sharing your love of worldbuilding with us. I hope you have lots of fun checking out this gift! Appreciate you a ton, ya wonderful nerd. Happy birthday, Ruze!

- nodayomi



happy birthday, ruze!! thanks for being you, and for being my least favorite oshi. i love listening to you yap and i'm glad i can watch your idol journey unfold. i can't wait to see how you continue to grow!! lov... uh, loathe ya, nerd!

- June (@catwafers)

Happy birthday Ruze! Happiest of birthdays to he whom yaps for hours, who adores bugs and cats, who doesn't apologise for his fixations nor will he tolerate the tom-poolery that ruins the vibes. Whatever you think of yourself, I'm so glad you are here, my favourite bounty hunter!

- Qeeko (@QueenQeeko)

Happy birthday Ruze :)) I hope you have a great one!! I really enjoy your streams, watching 30 hours of minecraft streams got me through my internship this winter, love hearing you yap, stay awesome!

- Cassian (@myshkinvo)



(Totally not) the best birthday wishes to the greatest yapper of ARMiS and our least favorite idol! The Ruzaders have been cooking big time with this project, and we hope you enjoy it to the fullest! we lov- tolerate you! we tolerate you! (Yes, that's absolutely the correct word here.)

- Rinne (@byrserker)



happy birthday ruze!! i had a fun time being a part of this project and i also hope you have fun looking through it! thanks a bunch for being in holostars, gamer!

- Hailey (@haileyscomett)

Hey, gamer! I hope this day is pretty cool...or awful(?) for you! Well, whichever you want it to be, I'm sure it'll be enjoyable nonetheless! Happy Birthday!

- Cassie (@psychechmh)

Happy Birthday to my favourite 160p idol. Thank you for displaying an endless passion for both wordbuilding and violence, it's always motivating, and I hope this brings you as much joy as you bring us.

- Miratriss (@miratriss)

Happy Birthday to my least favorite idol! Thank you for all of your hard work, I hope you get lots of enjoyment from this gift. Give the cats some extra pets for me please!

- Evren (@voidwalks)

Happy Birthday to my fellow lover of HS! Enjoy the project we made for our least favorite idol of all time! You can have that cake and eat it too hehehe

- Chrissy (@weebqueen)

Happy Birthday Ruze! How does it feel to fail so tremendously, that despite all your best efforts of being insufferable, every one here pulled together to gift you this masterpiece? Well, another year another chance for you to get better, or well worse in your case.

- Helia (@sunofsnek)

Happy originate day Ruze! I never thought I would have kamiوشي as someone who lived across the world before, and it's incredible to listen in your yap sessions. They're very demure, very mindful. Hope you enjoy what gifts ruzaders prepared for

- REDphun (@jollylilbean)

HAP BORTH RUZE! I always look forward to your yap sessions exploding my brain with new knowledge and interests while hanging out with the Ruzaders! You work so hard on projects and streams, and that gives us motivation to cook up cool projects like this! Hope you enjoy!

- Tori Love (@_artbylove_)

