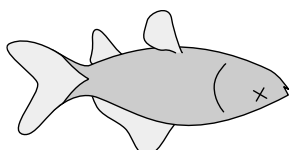


CRYSTALPUNK

ANTHOLOGY



DFG

5E

COMPATIBLE

Welcome to *Crystalpunk*, a dark fantasy noir setting for the world's greatest roleplaying game! *Crystalpunk: Anthology* is intended to augment the exceptional *Crystalpunk Campaign Guide* (referred to in this supplement as *CCG*) from Plus Three Press; however, most creatures and NPCs introduced in this supplement derive their stat blocks from information in the *System Reference Document 5.1* (referred to in this supplement as *SRD 5.1*) as published by Wizards of the Coast and as such can be easily translated into other more traditional fantasy settings. (We do recommend checking out *CCG*, though!) We hope you enjoy these short adventures and enjoy this world!

For information about how to run these adventures in the *Crystalpunk* world, please see Appendix A. It is recommended that the GM at least skim this appendix before running any of the adventures but is not required. All new spells are listed in Appendix B. Stat blocks for each listed creature (identified in each adventure with **bold text**) can be found in Appendix C. This print-friendly version has all images removed and is intended to be printed double-sided. Please see the full PDF for images.

Special thanks to Zac Hussein, Scarlett Rogers, Sean McGrory, Filip Bazarewski, and Dimitry Popov of Plus Three Press for providing invaluable world-building insight, canon-checking, and artwork.

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APPENDICES

Appendix A: Crystalpunk Primer

A brief overview of the *Crystalpunk* world, Aysta, including special rules unique to this setting.

Appendix B: Spells

New spells unique to Aysta.

Appendix C: Stat Blocks

Enemy and ally stat blocks.

Appendix D: Licenses & Other Legal Stuff

Licensing information for all assets and the complete Open Game License.

ASSASSIN OF THE SKIES

Four level 1 to level 2 characters

"Look, I've got some work for you. I know it ain't pretty, but the client's offering some serious cash. The old stuff—real gold, not just gems. Hey, it's just guard duty on the largest airship in the history of Prismatic Falls. What could possibly go wrong?"

BACKGROUND

The *Radiant Dawn* (named after that which does not exist in the Falls) is scheduled to depart on its maiden voyage, dragging the wealthy and powerful out from the endless rain to bask in the daylight. The *Dawn* isn't just an airship—it's a monument to the immense fortune controlled by the elite of Prismatic Falls, and a reminder to the ones down below who truly runs things.

It comes as no surprise, then, that there are elements in the Falls who would love nothing more than to show the upper class where they belong. The Split Soul Galen Pocknock (two high elves sharing the same name), the esteemed owner of Prismatic Shipyards above the Cloudtops, has received threats against his life and the crew of the *Dawn*.

CHARACTERS OF NOTE

Driz Devina (he/his). The Galens' half-elf representative. Driz is overworked, underpaid, and certainly has no time for chit-chat. He tends to be straight to the point and gets exasperated when questioned about things his clients don't need to know about. Driz is the primary point of contact between the group and the Galens.

Galen Pocknock (they/their). A pair of Split Soul high elves. One is boisterous and sociable, and the other is quiet and reserved. During the day, the former is awake, and the latter takes over at night. It is rare to see both Galens in one place. They refer to themselves as "we," even when only one is present. They are pacifists, but despite their gentle nature they generally see themselves as superior to anyone less wealthy than them.

PART 1: THE CONTRACT

Galen never rubs shoulders with "the unwashed" (as they call people they consider their lessers), so Driz has contacted the characters (or perhaps an agency on their behalf) to hire some additional muscle.

Driz willingly provides the following information:

- Each threat has come in the same way: through a letter secreted into Galen's private office in the Soulspace. How these letters are delivered is unknown.
- The Galens are offering the party up to 100 gp per member should the launch go off without any "surprises." This price may be paid in gem pieces or gold pieces, though the latter may be more difficult to spend in Prismatic Falls.
- Should the launch have any intruders, the party is offered 50 more gp per enemy combatant captured, and 25 gp if they are killed.
- If the group manages to find out who sent the notes, an unspecified reward "of great value" may be offered.

On a successful Persuasion (DC 12) or Intimidation (DC 16) check, Driz may be convinced to provide the following:

- The handwriting on each of the notes matches the Galens' handwriting.
- The notes have been appearing regularly, each day at sundown precisely. This also happens to be the time when the Galens "change shifts" so at least one Galen is always awake.
- The threats started coming in about three weeks ago, just as the *Dawn* officially completed construction.

Should the party attempt to investigate any of the above and fail (or do not attempt) a check, Driz is very evasive and attempts to change the subject. Driz will generally try to keep the group from attempting to contact the Galens directly, citing that the group's financial state would be a point of contention between them.

PART 2: THE DAYS PRIOR

The *Radiant Dawn* will launch on its maiden voyage in three days. The Galens have significantly increased security to ensure nothing gets in the way of their "crowning jewel's" launch. Throughout the Shipyards, patrols of two **guards** armed with scrap pistols (see Appendix A) maintain a heavy (and visible) presence. Additionally, a number of guards are stationed at various lookout points, armed with scrap rifles. Driz offers the party escorted access to most employee-only locations, provided they don't contain any

potential trade secrets. If the party wishes to explore further, this may require potential espionage.

As the days progress, Driz hounds the group with requests for updates. If pressed, he states that each of the Galens have been constantly asking for information, leaving him with little time to attend to his own duties. He graciously thanks the group for any information they share with him, though any attempts to deceive him must succeed on a DC 14 Deception check or sour their relationship with Driz permanently—potentially even making him hostile.

If Driz becomes hostile, he doesn't dismiss them (particularly if they have made progress in their investigation and otherwise keep him apprised), but access to certain areas becomes more difficult. Further failure may force the group to seek alternative (illicit) means of investigation.

In the days leading up to the launch, the group may investigate to discover the following hints, among others, from various sources (staff members of the Shipyards, errant scraps of paper, etc.):

- The threats are being written on paper unique to the Cloudtops, manufactured by a subsidiary of the Shipyards for use by the airship crews.
- While nobody knows how the notes are being delivered, suspicious activity in the Material plane has been sensed just before the intruder slips into the Soulspace.
- Arcane crystals have been going missing from Shipyard offices for quite some time. No one seems to know anything about them, but Driz insists it's just a rumor. A successful DC 14 Insight check determines that Driz is lying.

If the group investigates particularly thoroughly, or successfully sneaks into a restricted area, they discover a final piece of evidence: A spellbook containing notes written by Driz regarding a modified *ethereal jaunt* (see Appendix B) capable of masking one's presence both on the Material plane and in the Soulspace. A successful DC 16 Arcana check determines that while the spellbook does not contain the instructions for the spell, an arcane crystal embedded in the cover is the catalyst that fuels it. At the GM's discretion, the spellbook may also contain the next threatening note intended for delivery the night prior to the launch.

Should the party choose to confront Driz with the spellbook, he will immediately attempt to steal the spellbook back and escape. Use the stat block for a

cult fanatic to run Driz, with the following additional ability:

Enhanced Ethereal Jaunt. Once per day, Driz may cast the 3rd-level spell *ethereal jaunt*, and when he does so, his physical form immediately becomes invisible and teleports up to 10 feet in any direction of his choice. After casting the spell in this way, Driz is unable to use any magic until he completes a long rest.

PART 3: TAKING FLIGHT

If the party didn't discover Driz's involvement in Part 2, or confronted him and allowed him to escape, the group is invited to attend the launch as bodyguards of one of the Galens. (The other emceeds the event.) The event is grandiose, with the Galens standing at the bow of the ship and lording over the crowd.

Just prior to the launch, a group of five **cultists** along with Driz magically teleport onto the deck of the *Dawn*, attempting to kill both Galens. The Cultists, under Driz's direction, focus their attacks smartly and attempt to kill the less-protected Galen. Use the **acolyte** stat block for the Galens, with the exception that they are pacifists and thus cannot attack or cast *sacred flame*. As a Split Soul, if either of the Galens are killed, both will die.

If the group confronted Driz in Part 2 and managed to subdue or kill him, they are instead invited to witness the launch as both Galens' personal guests. Combat proceeds as above, but without Driz taking charge the assassins are disorganized and easily disposed of.

AFTERMATH

Should the Galens survive the attack, they reward the party with 1,000 gp in addition to the reward originally offered as well as a letter of merit permitting them future access to the Cloudtops. If they are killed, but Driz is subdued or killed, Prismatic Shipyards provides the reward originally offered but demands the group leave immediately. If the Galens are killed and Driz escapes, the group is banished from the Cloudtops for their incompetence.

Completion of this adventure leaves the group with lingering questions: Why did Driz want to kill his employers? What was he doing with the stolen arcane crystals? These and other plot hooks can be used as a jumping-off point for your own adventure in Prismatic Falls.

NECRO—POMP (PART 1)

Four level 3 to level 5 characters

"As far as anyone's concerned, the souls sucked up by the psychopomps deserve what they get. Crushed, taken away to be fuel for the endless fire. Sometimes that just doesn't sit right by me. Sometimes there are good, honest folk who deserve a better death."

BACKGROUND

When a creature dies within the confines of Prismatic Falls, one of two things tends to happen: either their soul is snatched up by a psychopomp (a manatek who specializes in capturing of the souls of the deceased), or the body is carted to one of many arcane batteries for processing. In both cases, the victim's soul is consumed to fuel the endless cycle of death in the Falls. The largest single repository of soul batteries, the Vault, is a juicy target for unscrupulous mages vying for more power. On the other hand, rumors exist that a mysterious Unwoken sorcerer known as Jessica has discovered a way to free the souls trapped within...

CHARACTERS OF NOTE

Jessica (she/her). A mysterious and elusive

Unwoken, whispered of among the populace of East Sector (The Contractor Cult's domain). She only communicates via long-range communication, such as *sending* or meeting stones.

Nategier Kleinemaus (he/his). An older Furborn

Beasfolk (descended from mice) who helped Jessica develop the *liberate soul* spell (see Appendix B). He is currently dead, with his soul chained to an arcane battery.

PART 1: BREAK-IN

The Vault is a massive structure with significant security (magical and mundane). The group has been tasked with breaking into the Vault and locating a specific soul: Nategier Kleinemaus, a former associate of Jessica. Once located, the group is to contact Jessica with a meeting stone for further instructions. If the group does not already have a meeting stone, she provides one to the group containing 5 gp of mana.

The Vault is composed of several sub-buildings scattered across a megacomplex. A central tower, referred to as the Nest, rises into the clouds and is host to the majority of the soul engine (and therefore soul batteries) in the Vault. A central directory known

Meeting Stone

Wondrous item, common (utility)

This small stone inscribed with a magical rune can hold up to 100 gp of raw mana. While holding the rune, you can use your action to expend 1 gp worth of mana from the stone and request a meeting with a creature with which you are familiar within 1 mile. If you are in Prismatic Falls, this distance is extended to the borders of the city, no matter your location within it. The creature telepathically senses this request and recognizes you as the sender if it knows you, and can then choose to accept or deny the meeting.

If the creature accepts, a translucent, portal-like disc appears in front of both you and the target creature, which hovers there for the duration and follows your movement. You and the target, as well as any other creatures in the vicinity, can see and talk to each other through these discs for the next 10 minutes. A creature can end the meeting early by forcefully running their hand through the disc. The disc is an illusion and can't be interacted with in any other way.

If you have a canister of raw mana on hand, you can refill the meeting stone by pouring raw mana into the rune, which usually takes a minute or two.

from CCG, p. 104

as the Arcane Index is accessible from any of the sub-buildings and access points within the Nest itself.

Jessica recommends that the group access the Index from a lesser-occupied building, as the risk of capture is lower.

There are three main points of entry to each building:

- The main entryway
- One of many windows and side doors, accessible from alleys between the building
- The sewers beneath the complex

The main entryway to each building is guarded by at least one **soul sentry** (if not more), usually the Juggernaut variant. Inside each building a handful of **guards** patrol the lower floors. Should the group attack head-on (or fail to sneak in), any of the sentries or guards are able to raise an alarm using their alert stones. Once active, all creatures with their own alert stone will converge on the area.

Should the group try to break in through the side doors, they will find that they are, of course, locked. A

Alert Stone

Wondrous item, common (utility)

This small stone inscribed with a magical rune can hold up to 50 gp of raw mana. While holding the stone, you can use your action to expend 1 gp worth of mana from the stone and magically link it to any number of other alert stones, from which you must also expend 1 gp worth of mana each to reciprocate the link. Up to 20 alert stones may be linked in this way, in any configuration of links. Once linked, you can use an action to sever all links to an alert stone you are holding.

While holding the stone, you can use a bonus action to telepathically send all holders of linked alert stones within 200 feet a short message of up to 10 words. A message sent this way also informs the receiver of your location relative to them.

If you have a canister of raw mana on hand, you can refill the alert stone by pouring raw mana into the rune, which usually takes a minute or two.

DC 15 thieves' tools check or DC 16 Strength check will open the doors, though a DC 12 Investigation check will determine that the doors are trapped from the inside with sachets of stupefying powder which are torn open when the door is opened. A DC 12 thieves' tools check can disarm the trap safely and remove the sachet whole. The doors have an AC of 15 and 10 hit points.

The windows are locked in the same manner, requiring the same thieves' tools or Strength check to open, but are not trapped. The windows have an AC of 13 and 7 hit points but shattering them will activate an arcane alarm that acts as an active alert stone.

Beneath the complex, a series of sewers and drainpipes lead to various buildings throughout the complex. The grates are heavily fortified and are not designed to be opened, requiring a DC 18 Strength check to open. Alternatively, the grates have an AC of 15 and 30 hit points. One creature can fit through a broken grate at a time.

PART 2: THE INDEX

Once inside, the building security is rather sparse. Patrols of individual **guards** wander the lower floors, staying generally near paths of ingress. The hallways are narrow and cramped, with machinery lining the walls.

A series of (faded) painted lines along the bottom of each wall is intended to help direct employees: green

paint for processing, yellow paint for administrative offices, red paint for emergency exits, and blue paint for the armory. A key to the lines is located next to each exterior door and every 100 feet in the corridors. However, as the inside is mostly unlit, distinguishing these colors without a light source may prove difficult.

Jessica hints to the group that the Index is most easily accessed from the administrative offices on the third floor. Between any point of ingress, no less than $1d4 + 1$ **guards** block the path. The inside of the building is a maze of corridors and offices, requiring either navigation using the painted lines or a DC 15 Survival check. As the first two floors hold processing and the armory, respectively, the offices contain a repository of uncharged arcane crystals along with weaponry for the guards.

Once on the third floor, the administrative offices are mostly locked. A DC 13 Investigation check may find at least one office unlocked, but this may take time. The offices are locked using specialty mechanisms and require either magical intervention or a DC 18 thieves' tools check. Each **guard** also carries a master key capable of opening any office.

Each office contains an arcane terminal, which can be operated with a successful Arcana (DC 13) or Intelligence (DC 15) check. When interacting with a terminal, a creature is launched into a mental projection of an endless filing room and is blind and deaf relative to their own senses. If the creature doesn't know Common, they are unable to understand any of the contents of the files.

Accessing the Index triggers a silent security alert, and one **guard** is dispatched to investigate. If they spot the group, they will activate their alert stone. Additionally, two **soul sentries** activate in nearby rooms and assist in apprehending the group. If the

Stupefying Powder

Wondrous item, uncommon, minor tier

This small cloth pouch contains a handful of dark, sooty powder that numbs the mind of anyone who inhales it. As an action you can toss some of the powder into the air, filling a 5-foot space adjacent to you.

Any creature who enters the space for the first time on their turn or starts their turn there must succeed on a DC 15 Intelligence saving throw or be stunned for 1 minute, repeating the saving throw at the end of each of their turns. A creature who doesn't need to breathe is immune to this effect.

