



**MONKEYDM**

# PROPHE-SEA



5TH EDITION ADVENTURE

**PREVENT AN OCEANIC APOCALYPSE FROM ENGULFING THE WORLD**

# MONKEYDM

## PROPHE-SEA

**PROPHE-SEA IS A SEAFARING EXPLORATION ADVENTURE FOR 5E DESIGNED FOR 3-6 LEVEL 16 CHARACTERS, FOR USE WITH THE 5TH EDITION RULESET.**



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## BACKGROUND

Not much is known about the unspoken horrors that spend their days past the Evermist. Resting past this veil of fog and protected by the most treacherous of waters, these creatures are worse than any fiend. And whenever anyone is crazy enough to wander off into the mist and try and seek them, they ultimately sleep with the fish. For this exact reason, there is the Warden's Wharf. This settlement, built on the edge of the Evermist, serves as the main means of defence against the threats beyond. Here, the most proficient of seers and oracles meet with powerful fighters, in an attempt to not just defend from disasters, but look in the future to prevent them altogether.

But no attempt to protect against evil is ever an easy endeavor, and this is no exception. With the use of shapeshifting horrors and loyal cultists, the Evermist has infiltrated its way within the Warden's Wharf. If these agents of chaos are not found quickly enough, it could spell doom not just for the Wharf, but for the entire world.

## PLOT HOOK

The three available plot hooks for the adventure change the main NPC the party interacts with, but keep the general flow of the adventure broadly the same.

- **The Paranoid Guard.** As is the case for most large operations, they start resting on their laurels. Guards get complacent and stop paying the necessary amount of attention. This is not the case for Spiritguard Pameni. The paranoid Spiritguard has sent out for aid from strong adventures, as she feels something is wrong. She just doesn't know what.
- **The Seer.** Nao The Seer is a pillar of the community. Often referred to as the Maiden of the Mist, she is capable of going inside it and returning with visions. Some are afraid she might be slowly getting corrupted, but she has the most open eyes of them all. And she knows someone's been messing about. So, she has sent a magical message to the party requesting aid.
- **The Traitor.** The final steps to Spiritguard Zamha's plan are almost in motion. She decided shortly before the party's arrival to betray the Warden's Wharf, and since then she's slowly turned more and more of the inhabitants into impostors. Now, all she needs is strong adventurers to make the final preparations without putting any suspicion on her.

## NOTE

This adventure can be played at three varying degrees of difficulty, based on the plot hook chosen.

- If you choose to introduce the party to Warden's Wharf alongside Spiritguard Pameni, the adventure will be on its medium difficulty and most straightforward.
- If you choose to introduce the party to Warden's Wharf alongside Nao The Seer, the adventure will be on its easiest difficulty, leading the party along with a little more and giving them more exposition and hints.
- If you choose to introduce the party to Warden's Wharf alongside Spiritguard Zamha, then the adventure will be on its hardest difficulty, giving the party no allies or hints.

# CHAPTER 1. WARDEN'S WHARF

In which the party arrives at the Warden's Wharf.

## 1.1. I BROUGHT YOU HERE

Read this:

'With eager steps, you find yourself arriving on golden sands. Before you, not more than 30 feet away, you see the small gathering of shacks and bridges known to you as the Warden's Wharf. Though it may look rather ramshackle, it carries an imposing aura, carried over by the well-armed guards and the voodoo ornaments strung up here and there. And so, though the sun looks down upon you joyously, you step forth with the intent of adventurers on a job. This is business, not a field trip, as the Warden's Wharf is a place of defense against the vilest of threats.'

The party now finds itself on the Warden's Wharf (map 1). If you are playing this adventure as a stand-alone one-shot, now is the proper time to introduce themselves and describe how they look. Once all that's been done, they may begin stepping towards the village.

Proceed to the sub-chapter corresponding with the NPC, who is their ally.

**GM NOTE:** Before going any further, it should be mentioned that teleportation works differently within this adventure. Due to the Warden's Wharf proximity to the Evermist (a place of transition between the dimension of abyssal creatures and the realm of man), teleportation is unstable. Whenever a character attempts to teleport, they must roll a d20. On a 15 or higher, there is no additional effect. On a 10 to 15, they must make a **DC 20 Charisma saving throw**. On a failure, they take 8d8 psychic damage and are stunned until the start of their next turn. On a success, they take half damage and are not stunned. On a 10 or lower, they also summon 2 **faceless** next to them, who will only target them. This affects all creatures who teleport, not just the creature casting the spell.

### 1.1.1. SPIRITGUARD PAMENI

Read this chapter only if you've chosen the **Spiritguard Pameni** plot hook.