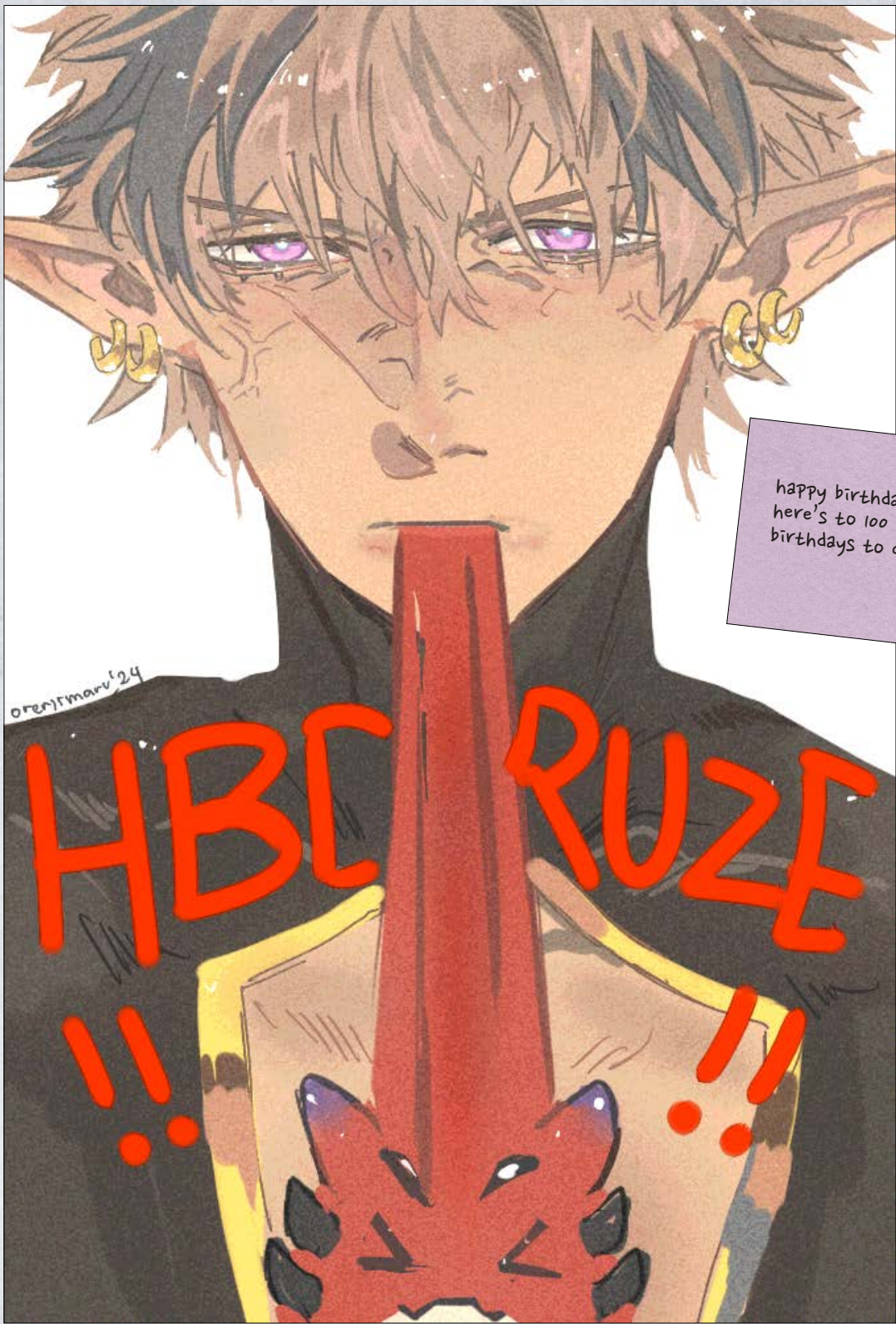
Here's to another year of my least favorite idol! May it be filled with more endless yapping, exploring worlds, and the absolute deepest loathing imaginable for us all. Happy birthday, Ruze!

- PalladiumCatalyst

Somehow all the dust particles in the universe aligned to bring me to your tavern and wow! You're rad as heff bearable! Love tuning into the Yapping and watching you grow your idol wings—keep cooking gamer, the kitchen smells heavenly. Happy birthday?

- sunshii (@sunshiiiiiii)





happy birthday Ruze!!
here's to 100 more
birthdays to come!
- orenjmaru



HBD RUZE, here's to an awesome day for our most least favorite idol! The hatred you channel really makes me feel the troglodyte lifestyle, so thank you (?) for the streams, and thanks for being you! It's been awesome seeing you grow, so keep it up. Ruzaders are always supporting you!
- Dalurenne (@dalurenne)

Happy normal day, there is nothing special about it. Obviously. We, the ruzaders, for this mundane date, would like to express our hatred for you. As our least favorite idol, we had to spend months putting this book together to express our disdain. I hope you roll a nat 1 on every death save, forever.
- emu (@queenemus)

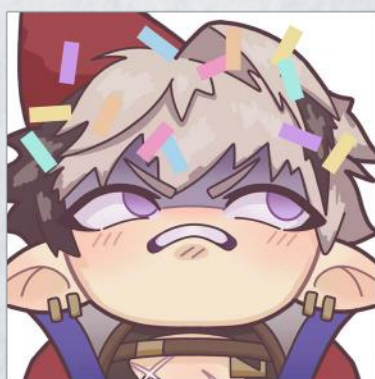
STICKER ART



♣ TORI LOVE (@_ARTBYLOVE_)



♣ REDPHUN (@JOLLYLILBEAN)



♣ CYL (@CYL_LINDER)

TORI

PALLADIUM
Art: Chloesenzai



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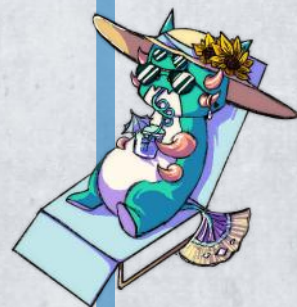
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SUNSHII



RINNE



TONI
Art: Callisto



EMU
Art: Dalurenne

DALURENNE



CHLOESENZAI



CHRISSY
Art: Chloesenzai



EVREN



CYL



REDPHUN



HELIA



HAILEY
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MIRATRISS
Art: Callisto



CALLISTO



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ROSE_RIVER
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