A given pouch contains enough powder for $1d4 + 2$ uses.

group is uncooperative, the **guard** activates their alert stone and requests aid from an **augmented** guard (with the Provoking Façade upgrade) who arrives on initiative count 20 of the following round.

Finding Nateglie's location within the Index requires either 5 uninterrupted minutes of searching, a successful DC 15 Investigation or Survival check, or some other means of locating the specific file containing his information (such as *locate object*). The arcane crystal containing Nateglie's soul is revealed to be one of the lower sub-levels of the Nest and has not yet been processed.

Once located, the group can contact Jessica using the supplied meeting stone. She thanks the group for taking the risk for her and offers 1,000 gp for the location of Nateglie's soul. If the group withholds this information as a bargaining chip for more, she desperately offers up to 1,500 gp and an uncommon magic item of their choosing. Once the information is given to her, she will offer a further reward if the group is willing to go retrieve the arcane crystal and deliver it to her.

The group may also choose to say they couldn't find his soul, requiring a DC 15 Deception check. Jessica still offers 500 gp for making the attempt and making it out alive.

AFTERMATH

If the group chooses to collect their reward and turns down Jessica's offer, she will still keep them in mind for any potential espionage jobs she may have in the future. If, however, the group agrees to help rescue Nateglie's soul, this adventure continues in *Necro-Pomp (Part 2)*. Note that the group may need to gain some experience before attempting to move on.

NECRO—POMP (PART 2)

Four level 5 to level 8 characters

"Those bastards took him from me, secreting him away in their factory for more power. He deserves better. Bring him back to me, and I'll reward you with more than just gems."

BACKGROUND

The Nest, the largest and most prolific repository of arcane batteries powering Prismatic Falls, is not just a building: It's a symbol reminding every citizen of the Falls that after their death, their soul will be locked

away for the betterment of those richer and more powerful than them.

During the events of *Necro-Pomp (Part 1)*, the Unwoken Jessica discovered the location of her former associate's soul within the Nest and has asked the group to aid her in retrieving it, so she can release his soul from the torture of being converted to mana to feed the city's voracious hunger.

Not revealed in the previous adventure, Nateglie was assassinated by an unknown entity following his joint publication with Jessica of *liberate soul*. This is why she remains remote and refuses to physically contact the group: She is protected from being murdered as well.

Jessica is offering 3,000 gp in exchange for the arcane crystal containing Nateglie's soul, and will offer to teach *liberate soul* to anyone capable of spellcasting once they have completed the task.

CHARACTERS OF NOTE

Jessica (she/her). A mysterious and elusive

Unwoken, whispered of among the populace of East Sector (The Contractor Cult's domain). She only communicates via long-range communication, such as *sending* or meeting stones.

Naakinoro (he/his). An Eternal currently residing in the body of a green dragonborn responsible for managing the Nest's operations. He is responsible for Nateglie's assassination.

Nategier Kleinemaus (he/his). An older Furborn Beasfolk (descended from mice) who helped Jessica develop the *liberate soul* spell. He is currently dead, with his soul chained to an arcane battery.

PART 1: APPROACH

After the events of *Necro-Pomp (Part 1)*, security around the Nest has increased dramatically. Whether the group was a part of these events or not, Jessica warns them that stealth may not be an option. She provides them with the location of Nateglie's soul on sub-level 21 of the Nest (if the group didn't already know it from the previous adventure).

The most direct route to the Nest is a nearly straight line of connected warehouses stretching from an access tunnel near the edge of the Vault to a lightly guarded alleyway, across which is an entrance to the Nest. Each warehouse has between two and five points of egress, all of which should lead forward. If the doors or windows are locked, each **soul sentry** is imprinted with a rune that allows free passage in and

out of the warehouse. Otherwise, use the window and door ACs/DCs from the previous adventure.

These warehouses are guarded with a combination of **arcanists**, **guards**, and **augmented** mercenaries., all of which are equipped with alert stones linked to all other guards in the same building. Inactive **soul sentries** are nestled into storage niches along the outer walls of the structures.

Depending on how long the GM wants the adventure to run, there are anywhere between three and seven buildings between the access tunnel and the Nest. To create these buildings, refer to the following tables to randomly generate each building (or select from the available choices):

d6	Environment	d8	Guard Awareness
1	Cramped	1	Actively searching
2	Wide open	2	Alert
3	Multiple rooms	3-4	Aware
4	Smoky/obscured	5-6	Partially aware
5	Flooded	7	Unaware
6	Many traps	8	Lazy/Sleeping

Cramped. The warehouse is filled with crates, barrels, shelving, and other obstructions. The only path through may be winding and not immediately obvious. 1d6 + 2 **soul sentries** are hidden in some crates littered throughout the space.

Wide open. The warehouse is mostly empty, save perhaps a few shelves here and there. The perfect spot for an ambush, particularly with 1d4 + 1 **arcanists** on the catwalks above.

Multiple rooms. This building has been partitioned with low-quality temporary walls, dividing it into several offices and other storage spaces. A DC 10 Strength check can smash through the walls, but will make a lot of noise. 1d4 + 1 **augmented** are taking a break in one of the rooms.

Smoky/obscured. The air in this warehouse is filled with vented gases, dust, and other airborne hazards. The area is heavily obscured, and if a creature needs to breathe (and is not equipped with a gas mask or similar apparatus) they must make a DC 10 Constitution saving throw each minute they are in the space. On a failure, they are racked with a coughing fit and unable to move for 1 round. The DC increases by 2 for each minute spent in this space.

Flooded. The entire warehouse is flooded, creating difficult terrain on the floor level.

Many traps. In combination with any of the above, this building has been rigged with an unusually large number of traps and other hazards.

Each warehouse is guarded by one of the following configurations of enemies, based on how aware the cult is of the group's actions (in addition to any enemies in each space above):

Actively searching

- 4 **arcanists**
- 4 **augmented**
- 6 active **soul sentries**
- 6 **guards** (arrive 2 rounds after combat begins)

Alert

- 4 **arcanists**
- 2 **augmented**
- 4 active **soul sentries**
- 4 **guards** (arrive 2 rounds after combat begins)

Aware

- 2 **arcanists**
- 2 **augmented**
- 2 active **soul sentries**
- 2 inactive **soul sentries**
- 4 **guards** (arrive 4 rounds after combat begins)

Partially aware

- 2 **arcanists**
- 2 **augmented**
- 4 inactive **soul sentries**
- 4 **guards** (arrive 4 rounds after combat begins)

Unaware

- 2 **arcanists**
- 1 **augmented**
- 2 inactive **soul sentries**
- 2 **guards** (arrive 4 rounds after combat begins)

Lazy/sleeping

- 2 inactive **soul sentries**
- 2 **guards** (arrive 6 rounds after combat begins)

Once the group has made it through all of the warehouses, a 10-foot-wide alleyway (or catwalk, at the GM's discretion) separates the last warehouse from the Nest. If the group encountered an Aware group or above in the previous warehouse, the alleyway is guarded with just two **guards**. If they encountered a Partially aware group or below, it is guarded by two **guards** and two **soul sentries**. One of the **guards** is cowardly and willingly surrenders.

The entrance to the Nest is magically locked, requiring cooperation from one of the **guards** (willing or unwilling; DC 12 Intimidation or Persuasion check) to

give up the verbal password ("Eternity") or some other means of accessing the entrance.

PART 2: THE NIGHTMARE

Inside the Nest, security is startlingly light. The group should make their way to the nearest access elevator, using the same verbal password to descend to sub-level 21. This may require two separate elevator trips (one to get to the ground floor, and another to descend into the sub-levels). The hallways around the outside of the Nest have offices and storage rooms adjacent and are dimly lit with arcane lamps embedded into the ceilings. As the group gets lower, the following random effects begin to occur:

- The air alternately chills and warms, but never stays at a comfortable temperature.
- Shadows seem to move the wrong way or disappear entirely.
- As a party member approaches a doorway, they seem to move further away with each step than they should. The other party members notice this effect; the one approaching the doorway does not.
- If the group has a light source, one party member will observe it begin to flicker. If they mention this, it will stop flickering for them... but begin again for a different party member a few moments later.
- The air starts to smell stale and rotten.

Once on sub-level 21, the elevator doors open to an impossibly large, seemingly empty space. In reality, they have stepped off the Material plane into a tear into the Astral plane—a small pocket of the Void. All creatures' vision is reduced to 30 feet (including those with blindsight and truesight) for the duration of their stay in the Void. A DC 13 Perception check reveals a glint of light about 100 feet away from the entrance once the group is close enough; this is the arcane crystal containing Nateglie's soul.

It seems to be resting alone on a small wooden table with nothing around it. As they approach, images of the **arcanists**, **augmented**, and **guards** they killed appear to the group a handful at a time and attack, but are revealed to be illusory upon further inspection or interaction.

Once the group is 10 feet away from the table, the booming voice of Naakinoro (via *thaumaturgy*) congratulates them on managing to infiltrate the Nest. He notes that their success has given him much insight into the security problems of the Vault, and with their help, he will be able to improve the security

of "the most important source of power in the entire City." He offers the group a middle-ranking place among the Contractor cult, as well as a reward of 2,000 gp if they turn around and leave immediately. If the group completed *Necro-Pomp (Part 1)*, he also offers a bounty of 5,000 gp if they can help him find Jessica. If they accept this offer, he allows them to take the crystal as a part of a ruse to get close to her.

If they continue to advance without accepting his offer, another figure appears beside them and attacks whoever seems weakest—but this one turns out to be real. Stepping out of Soulspace directly into the Void, **Naakinoro's living nightmare** attacks the group alongside two **arcanists**. The combat space stretches infinitely in all directions and has a ceiling 20 feet high. Other than the table, there are initially no other features in this space.

On initiative count 20, 1d4 five-foot cubic shadowy structures appear randomly throughout the space. They are solid and can be interacted with and provide cover. If one appears in the same space as a creature, it is harmlessly lifted on top of the structure. The structures last until the **living nightmare** steps into the Ethereal plane, and new structures do not appear until it returns to the Void.

When the **living nightmare** is defeated, both arcanists cast *etherealness* using a prepared spell gem and flee. The space around the group suddenly populates, smashed crates and shelving appearing all around (the unwitting result of their fight). The tear into the Void closes permanently, taking the body of the **living nightmare** with it.

Upon touching the arcane crystal containing Nateglie's soul, Jessica contacts them using a meeting stone of her own. She offers to teleport the group out of the Nest to a safe location, thanking them profusely.

AFTERMATH

Jessica teleports the group to her home, finally meeting them in person. Should they relinquish the arcane crystal, she immediately (and without warning) casts *liberate soul* on it, allowing the gem to shatter and create a shockwave. Jessica is immune to being deafened and will cast *lesser restoration* on any member of the group who was deafened. After Nateglie's soul is liberated, she gives the group their promised reward.

If the group agreed to help Naakinoro find Jessica, they may consider using a meeting stone to contact him and reveal her location or keep the location to

themselves. How Naakinoro reacts could lead to further adventure.

DEVILISH DISCOVERY

Four level 8 to level 10 characters

BACKGROUND

Between the Scorching Frontier and the walls of Prismatic Falls lies Hell's Gate, a mountainous settlement that acts as a depot to ship supplies out of the Falls and fiend souls in. Shim Sun serves The Knight cult and has approached the group to recover a package of great importance lost somewhere between Hell's Gate and the Frontier.

Sun offers to provide passage on the next Contractor train departing for Hell's Gate, but after that the group is on their own. She gives a detailed description of the missing package: a redwood crate roughly five feet long, two feet wide, and about 18 inches deep. The outer portion is wrapped in a series of leather straps. The group is under no circumstances to open the crate, and she threatens to draw the full power of The Knight against them should they disobey.

Sun offers 10,000 gp and favor among followers of The Knight in return for retrieving the package, no questions asked.

CHARACTERS OF NOTE

Akshat (he/his). A tiefling refugee from the Frontier.

He is hiding inside the crate Sun is after.

EH-30 "Heavy" (they/their). A **soulfueled colossus** built by The Contractor cult to defend their rail lines. They have absconded from the cult and joined **Eric's** gang.

Eric Min-Alnaar (he/his). The current sheriff of Hell's Gate, and curseborn. His appearance is only slightly less menacing than his attitude, and he does not like outsiders. He is corrupt and leads the bandit group who attacked the train.

Shim Sun (she/her). A human with bronzed skin and flowing yellow-and-red streaked hair. She follows The Knight and is considered one of the Judiciaries maintaining order between the various guilds. She secretly runs an underground railroad smuggling tieflings into the Falls.

Yondar Towergrip (they/their). A dwarven administrator who oversees the train scheduling through Hell's Gate. Their gruff demeanor belies their loyalty and sympathy to the people of the

Frontier. They're a member of The Contractor cult, and as such have an ocular implant in their left eye socket.

PART 1: INVESTIGATION

Yondar Towergrip, the station administrator, greets the group upon their arrival at Hell's Gate. They explain with a signature drawl that a train containing a load of captured fiends intended for use in a new infernal train line was sabotaged, causing its payload to be lost to bandits. They can give vague directions ("about five miles due sundown") and suggest talking to some of the demon hunters at the local saloon but is otherwise unhelpful.

An Insight (DC 13) check reveals that Yondar is hiding something but is exceptionally evasive and won't reveal it without a Persuasion (DC 18) or Intimidation (DC 25) check. If successful, they tell the group that a refugee was hiding in a crate among the cargo. They describe the crate Sun is looking for and beg them to keep the refugee's presence on the train a secret.

The locals at the saloon describe more details about the attack:

- The train was inbound to Prismatic Falls and, unlike most, was not scheduled to stop at Hell's Gate.
- The mercenaries hired to defend the train were not found at the scene, and almost all of the defensive turrets and soulfueled were destroyed or stolen.
- The train was derailed by a large explosion, likely a bomb of some kind, but the tracks were left unharmed.
- The town sheriff, **Eric Min-Alnaar**, has disbanded his group of deputies and is investigating the attack himself.
- Horses and other mounts have been made available at Sun's expense.

If the party follows up with **Eric** on any of the above, he demands to know how they knew any information that they reveal to him. He orders them to leave and threatens to arrest them if they don't comply. If they refuse, he follows the group and carries on with his (toothless) threats until they leave.

PART 2: THE LONELY ROAD

Leaving Hell's Gate and following the directions given to them, the group follows a circuitous path that winds

through the mountains down to the nearest train platform. If the group retrieved horses, the journey takes about six hours; without, about a day. There, a group of **guards** points the group to the crash site a three hours' ride away (12 if on foot). They warn them that an increase in "weirds" (that is, strange occurrences like creatures appearing and disappearing, harassing convoys out, etc.) has kept them from going out to investigate themselves.

Along this route, a startling lack of animal life or settlements is seen. The group is well and truly alone, save for the overhead train that runs every two hours. They don't see any sign of the "weirds" mentioned by the guards, but a DC 17 Perception check reveals occasional tracks appearing and leading nowhere. The tracks appear to be insectoid in nature upon passing a DC 15 Nature check.

If the group doesn't have mounts, at the end of the first day they must succeed on a DC 13 Constitution saving throw or suffer one level of exhaustion. Once out in the desert, they are required to make this save at the end of every day, regardless of whether they have mounts or not.

In addition, long rests no longer recover exhaustion (unless the creature is resistant to fire or otherwise immune the effects of weather) and they must repeat this save at the end of each day of travel. The DC for this check increases by 1 for each day they are out in the desert. Resting for a full day in a climate-controlled environment (such as that created by *tiny hut*) is the only way to recover exhaustion, one level at a time.

PART 3: AMBUSH!

The crash site is disturbingly large: the cargo train dangles from an overhead rail line, partially encircling a huge crater. Fiend corpses and crates of supplies lie smashed and strewn about. Drag marks indicate the train engine has been moved, though by who or what is unknown. A DC 13 Investigation check reveals large, even footprints among the drag marks. If the group is familiar with soulfueled, they recognize the distinct, even walking pattern of a **soulfueled colossus**. The train is covered with a thick, sticky webbing that blocks access—definitely not a soulfueled product.

Further Investigation (DC 15) finds a stray leather strap and a long, flat object that had been dragged away. Following this trail leads away from the train tracks and into an ambush set by **Eric Min-Alnaar**. **Eric** is hiding from the group, but a Perception (passive or active) check of 15 or higher can spot his underlings sneaking up on them in desert camouflage.

Controlling the Phase Spiders. While mounted, their wrangler uses their **spider's** movement speed and capabilities instead of their own on their turn. The **phase spiders** act immediately after their respective spider wrangler's turn in combat. As a bonus action on each of the wranglers' turns, they can command their **spider** to attack, retreat, or jaunt. The **spider** will follow the command as best as it can, or will continue to follow a command from the previous round. The wranglers each have an arcane gem bound to the soul of their **spider**, and thus can phase into the Ethereal plane along with them.

From the high ground atop a rock outcropping (or high up on the tracks, at the GM's discretion), **Eric** takes a potshot at the group, initiating combat. He is joined by a posse of four spider wranglers (use the **veteran** stat block), each riding their own **phase spider**. **Eric** stays up in the rocks, maintaining half-cover from the group as much as possible. There are rocks jutting out from the sand which can provide cover from **Eric**, but the spider wranglers attempt to tangle the group out of cover with their **spiders'** web action.

Eric will also make liberal use of his pin down ability if the group is proving to be too rowdy for his posse. If forced down from his perch (or once the **phase spiders** and their handlers are defeated), he uses a loud trainlike whistle to call upon Heavy, a **soulfueled colossus** powered by a **vrock** hibernating inside the wreckage of the train. **Eric** avoids direct combat as much as possible, activating his *unleash curse* ability if at least two of the characters are within 10 feet of him. If he is reduced to less than half of his hit points, he will attempt to run away or stall the group long enough for him to activate an arcane crystal containing *blink*.

PART 4: THE PACKAGE

When combat is over the group is able to find the crate Sun (and/or Yondar) described nestled in a small crevice a short walk away. It still has two leather straps wrapped around it. If the group chooses to open the crate, they find Akshat (a tiefling refugee) held in a form of magical stasis. The stasis is broken once the lid to the crate is open. Akshat panics, demanding to know where he is and who they are. With a successful DC 14 Persuasion or Intimidation check, they are able to quiet him down enough to talk.

Akshat describes a deal he made with Sun that would sneak him into Prismatic Falls. She used her influence to modify the train's timetable, keeping it

from stopping at Hell's Gate. Since the train derailed, he doesn't have a way to get into the Falls.

The group might choose to use a meeting stone (or some other means of communication) to speak to Sun. She denies any knowledge or involvement (a DC 14 Insight check reveals that to be a lie) and threatens to execute them should they return to the Falls. With a successful DC 16 Persuasion (or Deception) check, they are able to talk her down from her threat, but she significantly reduces the reward to 4,000 gp and states that getting Akshat to the Falls is now their responsibility. She then terminates the communication.

If the group arrives back at Hell's Gate without hiding or disguising Akshat, Yondar will reluctantly help them find a new way to Prismatic Falls. They provide a new crate for Akshat to hide in and will help the group get it onto a train heading toward the Falls, but after that their involvement ends.

If the group didn't open the crate, they will need to find some way to bring it back to the Falls. If they obtained mounts in Hell's Gate this is fairly trivial (including other means of transport such as *floating disk*), or they can simply carry it. The crate is surprisingly light for its size, needing a Strength score of just 12 to carry easily. Once back at Hell's Gate, Yondar gladly helps them get passage on the next train back to the Falls, telling them that if the group ever needs anything on the Frontier, they're willing to help. They hint that Hell's Gate is in need of a new sheriff, if they happen to know anyone interested.

AFTERMATH

Once back in the Falls, Sun greets them and takes the crate from them, thanking them for their service to The Knight. She provides them with the agreed-upon reward and dismisses them. If the group didn't open the crate, she makes a mental note of them in case any more irregularities come up in her operations of the underground railroad.

THE NIGHTMARE FOUNDATION

Four level 9 to level 12 characters

Down here, it's anyone's guess how we're still alive. Mostly depending on each other, I guess. But depending on someone means you gotta trust 'em, and trust has to be earned..."

BACKGROUND

The Slums of Prismatic Falls are the last resort for the poor, the needy, the sick, and the criminal. Below the towering structures and even the city streets, no cult controls (or wants to control) this space. Because of the sheer amount of suffering, rifts into the Void are common—and along with them, living nightmares.

An organization known as the Nightmare Foundation is the Falls' last line of defense between the people of Prismatic Falls and the monstrosities that claw their way into the Material plane. They maintain at least a small presence anywhere living nightmares are found, and the Slums are no exception. They prioritize the interests of the cults (and therefore focus primarily on the surface of the Falls), but occasionally a threat is detected in the Slums that needs their oversight.

The group has been approached by NF-1701, a soulfueled representative of the Nightmare Foundation. One of their agents was investigating a report of missing psychopomps when they themselves fell out of contact with the Foundation. The Foundation is offering 7,000 gp if they are able to locate their missing agent and a further 13,000 gp if they are able to retrieve them (or their soul). NF-1701 provides the group with a scroll of *capture soul* (see Appendix B) and an empty arcane crystal if needed, but they deduct 500 gp from their reward to cover the cost.

CHARACTERS OF NOTE

Chip (she/her). A human girl, no older than 14 years (though she herself is unsure). One of many unfortunate souls born into poverty in the Slums.

Larrak Syndaril (he/his). An elven field agent of the Nightmare Foundation. He is soft-spoken and—on the rare occasions he does speak—uses as few words as possible. As of the start of this adventure, he is already dead.

NF-1701 (they/their). A soulfueled contact used by the Nightmare Foundation to contact external groups and field agents. Unlike many soulfueled, they do not mind being a slave to the Foundation.

Shrike (it/its). A masked psychopomp notorious for harvesting the souls of the mentally unstable who are suspected to be the source of many living nightmares. Shrike does not speak.

Whirlwind (he/his). Chip's adoptive battleborn father and the alter ego of **Shrike**. In contrast to **Shrike**, Whirlwind is jovial and long-winded. He participated

in the last battles of the Shattered Empire's collapse but doesn't like to talk about it.

PART 1: CURIOSITY

NF-1701 guides the group to a Nightmare Foundation outpost near where the agent, Larrak Syndaril, was last reported. It is abandoned. NF-1701 states that they will wait for the group for 72 hours, then presume the group has died and return to the Foundation. They unlock a tunnel heading into the Slums, bidding them a good hunt and locking the door behind them.

The tunnel is straight, but long. The stench of filth and refuse fills the air, and there is no lighting. Occasionally a small amphibious creature known as a sick-suck (use the **frog** stat block) will splash the surface of the water (or whatever liquid is down here).

After some time, a DC 8 Perception check will reveal that someone is following them in an adjacent passage. While Chip tries, she is not very good at stealth (use the **commoner** stat block) and habitually talks to herself, making it trivial to spot her. If the group moves in any threatening way, she will immediately try to run back home. Following her (or talking to her and convincing her to help; DC 14 Persuasion) brings the group to Fellraven, a small settlement within the Slums.

Fellraven seems cleaner than the surrounding Slums; there's certainly less waste lying about. A group of four or five **commoners** eye the group warily but don't get in their way. If spoken to, they answer noncommittally before excusing themselves. Chip leads the group through Fellraven to her home, which she shares with Whirlwind. He greets the group (comforting Chip if needed), maintaining a protective stance between the group and Chip. Whirlwind is suspicious of any outsider, but with a successful DC 13 Persuasion check he will provide the group with some information:

- A significant increase in Void tears has been noticed nearby. The citizens of Fellraven aren't worried about it, but they should be.
- Living nightmares have generally avoided Fellraven, but ever since the Nightmare Foundation agent arrived (Larrak, though Whirlwind does not know his name) minor nightmares have been making their way into the town.

- The people of Fellraven suspect Larrak may have been deliberately summoning living nightmares. For what reason is unclear.
- Since Larrak's disappearance, the living nightmares seem to have stopped infiltrating Fellraven. However, a low rumble can be heard every so often in the direction of where he was last seen.
- A psychopomp by the name of **Shrike** has been sighted closer to Fellraven than ever before, usually in the wake of a living nightmare.

Passing a DC 15 Insight check will reveal that Whirlwind is concealing something but will not divulge any further information in Chip's presence. If the group seems to be interested in meeting **Shrike**, Whirlwind will provide directions to its last known sighting location just outside Fellraven. Otherwise, he will direct the group in the direction that Larrak was last seen: an access pipe leading further into the Slums.

Throughout the conversation, Chip curiously watches the group, focusing on any magic-users or characters of an unusual race. If questioned, she laughs and responds by saying she'd always thought that people from the Streets looked different.

PART 2: KNOWLEDGE

Should the group agree to meet **Shrike**, Whirlwind will suggest they leave as soon as possible. He comments that **Shrike** comes and goes and is pretty hard to pin down. Searching the surrounding areas for him might be a good idea. It takes the group only a few minutes to arrive at the last known location.

No matter what the group does at this point, in 20 minutes they can hear a faint humming noise that grows louder and louder. A DC 10 Perception check reveals a faint creature or object approaching Fellraven at high speed. As it gets closer the group is able to make out **Shrike** riding on its **arcane cycle**. A dull metal mask crafted to be featureless covers its face, and bulky clothing obscures its body. When **Shrike** draws near, it slows its approach and stops 20 feet from the group.

While it does not speak, **Shrike** performs hand gestures to communicate. Anyone who knows thieves' cant is able to understand it; otherwise, a DC 12 Intelligence check is enough to get the basic understanding of what it's saying. **Shrike** demands to know what the group is doing in the Slums. Should the

group lie to it, they must succeed on a DC 15 Deception check or have it become hostile. It knows it can't take on the group in a fight but will refuse to offer any help and demand that they stay away from Fellraven. It will attack if the group attempts to re-enter Fellraven.

If the group doesn't lie to **Shrike**, it offers to show them to where Larrak died. However, it warns, Larrak was responsible for creating a colossal living nightmare (**Larrak's living nightmare**) and advises sneaking in, retrieving the body, and sneaking out. It believes Larrak intentionally tore open the rift into the Void but can't prove it.

If the group didn't inquire further about Shrike, Whirlwind points them in the right direction to find Shrike. He will warn them to be careful, noting that it would be a shame to lose such obvious fighting talent.

PART 3: WISDOM

Navigating the tunnels is difficult without a guide. If the group didn't get the aid of **Shrike**, a DC 14 Survival check is required to find the room where Larrak lies. Any less, and it takes over four hours to locate the area in question. If the group rolls an 18 or higher on their Survival check (or have the help of **Shrike**), they're able to find it in less than an hour.

The location in question is a large maintenance access room, circular in shape, where several sewer pipes converge. The room is roughly 50 feet in diameter and stretches 100 feet upward, terminating in a large, covered grate. The floor is covered with water, forcing all Stealth checks at this level to be made at disadvantage and is considered difficult terrain. A series of five walkways encircle the outside edge, with ladders to climb between the different levels and rickety catwalks spanning the diameter every other level. The lowest of these walkways is just above the surface of the water. At the GM's discretion, the access pipe they enter the room from may be at any of these levels.

Without any light, it is a little difficult to get a good view of the room. Sleeping in the darkness, however, is a deadly foe: **Larrak's living nightmare**, partially in the room and partially resting through a tear into the Void. A DC 11 Perception (or passive Perception of 11 or higher) is enough to hear the rumbling caused by its breathing and feel the air currents move. Larrak's body is floating partially submerged about 30 feet away from the **living nightmare**, a long cable running from the back of his wrist to what appears to be a soul battery. There is no mana contained within the

battery, and its glass cylinder is inert. A DC 14 Perception check is required to make this out through the gloom from the entry point.

If **Shrike** is with the group, it points out the **living nightmare** and Larrak's body and explains that the **nightmare's** size makes it hard for the creature to leave this room, but it will still likely kill anyone it can (should it wake). Since **Shrike** is a psychopomp, it is particularly well-suited to help retrieve the soul of a dead man. It offers to perform *speak with dead* or *capture soul* on the body if the group manages to get Larrak out in one piece but refuses to enter the room with them.

At this point, how to progress is up to the group. While Stealth (DC 16) is recommended, it may not be possible to sneak in and out depending on what skills the group has. Should the **living nightmare** wake, knowing that it is too large to leave the room may encourage the group to grab Larrak's body and run, or simply cast *capture soul*.

AFTERMATH

No matter the manner the group retrieved Larrak (or his soul), the group returns to the Nightmare Foundation outpost to find NF-1701 where they left them. They offer the agreed-upon reward but inquires whether they encountered a curious psychopomp named **Shrike**. If the group did not (or successfully lies, DC 15, that they did not), NF-1701 shrugs and says nothing more on the subject. If the group did encounter it (or successfully lies, DC 15, that they did), NF-1701 pauses for a moment before telling the group that the Nightmare Foundation may be contacting them for further questioning. They take their leave, encouraging the group to excuse themselves of these "dreadful surroundings" as well.

This adventure may lead into a later adventure, *What Must be Done*, if the GM so chooses. Note that there is a significant level gap between these adventures.

RIPTIDE

Four level 12 to level 15 characters

"Ever since the Shattering, the seas have gotten more an' more dangerous. Help an old man out with one last run, will you?"

BACKGROUND

The Ardent Shield is the dominant trade nation within the Shattered Empire. It controls almost all water transport on the eastern side of Aysta, giving it an advantageous position over the other states. However, because the majority of valuable goods pass through its borders, this also had the unfortunate side-effect of encouraging a thriving criminal underground. Merchants from the Shield are wealthy and jealous, and many reach out to mercenary groups within Prismatic Falls to augment their regular security.

Sven Yrusar, a once-mighty trade baron, has largely passed off his fleet to his son. In his twilight years, however, he's found the urge to travel and has convinced his son to allow him to accompany the *Drake's Crest*, a smaller merchant vessel, from Port Farren to Il'Alori, the capital of the Azure Spark. Sven has contacted the group to ask for your protection while he travels. He offers a 1% cut of the profits (totaling 10,000 gp) as well as two family heirlooms: a +2 dancing tactical sword and a spellguard tactical shield.

CHARACTERS OF NOTE

Jerrak (he/his). The half-orc first mate (normally captain) of the *Crest*. Gruff, loud, and stern, he maintains tight discipline on his ship. He has been augmented heavily, sporting three artificial limbs and a parietal eye just inside his left eye socket.

Sven Yrusar (he/his). The former leading trade baron of Port Farren. A human man, years on the seas have aged him greatly. Though he's only 60 years old, he looks closer to 80. His voice is rough and raspy from a lifetime of shouting over the ocean. He is acting captain of the *Crest*.

PART 1: CAST-OFF

The planned route will travel—by necessity—past the island known as Swashbuckler's Sanctuary. A compliment of eight crewmembers (use the **guard** stat block), along with Jerrak (use the **augmented**

Sven's Spellguard Tactical Shield

Armor (shield), very rare (requires attunement)

AC 2

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

from SRD 5.1 p. 242 and CCG p. 95

Sven's +2 Dancing Tactical Sword

Weapon, legendary (requires attunement)

Martial melee weapon

1d8/1d10 slashing (versatile)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Additionally, you can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

from SRD 5.1, pp. 215-216 and CCG p. 97

stat block with the Super Strength upgrade) and Sven (use the **bandit captain** stat block, modified to include his dancing tactical sword and spellguard tactical shield) have been commissioned to man the ship.

The *Drake's Crest* is a mastless cargo ship, 100 feet long and 20 feet wide. It has 500 hit points and its hull has an AC of 18. If an attack deals 20 damage or less to it, it takes no damage instead. There are three decks: a main deck, a lower deck, and the hold. A quarterdeck is raised along the stern, creating a 20-foot square space above the navigation hold. Its propulsion is driven by an infernal engine in the hold powered by a **vrock** (giving the ship a speed of 45 ft.) in addition to the sails. Mounted along each side of the main deck are three runetech railguns, which may be fired as an action. One railgun is mounted to the stern of the ship on the quarterdeck.

The majority of the journey will be navigated and otherwise handled by Jerrak, though he will ask the group to assist the crew. Various tasks around the ship may be performed at the GM's discretion:

- Maintenance on the railguns is performed by firing each cannon once, then refilling the shared mana

Running Ship-to-Ship Combat. While in combat, each of the characters gains additional action options if they are manning a station. The ships are considered their own entity but can only move when designated (below) and take no other actions.

Weapons. When a creature is manning one of the weapons, they can use it when they take the attack action on their turn. If they are proficient with the weapon, they can add their proficiency bonus to hit. At the GM's discretion, if a creature has the multiattack or extra attack features, they may use one attack from a ship weapon as a part of a multiattack or extra attack series.

Targeted Shots. In addition to the ship's HP, specific areas of the ship can be targeted. Doing so imposes disadvantage on the attack roll unless made with a ship weapon. Each area of the ship has a given percentage of the total hit points. The targetable areas are the hull (50% of the total hit points), navigation (20% of the total hit points), weapons (10% of the total hit points; only targetable once the hull is breached), and engine (20% of the total hit points; only targetable once the hull is breached).

Reducing the targeted area to 0 hit points disables it and removes its action options. Once the hull reaches less than 25% of its hit point maximum, it is considered "breached" and the ship begins to sink (and opens up additional targeted shot options). It takes three rounds for a ship to fully sink. If the engine is successfully destroyed, it ruptures as detailed below.

Movement. On initiative count 20, each enemy ship involved in combat moves at their movement speed, including steering. If navigation is unmanned, the ship moves in a straight line on initiative count 20 after enemy ships. If navigation is manned, the ship moves during the pilot's turn. The pilot can use an action to steer the ship up to 90 degrees at any point while moving. If the pilot chooses not to use their action to steer, the ship will continue in a straight line. Alternatively, the pilot can use an action to overload the engine, dealing 5 (2d4) force damage to it but enabling the ship to move double its movement speed that round.

Sinking. When a ship reaches 0 hit points, it sinks. When it does, the infernal engine ruptures, dealing 14 (4d6) force damage to all occupants if the fiend powering it is Tiny or Small, 20 (6d6) force damage if the fiend is Medium, or 28 (8d6) force damage if the fiend is Large. If the ship sinks by any other means (such as a hull breach), the engine does not rupture.

reservoir in the hold. Each shot consumes 10 gp of mana, and the reservoir contains a maximum of 500 gp of mana. If the group performs maintenance at least once, they are considered proficient in the use of the railguns.

- Spotting to watch for pirate activity may be performed with a Perception check. If the group successfully spots the pirate skimmer (DC 14, below), they are not surprised at the start of combat.
- At nights, Jerrak allows a crewmember to take over steering. Control of the ship is managed in the navigation hold, below the quarterdeck. If the group aids with navigation (a successful DC 14 Survival check), they can control the ship during combat.

PART 2: THREAT FROM BELOW

A few days into the journey, one of the crew members notices a strange movement in the water. Moments later, a small craft—a pirate skimmer—bursts from beneath the waves and six orc pirates (use the **assassin** stat block with the addition of a 20 ft. swim speed) and two **soul sentries** leap onto the main deck of the ship as the skimmer passes overhead. Combat begins, and the crew (including the party) is considered surprised. If the group chose to aid with spotting, one of the characters spots it instead, and the group is not surprised (but the rest of the crew is).

While manning one of the runetech railguns, a creature gains the following attack option:

Runetech Railgun (Mounted). *Ranged Weapon*
Attack: +Dex to hit, range 120/480 ft., one target. *Hit:* 13 + Dex (2d12 + Dex) piercing damage. While this weapon is in use, it can only aim in a 90-degree arc pointing outward but deals double damage to other vehicles when making a targeted shot.

For the purposes of combat, the entire crew (including Sven and Jerrak) are considered proficient with the railguns and get a +4 bonus to hit with them. During the fight, each of the crewmembers will try to man one of the seven railguns, and the last will take over navigation from Jerrak so he can fight. Sven, in his old age, hides in the hold.

The skimmer is roughly 20 feet square, has an AC of 15, and 200 hit points. It has no built-in weaponry (other than the **sentry** launcher, below) and has a speed of 60 ft. It can use 5 ft. of movement to submerge or surface. It dives into the water on the

opposite side of the ship, maintaining a distance of about 30–40 feet. The skimmer is considered to have three-quarters cover while submerged.

If the skimmer is less than 45 feet away from the ship at any point during its movement and has surfaced, a **soul sentry** deploys from the skimmer, landing on the deck of the ship anywhere within 45 feet of the skimmer. The new **sentry** can move on its first turn but cannot take any other actions or reactions until the end of its first turn. The pirates are primarily interested in the ship's cargo (which is unspecified but is small and extremely valuable). At their first available opportunity, they will attempt to enter the lower deck, and from there the hold. Once the cargo is secure, the pirate nearest the hull detonates an arcane grenade, tearing a hole in the hull and allowing the pirates to escape. Once all remaining pirates are onboard, the skimmer submerges and is lost.

Each time a pirate dies, one pirate who saw the death immediately uses their reaction to activate an alert stone. On the pirates' turn, if there are fewer than 4 pirates remaining alive and fewer than 4 **soul sentries** on board, they will abort their attack and

attempt to return to the skimmer. The pirates will flee the ship, abandoning any remaining **soul sentries** to their fate.

AFTERMATH

If Sven and Jerrak both die, the group do not receive their reward (unless they managed to loot Sven's body without drawing the ire of the crew). If only Sven dies, Jerrak will offer one-half the reward (and does not offer Sven's heirlooms) if the cargo is safe. If only Jerrak dies, Sven offers the full reward but withholds his sword.

If the *Drake's Crest* went down, the group must find a way to return to shore on their own. Jerrak or Sven (if they are still alive) will help them, but immediately turn them in to Empire authorities for failing to uphold their end of the contract.

If the pirates escaped with the cargo and Sven lived, he is enraged. He refuses to give the group their reward and abandons them once they arrive at Il'Alori.

If the group managed to repel the pirates and both Sven and Jerrak lived, they receive their reward upon arriving at Il'Alori, as well as the promise of future employment.

DEMON HUNT

Four level 14 to level 16 characters

"Well, you know what they say! You can't make a greater infernal engine without breaking a few skulls. That's how the expression goes, right? ...Right?"

BACKGROUND

Infernal engines power all major vehicles and large machines in Prismatic Falls. Composed of a captured demon or devil trapped inside a device similar to an arcane battery that feeds on its magical energy, infernal engines form the core of the most powerful magical devices in the world. More powerful engines require stronger fiends, but even the strongest engines rarely house demons more powerful than a **vrock**.

Jin Cadete, a research scientist working under The Contractor cult, dared to dream big. Her crowning achievement was the development of the **soulfueled titan**, the strongest soulfueled ever built. Unfortunately, big machines require strong power sources, and Jin isn't known for her sensibility. She traveled to The Chasm (a region in the Scorching Frontier where the demons and devils cross over to Aysta) and managed to subdue a **marilith**, building her **titan** around it. Unfortunately, during the process of transporting the **titan** back to Prismatic Falls for research, the **marilith** broke free of its containment and began wreaking havoc across the Wastes.

Unable to defend themselves, as they lack the ability to use magic, the people of the Wastes have desperately sought out a group of adventurers to save them from a cruel and bloody fate. Jin, scrambling to protect her reputation, has also contacted the group directly to offer a significant reward for containing or killing the **marilith**. If the demon is subdued, but not killed, she offers 60,000 gp and access to some of the Contractor cult's most powerful experimental spell engines, which can be used to cast 6th- and 7th-level spells with the aid of several manateks. If the demon is killed, she offers the gems but not access to the spell engines.

CHARACTERS OF NOTE

Chesamo Sak (he/his). A traumatized beastfolk survivor of Jxxragli's attack. He is descended from a domesticated canine of some kind.

Jin Cadete (she/her). A high-ranking dwarven member of the Contractor cult and leading research

scientist developing soulfueled technology. She constantly uses Prismatic City's ancient dwarven name, "Tiranval" (much to the chagrin of her superiors) and speaks slowly and over-enunciates when she's talking to someone she considers less intelligent than herself—which is nearly everyone. She refers to Jxxragli (and all other fiends) as objects, rather than creatures.

Jxxragli (she/her). A **marilith** captured by Jin to power her **soulfueled titan** experiment. She is infuriated by the treatment of demons by the people of Prismatic Falls (though doesn't mind that devils are routinely used as well) and is killing indiscriminately in revenge. She has a cranial augment and two arm augments that enable her to innately cast powerful spells.

PART 1: FOLLOWING THE TRAIL

Jin initially thanks the group for their discretion and provides them with transport to the Wastes. She warns them that demons are tricky beings and will say anything if it means they'll survive. She requests that they try as much as possible to avoid killing the **marilith**, but if it comes to that, she will reward the group for retrieving "its" body.

Upon arrival at the settlement of Brix, the group is able to see the impact of Jxxragli's rampage: What few buildings were standing at one time are now reduced to rubble, and mutilated humanoid bodies litter the path. It isn't immediately clear what direction the demon traveled in as there seems to be no end to the destruction. Picking up the trail of the demon requires a DC 17 Survival check. If anyone in the group is a tiefling or has other fiendish associations, the check is made at advantage. Otherwise, the group may investigate their surroundings.

By passing a DC 14 Investigation check or DC 18 Perception check, the group finds a set of bloodied pawprints leading away from the wreckage. If the group follows these, they catch the beastfolk Chesamo in his hiding place (beneath the ruins of what was once his workplace). He is skittish, constantly looking around for a means to escape, and initially does not trust the group. He can be calmed down with a DC 15 Persuasion check or magical means. Attempts to intimidate or threaten him cause him to desperately attack the group (use the **commoner** stat block, but with a bite with 5 ft. of range that deals piercing damage instead of a chain attack).

It is easy to see Chesamo is terrified after witnessing the complete destruction of his home. After calming

down, he describes the **marilith's** attack in excruciating detail (particularly involving the smells), explaining how she tore his friends and family apart, cackling maniacally with each kill. He goes on to say that she seemed to have some kind of magical augmentation in her head, which is extremely unusual for a demon (particularly one destined to be the core of an infernal engine). He isn't able to give more information about the augmentation—he was too busy hiding. He can, however, point the group toward her next destination: a soul battery and power generator station not far from Brix. He points out the enormous arcane crystal looming in the distance.

From Brix, the group follows the path of destruction to the station, noting more bodies along the way. Scorch marks and sections of missing roadway hint about the nature of Jxxragli's augments. The power station itself is a medium-sized building just below the base of the crystal, with massive cables and arcane wiring sprouting from the roof leading up to the crystal.

PART 2: DEMONIC VENGEANCE

The entrance to the power station lies in ruins, both doors ripped from their hinges. The arcane crystal hovers over the station and field, forming a ceiling of sorts about 50 feet above. Fragments of the arcane crystal litter the ground, making the entire space difficult terrain. As the group approaches, a scratchy feminine voice booms in each of the party members' heads. Jxxragli telepathically screams that she's going to kill them and everyone responsible for her captivity. If they continue to approach, she attacks the group with one of her augments from a high position (see below) and combat begins.

Despite her instability, Jxxragli is a cunning foe, using her teleportation to move around the space and target the weakest-appearing enemy (paying close attention to any magic wielders). Use the **marilith** stat block, with the following additional actions:

Void Strike (Recharge 4–6). Jxxragli has replaced two of her six arms with augmented limbs, enabling her to create localized rifts into the Void. All creatures in a 10-foot radius of two points of her choice within 60 feet must succeed on a DC 17 Constitution saving throw or be pulled partially into a rift, taking 33 (6d10) cold damage and having their movement speed reduced by 10 feet. On a success,

a creature takes half as much damage and doesn't have their movement speed reduced.

Augmented Spellcasting. Jxxragli's cranial augment grants her a limited form of spellcasting. Her spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no material components:

At will: *invisibility* (self only), *lightning bolt*
1/day: *chain lightning*

Keeping the fight outside as much as possible, Jxxragli refuses to back down, wailing that death is preferable to capture. If she is knocked unconscious, rather than killed, her last telepathic thought is a plea to end her misery.

Once combat ends, the group may either contact Jin remotely (through a meeting stone or other means of long-range communication) or simply transport Jxxragli's body back to Jin.

AFTERMATH

Once Jxxragli's body is back with Jin, she will reward them as agreed. The transaction concluded, Jin will dismiss the group without any further discussion, stating that her work has waited long enough. A DC 14 Insight check reveals that Jin's mind is starting to fray. She exhibits vocal tics, her sentences end abruptly, and her clothes seem to have not been changed in days.

Following up on this could prove to be a useful adventure thread for the GM. Alternatively, the group meets Jin again in the last adventure of this supplement, *Titanfall*.

WHAT MUST BE DONE

Four level 16 to level 17 characters

"We thought we could put this behind us forever. Turns out, the nightmare was just waiting for us to get complacent..."

BACKGROUND

Living nightmares are formed when a section of the Void transits particularly close to the Material plane, allowing the psychic influence of everyone nearby to create monsters born of their deepest nightmares. This phenomenon is nicknamed "thought force," and is

particularly strong in places where suffering is constant—places such as the Slums.

In the sewers beneath Prismatic Falls, the enigmatic Nightmare Foundation conducts experiments on the Void, hoping to discover how to better combat the monsters that step through. Unfortunately, several of their agents have been killed in the process, the latest of whom is Larrak Syndaril (see *The Nightmare Foundation*). The recovery of his soul and subsequent investigation led to the startling discovery that certain aberrantly minded individuals, called Dreamers, are capable of willingly summoning living nightmares onto the Material plane.

This suspicion is kept as a closely guarded secret among the upper echelons of the Foundation. However, outsiders such as a psychopomp named **Shrike** have already come to the same conclusion. Mercy killings of Dreamers to prevent living nightmare incursions are on the rise, and with them the discovery of more and more dangerous living nightmares.

Not far from a settlement in the Slums called Fellraven, Larrak purposefully summoned **Larrak's living nightmare** to experiment on it. The Nightmare Foundation is reaching out to find warriors capable of cleaning up the mess he left behind. NF-1701, a soulfueled working for the Foundation, is aware of the group's reputation and is offering several rare magic items of the group's choice (as well as one legendary magic item), along with 50,000 gp. All the Foundation asks in return is the group's cooperation in keeping their Void research a secret.

CHARACTERS OF NOTE

NF-1701 (they/their). A soulfueled contact used by the Nightmare Foundation to contact external groups and field agents. Unlike many soulfueled, they do not mind being a slave to the Foundation.

Shrike (it/its). A masked psychopomp notorious for harvesting the souls of the mentally unstable who are suspected to be the source of many living nightmares. Shrike does not speak.

Whirlwind (he/his). The battleborn alter ego of **Shrike**. In contrast to **Shrike**, Whirlwind is jovial and long-winded. He participated in the last battles of the Shattered Empire's collapse but doesn't like to talk about it.

Shrike's Glamour Mask

Wondrous item, very rare, major tier (*requires attunement by a Small or Medium humanoid*)

This featureless mask, made of dull brushed metal, conforms to the face of its wearer when attuned. While wearing the mask, a creature can use their senses normally, despite not having any visible features.

Donning the mask allows the wearer to assume the persona of a psychopomp named **Shrike**. The creature retains all of its statistics and abilities, but its appearance changes. A dark shroud encircles it, obscuring its clothing and face. Any creature who witnesses the donning or doffing of the mask (at any time) becomes aware of **Shrike's** true identity, but other creatures who are otherwise familiar with the wearer are magically prevented from forming a mental connection between the wearer and **Shrike** unless it wants them to. This can include deduction of **Shrike's** identity through investigational or magical means.

The glamour is illusory in nature, but nonmagical attempts to see through the glamour automatically fail. Creatures that can see through illusions, such as those with truesight (or detection of magic through *detect magic*), are able to detect that the glamour is illusory but are unable to penetrate it unless the wearer wants them to.

PART 1: AN UNEASY ALLIANCE

If the group completed *The Nightmare Foundation*, NF-1701 is delighted to meet the group again and comments that the Foundation has been keeping an eye on their activities. They commend the group on their fantastic work retrieving Larrak's soul and explains that the Foundation is aware of **Larrak's living nightmare**. In order to get the situation under control, the **living nightmare** must be destroyed.

If the group did not complete the previous adventure, they explain that a Nightmare Foundation agent had gone missing in the Slums and was found killed by a **living nightmare**. They do not explain the connection between Larrak and his **living nightmare**. A DC 16 Insight check reveals that they know more than they are letting on, but they refuse to elaborate and simply sends the group on their way.

Access to the Slums is made at the same point as before. If the group completed the previous

adventure, they should already know the way to the **living nightmare's** lair. NF-1701 waits for the group at the outpost and bids them good luck. If the group did not complete the previous adventure, NF-1701 provides vague directions which will require a DC 15 Survival check to follow.

Along the way, the group is followed by **Shrike**, which only makes a cursory attempt to hide itself. If the group sees it (DC 12 Perception), it reveals itself to the group and approaches on its **arcane cycle**. **Shrike** does not speak, but instead uses hand gestures to communicate. Anyone who knows thieves' cant is able to understand it; otherwise, a DC 12 Intelligence check is enough to get the basic understanding of what it's saying. If the group already met **Shrike** in the previous adventure, it doesn't hide and instead immediately approaches the group when they arrive in the Slums.

It explains that the living nightmare attacks on the nearby settlement of Fellraven have gotten significantly worse, and demands to go with the group to fight **Larrak's living nightmare**. If pressed for its motivation, it is evasive and vaguely mentions protecting Fellraven. If the group refuses its help, it will lead them to the **living nightmare's** lair regardless. A DC 15 Insight check spots body language indicating it is very worried about the **living nightmare**.

If the group has met Whirlwind in the previous adventure *and* the group still refuses its help, **Shrike** will reluctantly remove its mask, dispelling its glamour illusion and revealing that it is actually Whirlwind in disguise. He explains how important protecting Fellraven is and begs the group to allow him to help. If they still refuse, he states that he's coming with them regardless and puts **Shrike's** mask back on.

PART 2: INTO THE VOID

As the group gets closer to the **living nightmare's** lair, the following effects begin to manifest in any order the GM chooses:

- Ear-splitting screeches occasionally pierce the ears of some (but not all) party members.
- Each time the group passes through a door and tries to go back, walking back through the door simply deposits them into a copy of the room they're trying to leave. Multiple chains of this room can exist, and the only way to progress is to choose a different door.

- Unsheathed weapons appear to transform into mundane objects, such as chair legs, ropes, or pieces of rock. Further investigation causes the illusion to dispel.
- Any light source the group has is suddenly extinguished and can't be re-lit (including magical light sources, such as those created by *light* or *moonbeam*, though any damaging effects persist). Any new light sources (or re-casting of spells such as *light*) work as expected.
- The walls and floor appear to break apart and fragments float randomly. The path followed isn't broken, but interacting with these fragments reveals them to be real. The space behind the walls and floor is empty space. Any creature jumping or stepping into this space takes 5 (2d4) force damage as they are ejected back onto the path, and the creature lands prone on the nearest solid patch of floor.

Just prior to entering the **living nightmare's** lair, they find that the door is locked. Attempting to pick the lock fails, and the one attempting takes 3 (1d6) psychic damage. Interacting with the door as if it is a door does not allow passage. In reality, the door doesn't exist, and is simply the manifestation of one of the **living nightmare's** defense mechanisms. A DC 14 Investigation check reveals that simply stepping through the door as if it isn't there allows the group into the room.

PART 3: THE CHAPTER CLOSES

The lair is a large maintenance access room, circular in shape, where several sewer pipes converge. The room is roughly 50 feet in diameter and stretches 100 feet upward, terminating in a large, covered grate. The floor is covered with water, forcing all Stealth checks at this level to be made at disadvantage and is considered difficult terrain. A series of five walkways encircle the outside edge, with ladders to climb between the different levels and rickety catwalks spanning the diameter every other level. The lowest of these walkways is just above the surface of the water. At the GM's discretion, the access pipe they enter the room from may be at any of these levels. The **living nightmare** has burrowed into one side of the first

level, breaking its walkway but extending one side of the lowest level by about 30 feet.

Without any light, it is a little difficult to get a good view of the room. **Larrak's living nightmare** sleeps at the bottom of the room, partially in the room and partially resting through a tear into the Void. A DC 11 Perception (or passive Perception of 11 or higher) is enough to hear the rumbling caused by its breathing and feel the air currents move.

Entering the lair causes immediate disorientation. Unless a character is immune to the effects of surprise (such as a barbarian's Feral Instinct feature or *foresight*), initiating combat causes all friendly characters to be surprised, even if they were the ones to attack first. Additionally, all creatures other than the **living nightmare** have disadvantage on initiative rolls. If the **living nightmare** notices the group through its passive perception, it immediately attacks.

Throughout combat, the **living nightmare** prioritizes the most intelligent beings first (even to its own detriment). If **Shrike** is fighting with the group, the **living nightmare** targets it last. If the group is having difficulty (but refused **Shrike's** help), it will wait on the highest catwalk (taking the dodge action each turn) and enter combat once at least one character has been incapacitated.

Once the **living nightmare** is killed, the room begins to collapse in on itself as uncontrolled Void portals open. Each round on initiative count 20 (losing ties), 1d4 tears open next to random characters. Those characters must succeed on a DC 14 Strength saving throw or be temporarily sucked into them, taking 9 (2d8) cold damage and having their movement speed reduced by 10 ft. until the end of their next turn. Exactly how the group needs to escape the room is up to the GM. The nightmare doorway blocking the exit disappears with the **living nightmare's** death, leaving the exit open and unlocked.

AFTERMATH

If **Shrike** survived the fight, it thanks the group for their help and returns to Fellraven. If the group knows its true identity, it offers its glamour mask to them in return for helping it. Once the mask is removed, Whirlwind comments that it will be nice to help the people of Fellraven without hiding who he is.

When the group returns to NF-1701, they offer the reward, provided that they agree to the terms of a magical contract that prevents them from speaking to others about the Nightmare Foundation's connection to the **living nightmare**. NF-1701 thanks the group and states that the Nightmare Foundation may look to recruit them into their ranks.

NOT ENOUGH FOR ALL

Four level 18 to level 19 characters

"On the one hand, we finally discovered a way to convert mana into usable biological energy, so we can completely eliminate famine. On the other, there are a few, er, minor side effects..."

BACKGROUND

While some token efforts are made to combat poverty in the Falls, the sad reality is that a significant portion of the population has to go hungry every night. Ne'plu Malsatas, a gnomish psychopomp working in secret for the elusive Wanderer cult, stumbled upon a secret kept hidden for generations: With the correct modifications, arcane crystals can be used to nourish the body just as well as nutritious food. With the knowledge of seemingly-limitless food supply, he set to work refining his abdominal augmentation that facilitated this process. A massive device known as the Soul Satisfier is used in conjunction with the augment to provide nutrients using mana. The existence of the Satisfier is, for the time being, a closely-kept secret.

However, his efforts did not go unnoticed. Naakinoro, a high-ranking member of the Contractor cult, hired a mercenary group known as the Knuckledusters to subtly sabotage Ne'plu's work. As resources became scarce, contacts disappear, or tools went missing, Ne'plu became desperate and eventually turned to experimenting on himself. Once he did, he found the interference suddenly disappeared overnight. Believing it to be a sign of good fortune, Ne'plu continued stepping down this path, walking ever closer to his doom. In reality, the Satisfier had begun to exert influence on the surface keyed into his thoughts, and it acted to defend its creator.

To help get his research back on track, Ne'plu has reached out to the group to prevent any further interruptions. He requests they act as his bodyguards,

keeping an eye on his equipment and so on. He has little money to offer in return, but Ne'plu is a highly skilled magical craftsman and offers to craft a magic item of very rare quality or lower for each member of the group or to replicate two legendary magic items.

Naakinoro, naturally, has caught wind of Ne'plu's resumption of research and contacts the group. He offers to match anything Ne'plu is rewarding them with and adds a sum of 100,000 gp to instead kill Ne'plu. If the group completed *Necro-Pomp (Part 2)* and returned the arcane crystal to Jessica, Naakinoro calmly states that they owe him for stealing the arcane crystal from him and killing his **living nightmare**. If, however, they agreed to work with him to capture Jessica, he reminds them that they are still technically in his employ, and he can simply tell them to do this without a reward. If they agree, he recommends pretending to accept Ne'plu's offer to get close to him.

CHARACTERS OF NOTE

Naakinoro (he/his). An Eternal currently residing in the body of a green dragonborn responsible for managing the creation and management of soul batteries throughout Prismatic Falls.

Ne'plu Malsatas (he/his). A gnomish psychopomp who tries to fight for those less fortunate (to varying degrees of success). His voice is heavily accented from years of education outside the Falls.

PART 1: FOR SCIENCE

No matter who the group agreed to work for, Ne'plu provides the group with his location in East Sector. If the group completed *Necro-Pomp (Part 2)*, they recognize the area near Jessica's residence. Approaching the door to his high-rise, the group will interact with a permanent meeting stone embedded in the doorframe to request access. After Ne'plu verifies their identities, he allows them to enter.

Ne'plu's research space is sparse and orderly, littered with arcane crystals and augmentation parts in very specific arrangements on various workbenches. One of the desks is covered with a white sheet—cursory Investigation (DC 13) reveals partially-removed bloodstains. Under the sheet lies Ne'plu's surgical tools which are enchanted to sterilize themselves on demand. Ne'plu gives the group a vague and uninformative tour of his research space, including his testing chamber (which doubles as an operating theater).

Each morning, Ne'plu receives a delivery of one large metal crate, roughly 6 feet long and 3 feet wide. He asks that the strongest member of the group transport it into the test chamber, demanding that it stays closed. For part of the day, he works alone in the test chamber and does not allow any of the group to enter. He supplies the group with two keys to his research space so they can enter at the beginning of each workday.

PART 2: OUT OF CONTROL

After a few days, Ne'plu is nowhere to be found. No notes are left behind and none of the group were contacted to inform them of any change in their employment.

A DC 13 Investigation informs the group that, while there is no sign of a struggle, Ne'plu's surgical equipment is nowhere to be found. Further Investigation (DC 15) reveals a secret hatch beneath the operating table in Ne'plu's testing chamber. It is neither locked nor trapped, and leads to a long, six-story descent below the building.

Upon reaching the bottom of the ladder, the group is greeted with a horrible sight: a large mechanical structure, almost crystalline in composition, suspended in the air above a platform with Ne'plu trapped below via arcs of arcane energy. This structure is the Soul Satisfier. A keen eye (Perception DC 15) notes that the energy is exclusively entering his abdominal augmentation. Ne'plu is delirious and unable to speak to the group when addressed.

The Satisfier is held up by six arcane tethers, attached to various points along the walls around it. Though there is no direct visible connection between them, the clean-constructed tethers stand out starkly against the rough-hewn stone of the space, and they glow brightly when the Satisfier begins to sag too low. *Detect magic* and similar magic reveals bolts of transmutation magic running from the Satisfier to the tethers.

There are a few ways to proceed, depending on the goals of the group. If left to his own devices, Ne'plu will be absorbed by the Satisfier in four rounds—body and all—and it will then turn on the group.

The Soul Satisfier has an AC of 15 and 300 hit points. As an object, it is immune to all conditions, as well as poison and psychic damage. Any creature starting its turn within 30 ft. of the Satisfier must succeed on a DC 17 Constitution saving throw or be struck by an arcane

bolt, taking 33 (6d10) points of lightning damage and become ensnared in its grasp.

While ensnared, a creature is stunned and takes 23 (6d8) lightning damage at the start of each of its turns. A creature may attempt a Strength or Constitution saving throw (DC 16) at the end of each of their turns to successfully break away from the grasp.

Destroying the Satisfier breaks its connection with the tethers and will also free Ne'plu. However, the remnants of its structure will crash down atop him killing him unless some other means are used to prevent it. Alternatively, the tethers keeping the Satisfier aloft may be destroyed. They each have an AC of 10 and 50 hit points. Attacking any of the tethers will cause the Satisfier to lash out at the group in self-defense, even if it hasn't yet finished with Ne'plu. Once at least four tethers are destroyed, the Satisfier begins to fall.

AFTERMATH

If the group sided with Ne'plu and rescued him, he takes a moment to recover then explains what had really been going on: the Satisfier is a prototype soul battery that converts souls into a form of mana that isn't possible to be used for magic, but with the right technology can instead be used to sustain a living creature's functions. The crates being delivered were freshly killed corpses with their souls intact. The Satisfier, however, developed a form of consciousness and decided that living creatures would provide much more mana than dead ones.

Ne'plu begs the group to keep his work a secret. He explains that he knows there's a better way to achieve his goal, but he hasn't yet figured out how to do it. He offers the reward and will agree to any other terms the group comes up with so long as this remains secret. With this new knowledge the group may instead decide to fulfill their bargain with Naakinoro. Use the **commoner** stat block for Ne'plu if needed.

If the group killed Ne'plu or decided to let him die, they may be able to deduce the above information from the crates left lying around and a set of blueprints in Ne'plu's lab bench. From here, they may choose to reveal this information or simply collect their reward from Naakinoro.

TITANFALL

Four level 20 characters

"We dreamed of creating the world's strongest soul engine... and we succeeded..."

BACKGROUND

While Prismatic Falls hasn't seen war for many generations, the lands around it still bear its scars. The Shattered Empire, for example, came into being with the fall of the Iron Fist Empire just 30 years ago. The cults of the Falls are therefore constantly developing new weapons and building alliances to protect themselves from the inevitability of war.

Jin Cadete, a scientist of the Contractor cult, has been working with soulfueled technology most of her life. Many great advancements in materials science and soul engine creation are direct results of her work. Over the past few years, Jin has set her sights higher and higher, eventually culminating with her ultimate weapon: the **soulfueled titan**. Following the events of *Demon Hunt*, Jin continued her work reinforcing the infernal engine to prevent another accident... but in doing so, she tapped into power she had little understanding of. As a result, her mind began to fray and she found herself manically recreating designs that seemed to come to her in dreams.

Capturing another **marilith** (or re-capturing the previous one, depending on the events of *Demon Hunt*), Jin once more constructed her masterpiece around the captured demon. Instead of building it out in the Wastes, where the demon could more easily rage out of control, she brought the engine to a

Contractor hangar and hired as much security as she was allowed to. The new designs she came up with (or were granted with) worked, and the **soulfueled titan** was complete.

Upon activating the **titan**, the immense power of the infernal engine and soul battery within released a massive psychic shock wave, killing and injuring people for blocks around. Jin, with her mental state compromised, found herself immune to this blast... but not to the mad rampage that followed. She desperately contacted the group, begging them for assistance via a meeting stone as they could do nothing but watch as the **titan's** massive jaws closed around her.

Running Massive-Scale Combat. The creature being fought in this adventure is much larger than most creatures—meaning that traditional battle map representation may not work well. Below are some ideas about how to smoothly run this fight without running into some of the pitfalls that make combat with creatures of this size significantly easier or harder than intended.

Representing the Titan. At ground level, the **titan's** feet can be represented as four individual Huge creatures. They should stay a reasonable distance from each other to make anatomic sense. Moving all four of the feet at the **titan's** movement speed each round (in order of its footsteps) can quantify exactly how it is moving each round. Above ground, the head and body of the **titan** may be represented as two separate platforms, mobile based on the movement of the feet below.

Verticality and Movement. The **titan** stands nearly 300 ft. tall at the shoulder, but Prismatic Falls is a city composed of skyscrapers stretching thousands of feet high and floating buildings held aloft with magic. Encouraging players to use advanced movement capabilities (such as teleportation magic, mounts/vehicles, etc.) can help keep the fight from dragging. Melee-centric characters without these options, such as barbarians, might need to either pair up with a spellcaster or find a vehicle.

Changing Terrain. An important feature of the **titan** is its Absorb Materials ability. In doing so, it destroys a structure and absorbs its material in order to repair damage that's been dealt to it. This can be used to drive characters out of hiding places, or simply to provide more of a challenge. Having the **titan** simply destroy buildings in its path (rather than making it take attacks against them, other than Absorb Materials) rapidly shifts the landscape of the battlefield, forcing players to think on their feet.

Allies. The entirety of the Falls is at risk as long as the **titan** is on the loose. Consider that most citizens of Prismatic Falls have some kind of augmentation or other magical ability—as small as it may be, consider adding other creatures from Appendix C to aid the players. **Shrike** in particular (if it is still alive) has a vested interest in keeping its home intact. Other groups of NPCs, such as **augmented**, may come to aid the group if sufficiently motivated.

Civilians. The Falls is home to millions of people, not all of whom are combatants. Consider whether the group may need to account for rescuing civilians in addition to fighting the **titan**.

CHARACTERS OF NOTE

Jin Cadete (she/her). A high-ranking dwarven member of the Contractor cult and leading research scientist developing soulfueled technology. She constantly uses Prismatic City's ancient dwarven name, "Tiranval" (much to the chagrin of her superiors) and speaks slowly and over-enunciates when she's talking to someone she considers less intelligent than herself—which is nearly everyone. She is killed by her own creation moments prior to the start of this adventure.

PART 1: THE PATH OF A TITAN

As soon as Jin's call terminates, the group can easily hear the **soulfueled titan** across the entire city. Beginning in the center of East Sector, it doesn't take long for it to traverse to another sector. Simply approaching the **titan** can be a challenge in itself, as the quaking ground causes structures (that aren't held aloft through magical means) to collapse on their foundations. The following sample checks may be required simply to make their way over to the **titan**:

- Strength or Constitution saving throws (DC 17) to avoid tumbling or being knocked prone by debris
- Dexterity saving throws (DC 17) to avoid taking damage from falling debris
- Survival checks (DC 14) or street layout knowledge to quickly navigate to the **titan**
- Intelligence, Arcana, or Religion checks (DC 15) to determine the best tools to use to fight

PART 2: TITANIC CRISIS

Once the group has decided to engage, the fight begins. The **soulfueled titan** moves slowly for its size, but its number of attacks and hit points make it a formidable foe. The ever-shifting landscape caused by the **titan's** destruction make it difficult to plan more than a few rounds in advance, and it knows this.

As the **titan** rampages across the Falls, the GM should consider what kind of space they want the final confrontation to take place in. Because of the **titan's** size, the space may have verticality (in the form of rubble or buildings), or the **titan** may have cleared out a large open arena-type space. As the **titan** is hundreds of feet long, representing it on a battle map as a single creature may not function as intended—see the *Running Massive Combat* sidebar.

In combat, the GM should consider the **titan's** state of mind. It has been driven insane by the **marilith**

within and seeks nothing more than to slake its lust for destruction. Despite this, it is still an intelligent creature that is capable of assessing threats. Its priority calculations focus on those wielding magic first. Because it has ranged attack options, it can deal with threats both near and far without needing to reposition itself excessively. Creatures on the **titan's** back are protected from its swipe and bite attacks, but none of its other actions.

The **titan** is fighting for its life but will choose to rain further destruction on the Falls if forced to choose between survival and maximizing harm. This can include positioning itself above important structures (such as soul battery repositories) so when it falls, its body crushes whatever is below, potentially triggering expositions.

AFTERMATH

Victory over the **soulfueled titan** represents ending the most powerful and dangerous threat the Falls has ever borne witness to. News travels quickly, and the future of Prismatic Falls is in the group's hands. The cults quickly start to compete with each other to gain favor of these legendary heroes, and opportunistic enemies outside the city may see it as vulnerable during recovery. In particular, the Contractor cult offers vast sums of money for what little remains of Jin's research. Other cults or organizations (such as the Azure Spark) may have interest in stealing the technology for themselves.

Where to go following this adventure may be more of a character epilogue than future adventure. It is up to the characters to decide what fates may lie for them, inside or outside Prismatic Falls.

It's a shame; you missed out on
my extremely helpful notes!
They're only in the full-color PDF.



APPENDIX A: CRYSTALPUNK

PRIMER

The world of *Crystalpunk*, known as Aysta (on the planet Surkana), is dark, tense, and mad. Magical technology fueled by the souls of the forsaken dead is prolific, and the overuse of magic has created rifts in reality between the prime Material plane and the netherspaces of the Ethereal plane (known as Soulspace to the people of Prismatic Falls) and Astral plane (parts of which form the Void). In this world of high magic, anything goes... for the right price, of course.

Please note that the information in this appendix is a summary of material found in the *Crystalpunk Campaign Guide* intended to help GMs run the adventures in the *Anthology* without any prior knowledge of the *Crystalpunk* setting. As such, parts may not be a perfect reflection of information in *CCG*, as they have been modified for brevity and intended to be understood without further context.

CHANGES FROM OTHER SETTINGS TO CRYSTALPUNK

When setting an adventure in Aysta, there are a few changes that should be made to the basic rules. The majority of these changes can be flavorful, while others are mechanical.

The Nature of Magic. Magic in Aysta is almost exclusively powered by soul energy, known as mana. This mana can come from the wielder themselves (through the use of an arcane crystal embedded on their person or in their weapon) or through stored mana taken from another being or soul (through a device called an arcane battery, which drains a soul's power to generate mana). Feel free to flavor existing magical player classes (known as Adepts) in any way you choose.

Magic items. Magic saturates the society of Aysta, and almost everyone has at least one magic item. Unlike traditional magic item attunement, *Crystalpunk* also features utility items. Utility items require attunement but can be attuned to as an action instead of a short rest and up to three utility items can be attuned to at once, taking a total of one attunement slot for all three.

Currency. Instead of gold pieces, the people of Aysta trade in gem pieces. This is important because

almost all gems have at least a little mana stored inside (or are capable of storing mana).

Some spellcasters, known as mana technicians—or “manateks”—are capable of casting spells using raw mana. Instead of spell slots, manateks spend gp to cast their spells. However, the spells available to them are only castable as rituals (even if they lack the ritual tag), and only up to 3rd level. Spells of higher levels require a device known as a “spell engine” to cast.

Armor. The lowest level of armor available in Aysta is a leather jacket, which provides an AC of 12 + Dexterity modifier. There is no leather armor (see *SRD 5.1*, p. 64) equivalent.

Weapons. Most melee weapons in Aysta are relatively unchanged from their fantasy counterparts. The magic saturating the world means that everything can be a little bit magical, so some flavor changes may need to be made. For example, a longsword (see *SRD 5.1*, p. 66) is known as a tactical sword. Its mechanical properties are nearly unchanged, but the flavor has been altered to fit in the *Crystalpunk* world. A selection of basic weapons and their *Crystalpunk* counterparts is listed on the next page as examples.

Weapon Properties. Some basic weapons have properties that don't exist in the *Crystalpunk* world. These include ammunition (usually replaced by arcane, below), loading, and heavy. Certain weapons have additional properties unique to Aysta, such as close quarters or defender, or spread weapon effects such as pierce and burst.

Arcanic. These weapons fire bolts or shot of arcane energy, rather than expending physical ammunition. They draw mana from the wielder and directly project it as physical force. All ranged weapons in the *Crystalpunk* world have the arcane property, unless otherwise noted. The ranges listed after the arcane property function identically to the ranges for the ammunition or thrown properties.

Close quarters. Ranged weapon attacks made with weapons with the close quarters property don't suffer disadvantage when making an attack against a target within 5 feet.

Defender. While holding a weapon with the defender property, you gain a +1 bonus to your AC. However, if you attack with another weapon on that lacks the defender property, you lose this bonus until the start of your next turn.

Spread Weapon Effects. Spread weapon effects deal damage to multiple creatures rather than a single

Sample weapons

Basic weapon (<i>SRD 5.1</i> , pp. 65-66)	<i>Crystalpunk</i> equivalent	Mechanical changes
Crossbow, heavy	Arcatech Railgun	Arcanic (150/600), no ammunition, heavy, or loading properties, requires Dex & Int 13
Dagger	Knife	None
Glaive	Arcatech Scythe	No heavy property
Longbow	Runetech Rifle	Arcanic (120/480), pierce (1d4), requires Int 11
Longsword	Tactical Sword	Defender property
Mace	Baton	Light property
Maul	Arcatech Hammer	No heavy property
Rapier	Dueling Blade	None
Shortbow	Scrap Rifle	Arcanic (30/120), no ammunition property
Sling	Scrap Pistol	Arcanic (20/60), no ammunition property, deals piercing damage
(none)	Street Sidearm	Martial, arcanic (30/120), 1d6 piercing, burst (1d4), requires Cha 11

intended target based on the property involved.

Weapons with spread weapon effect properties can be used to make a normal attack, or instead force all creatures within a specified area to make a Dexterity saving throw (DC = 8 + the normal attack roll modifiers for that weapon) or take the listed damage plus your attack ability modifier.

For example, a creature making a pierce attack with a Runetech Rifle with a +4 to hit (+1 proficiency, +3 Dex) would force a DC 12 Dexterity saving throw to all creatures within the range, causing them to take 1d4 + 3 piercing damage on a failure.

Pierce. Creatures in a 1-foot-wide line along the intended trajectory toward a target within the weapon's normal range.

Burst. Creatures in a 10-foot cube originating from a target location within the weapon's normal range.

RACES UNIQUE TO AYSTA

In addition to the basic player character races, there are a few additional races that exist in Aysta. Options for creating player characters based on these races (as well as others) may be found in *CCG*.

Battleborn. Genetically altered warriors designed to be the perfect soldiers by the Shattered Empire. They innately know the language of their homeland, known as Imperial.

Beastfolk. Animal-humanoid hybrid creatures with wildly varied cultures and behaviors. The language of the beastfolk is known as Wild.

Curseborn. Humanoids whose ancestors were tainted by the Void many centuries ago. Their distinct ashen skin and black eyes cause many others to fear them, despite only inheriting their appearance.

Eternals. An undead race capable of transferring their soul from one vessel to another to achieve immortality. The language of the Eternals is known as Eternal.

Soulfueled. This race of artificial sentients is powered by a soul engine (similar to a soul battery) that forms their heart and mind.

Split Souls. A pair of humanoids who share the same soul. However, each half of a split soul remains a unique individual.

Unwoken. A ghostly race of manifest thought, believed by some to have created the world through the power of their collective overactive imaginations.

RELIGION AND CULTS

Prismatic Falls is governed by a tenuous alliance between six religious factions known as cults. Other religions practiced outside the city have varying influence in their respective regions. When an adventure in this supplement mentions a cult, assume that they control every aspect of the region (unless otherwise specified).

The Contractor. Followers of The Contractor run many businesses and drive technological innovation. They value the truth above everything else—except money.

The Handmaiden. Most farmers and natural scientists are beholden to The Handmaiden. Territories controlled by The Handmaiden are usually farms or other natural locations.

The Kingmaker. Warriors, entertainers, and other battle-hardened leaders flock to The Kingmaker. They are masters of battle and misinformation, which they see as two sides of the same runestone.

The Knight. Members of The Knight, unlike other cults, are willing to uphold the law and dispense (their own form of) justice everywhere, even outside their own territory.

The Minstrel. A favorite of lovers and killers, The Minstrel presides over all matters of romance—including crimes of passion.

The Reveler. High-octane thrills and celebrations mark the followers of The Reveler. What many others may see as dangerous, they see as the only way to live.

LOCATIONS OF INTEREST

Prismatic Falls. The largest population center on Aysta and the site of the most technologically advanced society in the world. Prismatic Falls (also known as “the Falls”) has been the epicenter of more than its fair share of magical catastrophes, but the cults and have managed to largely pacify the population.

The Cloudtops. Within Prismatic Falls, the Cloudtops are the spaces above the perpetual gloom. Exclusively the domain of the rich and powerful, entry into and passage through this district is heavily restricted. Travel into the Cloudtops, however, is the only way many of the residents of the Falls ever see the sun.

The Slums. Beneath Prismatic Falls is a massive network of caves and tunnels forming the Slums. Those too destitute to survive on the surface often retreat here for some measure of safety—but in truth, there’s no safety to be had anywhere in the Falls.

City Sectors. Prismatic Falls is divided into six Sectors (and a central sector, The Core). Each sector is divided into layers (including the Cloudtops and Slums) and is governed by a single given cult.

The Wastes. Just outside the city lies the Wastes, a desolate landscape where few live. It is home to most of the power generation in the Falls, but the people of the Wastes are contaminated with mana-draining pollution and are unable to use magic themselves.

Soulspace. The sections of the Ethereal plane that exist adjacent to Prismatic Falls form a second city

known as Soulspace. Through the use of *ethereal jaunt*, many of the denizens live an entirely different life in this space.

The Void. Sections of the Astral Plane have been tainted by their proximity to Prismatic Falls and when overuse of magic tears a portal into it, this is known as the Void.

The Scorching Frontier. A settlement outside Prismatic Falls and home to the primary source of fiend souls used to power the infernal engines of the Falls. While some measure of law and order is maintained by sheriffs appointed by the cults, straying too far into the desert proves lethal to most. Wooden structures, rustic motifs, and duels at high noon are the hallmarks of the Frontier.

Hell’s Gate. A massive train depot between the Falls and the Frontier. All shipments (of fiend souls and otherwise) pass through Hell’s gate on their way to and from the Frontier.

The Shattered Empire. The disparate remains of the Iron Fist Empire, torn apart by the Scarlet Blade Rebellion. Home to the genetically altered battleborn and magically augmented evolutionists, this broken feudal state has more in common with a medieval kingdom than the crowded streets of Prismatic Falls.

The Ardent Shield. A smaller state of the Empire nestled along the coastline, controlling most of its trade. Because of its dominance over the market, the Shield is also home to a large underground network of pirates and criminals. Its capital is Port Farren.

The Azure Spark. Largely dominated by elves (with a smattering of other magical races, such as gnomes), the Azure Spark is perhaps the most modernized state of the Empire. Boasting magical technology far beyond the capabilities of other states, the Azure Spark is a frequent target of soulfueled raids for recharged soul engines.

APPENDIX B: SPELLS

CAPTURE SOUL

3rd-level necromancy

Casting time: 1 action

Range: Touch

Components: V, S, M (A crystal or some other magically sensitive object, such as an idol or orb, worth at least 100 gp)

Duration: Instantaneous

Available to: cleric, warlock, wizard

You touch a dead creature that has been dead for no longer than 10 days and capture their soul, trapping it within the object used for the material component of this spell. The *raise dead* and *reincarnate* spells can be cast on the object to revive the creature, forming a new body for it as described in the *reincarnate* spell in both cases. While the soul remains within the object, days spent do not count against the time limit of resurrection spells.

When you cast this spell, you can instead choose to siphon all of the power from the soul. Instead of being trapped within the object, the soul is completely consumed, and you regain hit points equal to 2d6 + your spellcasting ability modifier. Also, you regain the spell slot used to cast this spell, but the new spell slot is 2nd level.

An object containing a trapped soul can be sold to vendors in cities for 500 gp. It can also be placed in a soul battery, which is a machine specifically made to siphon mana from the soul, which generates mana from it over a period of 40 years.

ETHEREAL JAUNT

3rd-level necromancy

Casting time: 1 action

Range: Touch

Components: V, M (crystals or some other magically sensitive items worth at least 50 gp, which are placed over the eyes of the target for the duration)

Duration: Up to 4 hours

Available to: cleric, sorcerer, wizard

You touch a willing creature, which can be yourself, and project their consciousness towards their soul into the Ethereal Plane, forming an ethereal body surrounding their soul in the area where it overlaps with the current plane. The material body the creature

leaves behind is paralyzed and they are unaware of their surroundings for the duration. If you projected your own consciousness, another creature can use its action to snap you out of the trance or signal you to end the spell early.

A creature's ethereal body resembles its mortal form in almost every way, replicating their game statistics and possessions. While in its ethereal body, the creature has the ability to alter their appearance (but not its abilities) to anything they desire.

While in the Ethereal Plane, the creature can move in any direction. If it moves up or down, every foot of movement costs an extra foot. They can see, but not hear, the plane they originated from. Everything within it looks gray, they can't see anything more than 60 feet away, and everything lacks detail; for example, they wouldn't be able to read a book or a sign. Also, they are able to clearly see the souls of creatures on the Material Plane, even through walls, as they reside here on the Ethereal Plane, though they cannot interact with them.

While on the Ethereal Plane, the creature can only affect and be affected by other creatures on that plane. Creatures that aren't on the Ethereal Plane can't perceive them and can't interact with them, unless a special ability or magic has given them the ability to do so. They ignore all objects and effects that aren't on the Ethereal Plane, allowing them to move through objects they perceive on the plane they originated from.

The spell ends early if the creature's ethereal or mortal body drops to 0 hit points. When the spell ends, the creature immediately returns to the plane they originated from and returns to their material body in the location they left it. If their material body is dead and their ethereal body isn't, they instead continue to inhabit their ethereal body in the Ethereal Plane until it is destroyed or they are resurrected.

If you cast this spell in Prismatic Falls, the creature enters soulspace and has a few additional abilities while there. Namely, they can slightly alter the fabric of reality around them, and they gain the ability to pierce the veil back into the Material Plane.

While on Soulspace, a creature can attempt to pierce the ethereal veil—making an Intelligence (Arcana) or Intelligence (Religion) check against a DC that is based on the intensity of magic where they are trying to pierce into, where more intense is easier. On a success, they pierce into the Material plane for a brief period, able to interact with their surroundings for the next 5 minutes. On a failure, they take 2d6 psychic damage. In either case, they cannot attempt to pierce the veil again for the next hour.

During those 5 minutes, a creature can interact with the Material Plane as if they were on it, though they appear as a ghostly figure and any objects they take do not come back with them. This usually gives them enough time to cast a few spells, attempt to pick a lock, read some secret documents, or retrieve some secret information from objects that have had imbue knowledge cast on them. Certain adept agents—called Runners—are specially trained to be ethereal scouts in Soulspace using this method, gathering information and aiding allies in the real world wherever they can.

This spell has no effect if you cast it while on the Ethereal Plane or a plane that doesn't border it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target up to eight willing creatures (including you), to be affected by the spell. The creatures must be within 10 feet of you when you cast the spell.

IMBUE KNOWLEDGE

1st-level enchantment (ritual)

Casting time: 10 minutes

Range: Touch

Components: V, S, M (A small orb or some other magically sensitive object worth at least 10 gp)

Duration: Until dispelled

Available to: bard, cleric, sorcerer, wizard

You place a memory, idea, message, or image from your mind into the object used for the material component of this spell. The thought must be no longer than the casting time of this spell. A creature can touch the object and use its action to receive the thought.

When you cast this spell, you can also set a password for the object. If you do, the thoughts inside

the object can't be viewed unless the password is spoken by the creature while it touches it.

LIBERATE SOUL

3rd-level necromancy (ritual)

Casting time: 1 action

Range: Touch

Components: V, S, M (an arcane crystal or other magically sensitive object which contains at least one intact soul, which is consumed by the spell)

Duration: Instantaneous

Available to: cleric, druid, paladin

You touch an object containing an intact soul and command the soul be released from this world, preventing it from being used to create mana. The object shatters violently, creating a shockwave that forces all creatures within a 10-foot radius to make a Constitution saving throw. On a failed save, a creature is deafened for 1d4 minutes. The sound created by this shockwave can be heard up to 300 feet away.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can touch an additional object containing at least one intact soul for each level above 3rd. The shockwaves combine, expanding to a 30-foot radius and increasing the time deafened for 1 minute for each additional object touched.

Additionally, when you cast this spell using a spell slot of 5th level or higher, you can choose to absorb the blast of a single object instead, gaining a number of temporary hit points equal to 4d6 + your spellcasting modifier. If only one object is targeted in this manner, the spell is silent, and no shockwave is released.

APPENDIX C: STAT BLOCKS

ARCANIST

Medium humanoid (any race), any alignment

Armor Class 13 (*mage armor*)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	12 (+1)	17 (+3)	15 (+2)	11 (+0)

Saving Throws Int +6, Wis +5

Skills Arcana +5, Insight +5, Perception +5

Senses passive Perception 15

Languages Common and any three other languages

Challenge 5 (1,800 XP)

Subtype. Choose Demolitionist, Tactical, or Techie.

Pyromania (Demolitionist Only). When the arcanist casts a spell that deals fire damage on its turn, it can add 5 (1d8) damage to one of the damage rolls.

Camouflage (Tactical Only). After the arcanist uses an action to cast a spell, it can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment it is wearing or carrying becomes invisible with it.

Arcane Shielding (Techie Only). When the arcanist casts a spell with a casting time of 1 reaction, it gains 17 (2d10 + 6) temporary hit points, which last for one minute.

Spellcasting. The arcanist is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The arcanist has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*

1st level (4 slots): *mage armor**, *magic missile*, *shield*

2nd level (3 slots): *invisibility*, *misty step*

3rd level (3 slots): *counterspell*, *lightning bolt*

4th level (1 slot): *ice storm*

**cast on itself prior to combat, consuming the spell slot*

The arcanist also has the following spells prepared, based on its subtype:

Demolitionist: *fireball* (3rd level), *wall of fire* (4th level)

Tactical: *slow* (3rd level), *phantasmal killer* (4th level)

Techie: *hellish rebuke* (1st level), *fire shield* (4th level)

Actions

Knife. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4) piercing damage.

Arcanists are adepts who specialize in certain types of magic, typically combat-focused. As adepts, they draw mana from within their own soul to power their spells.

from CCG, p. 225

AUGMENTED

Medium humanoid (any race), any alignment

Armor Class 17 (exterior augmentation)

Hit Points 119 (14d8 + 56)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	12 (+1)	10 (+0)	8 (-1)

Saving Throws Con +7, Cha +2

Skills Athletics +7, Intimidation +5, Medicine +2

Senses darkvision 60 ft., passive Perception 10

Languages Common and any one other language

Challenge 5 (1,800 XP)

Metabolic Ignition (Recharge 3-6). As a bonus action, the augmented empowers itself this turn. Its next attack that hits this turn deals twice as much damage.

Upgraded. The augmented has any one of the following four upgrades (Terrifying Form by default):

Long Reach Weapons. The augmented's Augmented Strike gains a reach of 10 feet.

Provoking Façade. Creatures within 5 feet of the augmented that can see it have disadvantage on any attack roll that isn't against it.

Super Strength. The augmented can attempt to grapple and shove creatures up to two sizes larger than it, rather than one. Also, it has advantage on all Strength checks.

Terrifying Form. The augmented has advantage on Intimidation checks against creatures that have seen it.

Undying. If damage reduces the augmented to 0 hit points, it must make a Constitution saving throw with a

DC of 5 + the damage taken (unless the damage is psychic or from a critical hit). On a success, the augmented drops to 1 hit point instead and the creature that dealt the damage must succeed on a DC 13 Wisdom saving throw or become frightened of the augmented until the end of their next turn.

Actions

Multiattack. The augmented makes two augmented strike or integrated blaster attacks in any combination.

Augmented Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning, piercing, or slashing damage as appropriate.

Integrated Blaster. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Augmented are individuals who have modified themselves to evolve beyond the limits of their physical bodies. They typically have magical augments that allow them to use mana in unique ways.

from CCG, p. 223

INFERNAL COLOSSUS

Huge construct (soulfueled), any alignment

Armor Class 18 (armored plating)

Hit Points 126 (11d12 + 55)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	11 (+0)	15 (+2)	8 (-1)

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

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common

Challenge 8 (3,900 XP)

Immutable Form. The colossus is immune to any spell or effect that would alter its form.

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

Infernal Engine. The colossus holds a captured fiend of CR 8 or less (often a vroock or barbed devil), which powers it. If the colossus drops to 0 hit points, the fiend escapes with 11 (2d10) hit points remaining in a space within 5 feet.

A-C2

Actions

Multiattack. The colossus makes two integrated demolisher attacks.

Integrated Demolisher. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning or slashing damage (its choice).

Flame Cannon. *Ranged Weapon Attack:* +8 to hit, range 30/120 ft., one target. *Hit:* 31 (4d12 + 5) fire damage. The target is pushed 10 feet straight away from the colossus.

Overload (Recharge 5–6). The colossus releases intense power from the fiend within it, dealing 7 (2d6) force damage to itself. Then, each creature within 10 feet of the colossus must make a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one.

Infernal colossi are massive soulfueled powered by an infernal engine, which drains mana from a fiend's soul to power its enormous superstructure.

from CCG, p. 227

SOUL SENTRY

Medium construct (soulfueled), any alignment

Armor Class 16 (steel plating)

Hit Points 56 (8d8 + 16)

Speed 30 ft., fly 40 ft. (Airborne only)

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

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 1/4 (50 XP)

Subtype. Choose Airborne, Juggernaut, or Artillery.

Arcane Thrusters (Airborne Only). The sentry has a flying speed of 40 feet.

Swift Repairs (Juggernaut Only). As a bonus action, the sentry can regain 11 (2d8 + 2) hit points. The sentry can't use this bonus action if it took lightning damage since the end of its last turn.

Actions

Multiattack. The sentry makes two rend or two blaster attacks.

Rend. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Blaster. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Mana Cannon (Artillery Only, Recharge 5–6). The sentry unleashes a burst of mana in a line 30 feet long and 5 feet wide. Each creature in the line must make a DC 12 Dexterity saving throw, taking 22 (4d10) force damage on a failed save, or half as much on a successful one.

Soul sentries are a specialized build of soulfueled, designed to be the perfect guard. While not the most powerful soulfueled ever built, they are easy to mass-produce and perform well in most circumstances.

from CCG, p. 227

ACOLYTE

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Spellcasting. The acolyte is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The acolyte has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *bless, cure wounds, sanctuary*

Actions

Chain. *Melee Weapon Attack:* +2 to hit, reach 10 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

from SRD 5.1, p. 395

ASSASSIN

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

Armor Class 15 (leather jacket)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

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

Damage Resistances poison

Senses passive Perception 13

Languages Thieves' cant plus any two languages

Challenge 8 (3,900 XP)

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

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

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

Actions

Multiattack. The assassin makes two sabre attacks.

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

Scraptech Sniper. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

from SRD 5.1, p. 396

BANDIT CAPTAIN

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

Armor Class 15 (leather jacket)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

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

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

Skills Athletics +4, Deception +4

Senses passive Perception 10

Languages any two language

Challenge 2 (450 XP)

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

Actions

Multiattack. The captain makes three melee attacks: two with its machete and one with its knife.

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

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

Reactions

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

from SRD 5.1, p. 397

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (0 XP)

A-C4

Actions

Chain. Melee Weapon Attack: +2 to hit, reach 10 ft., one target. Hit: 2 (1d4) bludgeoning damage.

from SRD 5.1, p. 398

CULTIST

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

Armor Class 13 (leather jacket)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

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

Actions

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

from SRD 5.1, p. 398

CULT FANATIC

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

Armor Class 14 (leather jacket)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

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

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

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

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

Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

Actions

Multiattack. The fanatic makes two melee attacks.
Knife. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

from SRD 5.1, p. 398

FROG

Tiny beast, unaligned
Armor Class 11
Hit Points 1 (1d4 – 1)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	13 (+1)	8 (–1)	1 (–5)	8 (–1)	3 (–4)

Skills Perception +1, Stealth +3
Senses darkvision 30 ft., passive Perception 11
Languages –
Challenge 0 (0 XP)
Amphibious. The frog can breathe air and water.
Standing Leap. The frog’s long jump is up to 10 feet and its high jump up to 5 feet, with or without a running start.

from SRD 5.1, p. 372

GUARD

Medium humanoid (any race), any alignment
Armor Class 16 (tactical vest, tactical shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

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

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1/8 (25 XP)
Actions
Axe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 4 (1d6 + 1)

slashing damage, or 5 (1d8 + 1) slashing damage if used with two hands to make a melee attack.

from SRD 5.1, pp. 399–400

IMP

Tiny fiend (devil, shapechanger), lawful evil
Armor Class 13
Hit Points 10 (3d4 + 3)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Common, Infernal
Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn’t transformed. It reverts to its true form if it dies.
Devil’s Sight. Magical darkness doesn’t impede the imp’s darkvision.
Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Actions

Sting (Bite in Beast Form). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.
Invisibility. The imp magically turns invisible until it attacks or its concentration ends (as if concentrating

on a spell). Any equipment the imp wears or carries turns invisible with it.

from SRD 5.1, pp. 277-278

MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistances cold, fire, lightning;
bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in combat.

Actions

Multiattack. The marilith makes seven attacks: six with its tactical blades and one with its tail.

Tactical Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

A-C6

Reactions

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

from SRD 5.1, p. 272

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material plane to the Ethereal plane, or vice versa.

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage, and the target must make a DC Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5-6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

from SRD 5.1, pp. 385-386

VETERAN

Medium humanoid (any race), any alignment

Armor Class 17 (carbon plate)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Actions

Multiattack. The veteran makes two tactical sword attacks. If it has a baton drawn, it can also make a baton attack.

Tactical Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands. If the veteran only makes tactical sword attacks on their turn, they gain +1 to their AC until they attack with any other weapon.

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

Superheavy Shotgun. *Ranged Weapon Attack:* +3 to hit, ranged 30/120 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage. The veteran doesn't have disadvantage when making a superheavy shotgun attack against a target within 5 feet.

from SRD 5.1, p. 403

VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 104 (11d10 + 44)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (–1)	13 (+1)	8 (–1)

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

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

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

Actions

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 10 feet of it that can hear it and isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

from SRD 5.1, pp. 273-274

ERIC MIN-ALNAAR

Medium humanoid (curseborn), lawful evil

Armor Class 17 (plated vest)

Hit Points 154 (28d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	13 (+1)	12 (+1)	10 (+0)	11 (+0)

Saving Throws Dex +9, Con +5

Skills Acrobatics +9, Intimidation +4, Perception +4

Damage Resistances fire, necrotic

Senses darkvision 60 ft., passive Perception 14

Languages Common and Infernal

Challenge 9 (5,000 XP)

Quickdraw. Eric has advantage on initiative rolls.

Unflinching. Eric has advantage on saving throws to avoid becoming frightened.

Actions

Multiattack. Eric attacks three times with his frontier blade or twice with his runetech bolt rifle. One of his runetech bolt rifle attacks can be a pin down attack.

Piercing Shot. All creatures along a 120 ft. line from Eric must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) piercing damage plus 13 (3d8) fire damage.

Pin Down. Eric fires a focused shot attempting to cripple a target. The target must succeed on a DC 17 Dexterity saving throw or take 14 (2d8 + 5) piercing damage and have their movement speed reduced to 0 until the end of their next turn.

Unleash Curse (1/Day). The cursed markings on Eric's skin glow brightly as their necrotic energy is released. All creatures within 10 feet of Eric must succeed on a DC 13 Dexterity saving throw or take 18 (4d8) points of necrotic damage. For the next minute, the area around Eric in a 20-foot radius is considered difficult terrain. Once on each of his turns, he can deal an extra 7 (2d6) necrotic damage when he hits with an attack against a target within this radius.

Frontier Blade. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. **Hit:** 9 (1d8 + 5) slashing damage plus 13 (3d8) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or begin to bleed, taking 4 (1d8) points of damage at the start of each of their turns. A bleeding target may repeat the saving throw at the end of each of their turns, ending the effect on a success.

Runtech Bolt Rifle. Ranged Weapon Attack: +9 to hit, range 120/480 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage plus 13 (3d8) fire damage.

Eric Min-Alnaar is the sheriff of Hell's Gate and one of the most notorious deadeyes of the entire Frontier. He secretly leads The Material Collective, an anti-fiend gang operating out of Hell's Gate.

THE HUNGER

Huge swarm of medium humanoids, chaotic evil

Armor Class 17 (natural armor)

Hit Points 460 (40d12 + 200)

Speed 40 ft., climb 40 ft.

A-C8

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	21 (+5)	11 (+0)	14 (+2)	6 (-2)

Saving Throws Str +11, Con +12, Int +7

Skills Athletics +11, Intimidation +5, Survival +9

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities psychic

Condition Immunities blinded, charmed, frightened, grappled, paralyzed, petrified, restrained, stunned

Senses tremorsense 120 ft., passive Perception 12

Languages understands all languages but can't speak, telepathy 120 ft.

Challenge 22 (41,000 XP)

Blood Frenzy. The Hunger has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Endless Limbs. The Hunger can have any number of creatures grappled at a time.

Grappler. The Hunger has advantage on attack rolls against any creature grappled by it.

Immutable Form. The Hunger is immune to any spell or effect that would alter its form other than its Reconfigure ability.

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

Actions

Multiattack. The Hunger makes four attacks with its slam. If a creature is already grappled by the Hunger, it can instead use one of its attacks to absorb them.

Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 25 (6d6 + 4) bludgeoning damage. The target must succeed on a DC 20 Strength saving throw or become grappled (escape DC 20).

Absorb. The Hunger draws one grappled creature into itself. An absorbed creature can't breathe, is restrained, and takes 28 (8d6) bludgeoning damage at the start of each of their turns. If a creature dies while engulfed, its body is fully absorbed by the Hunger, and it gains a number of hit points equal to half the hit point maximum of the engulfed creature. An engulfed creature can try to escape by making a DC 20 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Hunger.

Cacophonous Screech (Recharge 5-6). All of the creatures making up The Hunger scream at once,

forcing all creatures within a 40-foot radius that can hear the Hunger to make a DC 16 Constitution saving throw. On a failure, a creature is stunned and deafened for 1 minute. A creature affected in this way may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reconfigure. The Hunger rearranges its parts into one of the following configurations, replacing any previous configuration:

Consumer. The Hunger clenches all of its bodies together, reducing its movement speed to 0 but increasing its AC by 5. Additionally, it gains resistance to all damage types. While in this configuration, any creatures absorbed by the Hunger take an extra 28 (8d6) bludgeoning damage at the start of each of their turns, and Strength checks made to escape are made with disadvantage.

Gnasher. Mouths filled with rows of sharp teeth grow at the ends of the Hunger's limbs, adding 18 (4d8) slashing damage to its slam attack. It cannot grapple while in this configuration.

Grappler. Extremities grow at the ends of the Hunger's limbs, reducing the bludgeoning damage dealt by its slam attack to 10 (3d6) but causing enemy saving throws or ability checks to avoid becoming grappled or to escape a grapple to be made with disadvantage.

Hunger. The Hunger returns to its default configuration, removing all previous effects caused by this feature.

Strider. Several extra legs grow, increasing the Hunger's movement speed by 30 ft. but reducing its multiattack feature to two attacks only.

The Hunger is a giant massive ball of absorbed humanoid bodies (and body parts), constantly seeking to add more parts to its swarm.

The Hunger was originally intended to be used in the adventure *Not Enough for All* but we changed the finale, so it doesn't get used in this supplement. We liked it so much, we thought you would too. Feel free to include it in any of your other adventures!

LARRAK'S LIVING NIGHTMARE

Huge aberration (living nightmare), chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Con +11, Int +9, Wis +8, Cha +9

Skills Perception +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 120 ft., blindsight 60 ft. (up to 120 ft. while in water), passive Perception 18

Languages understands Common and Elvish but can't speak, telepathy 120 ft.

Challenge 18 (20,000 XP)

Carapace. Once the living nightmare is reduced to less than half its total hit points, its carapace breaks. When it does, it may use its reaction to move up to its movement speed without provoking attacks of opportunity. In addition, the living nightmare's AC is reduced by 3, but its walking and flying speeds are increased by 20 ft.

Reactionary Jaunt. If the living nightmare fails a Dexterity saving throw to take no damage or only half damage from an attack or ability, it can use its reaction to briefly warp reality and automatically succeed.

Reactive Skin. A creature that touches the living nightmare or hits it with a melee attack while within 10 feet of it takes 5 (1d10) poison damage and 5 (1d10) acid damage as blood splashes from the crack in its carapace.

Nightmarish Resistance (2/Day). If the living nightmare fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The living nightmare can use its Frightful Presence. It then makes two rend or snipe attacks, in any combination. It can make a burst attack in place of one of these attacks.

Frightful Presence. Each creature of the living nightmare’s choice within 120 feet that is aware of it must succeed on a DC 17 Wisdom saving throw or be frightened of it for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the living nightmare’s Frightful Presence for the next 24 hours.

Rend. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 16 (3d10) acid damage.

Snipe. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 16 (3d10) acid damage.

Void Step. The living nightmare steps through a tear in reality, immediately teleporting to a space it can see within 60 feet.

Burst (Recharge 5-6). The living nightmare splits a piece of its carapace, releasing a torrent of its own blood. Creatures within a 60-foot cone must succeed on a DC 19 Dexterity saving throw or take 13 (3d8) acid damage and 13 (3d8) poison damage, taking half as much acid and poison damage on a success.

Legendary Actions

The living nightmare 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 living nightmare regains spent legendary actions at the start of its turn.

Reposition. The living nightmare moves up to half its movement speed or uses its Void Step ability.

Strike. The living nightmare makes one rend or snipe attack.

Swipe (Costs 2 Actions). The living nightmare swipes in all directions. Creatures within 15 feet of the nightmare must succeed on a DC 17 Dexterity saving throw or take 18 (3d8 + 5) bludgeoning damage and be knocked prone.

Lair Actions

When fighting inside its lair, Larrak’s living nightmare can use lair actions. On initiative count 20 (losing initiative ties), the living nightmare can take one lair action to cause one of the following effects; the living

nightmare can't use the same lair action two rounds in a row:

- A tear into the Void forms at a point the living nightmare can see within 100 feet of it, creating a 5-foot-radius hole in reality. Each creature within 5 feet of the tear must succeed on a DC 17 Wisdom saving throw or have their thoughts pulled from their mind, stunning them until the end of the living nightmare’s next turn. The tear then closes.
- Poisonous gas is released from a pipe, creating a 20-foot cloud centered on a point the living nightmare can see within 20 feet of it. The sphere spreads around corners, and the area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 17 Constitution saving throw or be poisoned until the end of its turn.
- Reality begins to collapse, warping all non-nightmare creatures’ perception of space and time. Until initiative count 20 on the next round, everywhere in the lair (including the air) requires 10 feet of movement for every 5 feet traveled. Additionally, creatures may not take any reactions other than melee attacks of opportunity (which are made at disadvantage).

Living nightmares are manifested when a tear forms in the Void and thought force manifests in the Material plane. An organization known as the Nightmare Foundation seeks out and destroys living nightmares whenever they make their way into Prismatic Falls. Each living nightmare is unique to the thought patterns of the person (or people) who created it.

Larrak’s living nightmare was created by the Nightmare Foundation agent Larrak Syndaril during his unauthorized Void travel experiments in the Slums.

NAAKINORO'S LIVING NIGHTMARE

Large aberration (living nightmare), chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (14d10 + 28)

Speed 40 ft.

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

Saving Throws Int +4, Wis +3
Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages understands Common and Eternal but can't speak
Challenge 6 (2,300 XP)

Ethereal Step. As a bonus action, the living nightmare can enter the Ethereal plane from the Material or Astral planes, or vice versa.

Paranoia. When the living nightmare hits with a rend attack on its turn, the target must succeed on a Wisdom saving throw (DC 15) or become frightened of the living nightmare until the end of the nightmare's next turn.

Spellweaver. The living nightmare's innate spellcasting ability is Charisma (spell save DC 13, +6 to hit with spell attacks). The living nightmare can innately cast the following spells, requiring no material components:

At will: *fear*, *inflict wounds*, *invisibility*
1/day each: *bestow curse*, *haste* (self only)

Vampiric. The first time the living nightmare hits with a rend attack on its turn, it deals an extra 1d10 necrotic damage. The living nightmare regains a number of hit points equal to the amount of extra damage dealt.

Actions

Multiattack. The living nightmare makes two rend or snipe attacks, in any combination.

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

Snipe. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

SHRIKE

Medium humanoid (battleborn), neutral evil

Armor Class 17 (leather jacket)
Hit Points 225 (30d8 + 90)
Speed 35 ft.

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

Saving Throws Dex +10, Con +8, Wis +5
Skills Acrobatics +10, Intimidation +6, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages understands Common, Imperial, and thieves' cant, but can't speak
Challenge 14 (11,500 XP)

Wounded Escape. When Shrike takes damage, it can use its reaction to regain 17 (4d6 + 3) hit points and move up to half its movement speed without provoking opportunity attacks.

Magical Exposure. Shrike has advantage on saving throws against spells and magical effects.

Mana Technician. Shrike's spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can cast spells as rituals using raw magic, spending mana as noted in gp. Shrike knows the following spells:

Cantrips (at will): *chill touch* (4d8), *fire bolt* (4d10), *spare the dying*
Rituals (600 gp): *capture soul* (80 gp), *gentle repose* (40 gp), *glyph of warding* (80 gp), *lesser restoration* (40 gp), *speak with dead* (80 gp)

Actions

Multiattack. Shrike makes three attacks with its Soulfire blade. If any of the attacks lands a killing blow, it may immediately make one additional attack with its mana chain.

Soulfire Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 18 (4d8) radiant damage.

Mana Chain. *Ranged Weapon Attack:* +9 to hit, range 30 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage and the target is grappled (escape DC 15). Additionally, if the target is a Medium or smaller creature, they are pulled until they are within 5 feet of Shrike. Until this grapple ends, the target is restrained, and Shrike can't mana chain another target.

SHRIKE'S ARCANES CYCLE

Large vehicle

Armor Class 14 (arcane shielding)
Hit Points 55 (10d10)
Speed 700 ft.
Seats 2

STR	DEX	CON
10 (+0)	18 (+4)	10 (+0)

Saving Throws Str +3, Dex +7

Evasion. While the cycle is moving and the cycle or any of its riders are subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Stunts. When performing a maneuver with the cycle that relies on its speed, such as a jump or wheelie, the driver makes the skill check with advantage.

Barely Protected. If the cycle crashes or is reduced to 0 hit points, it and all occupants take 55 (10d10) force damage as the infernal engine inside explodes. All creatures in a 10-foot radius around the cycle must succeed on a DC 10 Dexterity saving throw or take the same damage, taking half on a success.

Infernal Engine. The cycle holds two captured **imps**. If the cycle is destroyed, they each escape with 1 hit point remaining.

SOULFUELED TITAN

Gargantuan construct (soulfueled), chaotic neutral

Armor Class 25 (composite steel plating)

Hit Points 820 (40d20 + 400)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Str +19, Int +10, Cha +9

Damage Resistances cold, poison, thunder

Damage Immunities fire, necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned, restrained

Senses blindsight 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 30 (155,000 XP)

Adaptive Resistance. After the titan takes damage of a type that it is not resistant or immune to (other than force damage), it gains resistance to that damage type until the start of its next turn. This effect can stack, granting it multiple additional resistances.

Enhanced Infernal Engine. The titan holds a captured fiend of CR 12 or more (often a nalfeshnee or marilith), which powers it. If the titan drops to 0 hit points, the fiend escapes with 22 (4d10) hit points remaining in a space within 5 feet.

Force Absorption. Whenever the titan is subjected to force damage, it takes no damage and instead regains a number of hit points equal to the force damage dealt. This effect bypasses its Adaptive Resistance.

Immutable Form. The titan is immune to any spell or effect that would alter its form.

Infernal Madness. The titan is immune to being charmed, put to sleep, or any other mind-altering effects (such as *dominate monster* or *fear*).

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

Limited Magic Immunity. The titan can't be affected or detected by spells of 5th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Colossal Siege Monster. The titan deals double damage to objects and structures. In addition, it can move through objects and structures as if they are difficult terrain, reducing them to rubble.

Actions

Multiattack. The titan uses its Frightful Presence. It then makes five attacks: one with its bite, two with its swipe, one with its flame cannon, and one with its sonic cannon. It can use its Absorb Materials action instead of its bite.

Frightful Presence. Each creature of the titan's choice that is within 120 feet of the titan and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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 titan's Frightful Presence for the next 24 hours.

Bite. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. **Hit:** 36 (4d12 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the titan can't bite another target.

Swipe. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage. Each creature within a 10-foot radius of the target (including the target, if it is a creature) must succeed on a DC 20 Strength saving throw or be knocked prone.

Flame Cannon. *Ranged Weapon Attack:* +19 to hit, range 60/240 ft., one target. *Hit:* 28 (4d8 + 10) fire damage. Each creature within a 20-foot radius around the target must succeed on a DC 17 Dexterity saving throw or take the same damage, taking half damage on a success.

Sonic Cannon. *Ranged Weapon Attack:* +19 to hit, range 60/240 ft., one target. *Hit:* 28 (4d8 + 10) thunder damage. The target is pushed 20 feet straight away from the titan.

Absorb Materials. The titan makes one bite attack against a structure. If the attack hits, the target takes the bite's damage. The titan then heals an amount of hit points equal to the damage dealt as the materials it is constructed with are absorbed into its body.

Legendary Actions

The titan 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 titan regains spent legendary actions at the start of its turn.

Attack. The titan makes one bite or swipe attack.

Move. The titan moves up to half its speed.

Recover. The titan uses its Absorb Materials ability.

The titan may not use this action again until the start of its next turn.

Erupt (Costs 2 Actions). The titan releases intense power from the fiend within it, dealing 14 (4d6) damage to itself. This damage cannot be resisted or reduced in any way. Then, each creature within 20 feet of the titan must make a DC 20 Dexterity saving throw, taking 36 (8d8) fire damage on a failed save, or half as much on a successful one.

The **soulfueled titan** is the pinnacle of soulfueled research spearheaded by the mad researcher Jin Cadete. Its destructive potential is matched only by its sheer insanity: the fiend within corrupts the soul battery powering it, driving it out of control. Jin will go down in the history tomes of Prismatic Falls, just as she wished, but for all the wrong reasons.

Measuring nearly 300 feet at the shoulder, this massive creature can level entire buildings with a single step. Fighting such a thing is truly an act of madness... or desperation.

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