Read this:

'You observe a figure rushing towards you, with short hair and bare feet, dressed in such a way to indicate they are guard, but lacking a few bits of the necessary weapons and armor. The figure has an air of confidence but also unspoken desperation in their eyes. She bows her head when she reaches you and begins speaking in a low tone. "Adventurers, I'm Pameni, the one who beckoned you here. I think we ought to speak." And with that, she begins moving you over to the right beneath a raised platform bridge.'

#### SPIRITGUARD PAMENI

**Information:** Pameni is a suspicious and inquisitive young half-elf, always looking for the next danger. For this reason, she's been a little paranoid about the happenings-on of the Warden's Wharf lately. And she wants the party to look into it without ruffling any feathers.

Pameni will begin to speak to the party about her duty: patrols near the mist to ensure it doesn't spread. Lately, it has begun spreading more than usual. She's unsure why, but something has to be fixed, or they might be in real trouble. She's also been having odd dreams, with darkness and whispers, but she doesn't know why.

During the discussion, any party member can make **Wisdom (Insight) checks** to tell if Pameni is telling the truth, and she is. They can also make a **DC 22 Wisdom (Perception) check**. On a success, they will see 3 various guards are listening in on their conversation. If these guards are confronted, they will deny having heard anything of importance. These guards are all lying and are **faceless** in disguise.

She will tell the party she can't afford to do anything herself, as she is bound by the Spiritguard protocols, but maybe they can. In return, she will reward them with her savings. She'll suggest the party goes out and speaks with a few villagers to see if anything is peculiar, then they should go out and investigate a few of the protective seals.

After they speak with Pameni and they begin heading into town, proceed to the next chapter.

## CHAPTER 1.1.2. NAO THE SEER

Read this chapter only if you've chosen the **Nao the Seer** plot hook.

Read this:

"Within minutes of your arrival within the proximity of the Wharf, your mind rings out with whispering voices. A cacophony beyond understanding, but which leads you on gently, pushing you towards a small thatched-roof shack on the side of Wharf. You feel compelled to step inside but feel no ill will. The same thing guiding you here is what brought you in the first place. So, without feeling unease, you all make your way towards the shack, where, in darkness, a figure awaits. It is cloaked, revealed only partly by the candles in front of it. The figure smiles, then begins speaking, and the charming feeling that led you here fades. "I apologize for my methods. I don't want anyone to know you're here doing my bidding." The figure extends a hand, which is tattooed with ancient carvings. "I am Nao the Seer."

The party now interacts with Nao the Seer, the person who has brought them here.

### NAO THE SEER ( lich )

**Information:** Nao is a tiefling woman with proficiency in underworld magics. Though others might look at her methods and think them unfit, she has been using the powers of the Evermist against it and had found great success. She is one of the few liches in the world whose alignment is good. But if she were to reveal the full extent of her powers, the world would turn against her.

Nao will speak with the party silently, explaining that she has been dreaming of "The Prophecy" and she thinks it must be stopped. Then, going into detail, she'll say that someone from within will betray them and try to bring upon damnation. She'll suggest to the party that they don't believe everything they see or hear, as illusions are the weapons of the Evermist.

She'll suggest the party go and check on some of the other villagers, as one is definitely betraying them. After that, the party should go and check on the defense seals. If they are gone, then everything will be destroyed. She'll also tell the party that teleporting opens up tears in the fabric of reality, bringing upon even more creatures, so they should try not to do this.

Then, she'll hand the party a *Token of Nao*, telling them to use it carefully. They can perform a **DC 18 Intelligence (Arcana) or Intelligence (Religion) check** to identify what it does.

### Token of Nao

*wonderous item, very rare*

This item has 5 charges. While possessing this item, a creature can reroll a saving throw against **evermist manipulators**, as well as the dice rolled after teleporting.

After giving them the token and speaking with them, Nao will suggest they go out and look for the traitor. After speaking with her, all **Wisdom (Insight) checks** made against **faceless** or **evermist manipulators** are made at advantage.

While speaking with Nao, any effects that would detect undead will detect her as partially undead. Any party member proficient in the Medicine skill and with a passive Perception of 18 or higher can also make a **DC 18 Wisdom (Medicine) check** while around Nao. If successful, they will identify the smell of embalming used to hide the smell of rot.

After leaving her shack to speak with the villagers, you may proceed to the next chapter.

## CHAPTER 1.1.3. SPIRITGUARD ZAMHA

Read this chapter only if you've chosen the **Spiritguard Zamha** plot hook.

Read this:

'The pathways of the Warden's Wharf only stay calm for a few seconds after your arrival, as a figure rushes out towards you. The woman is in her mid-30s, with her hair tied up in locks. Due to the panic on her face, however, she looks much older. Without wasting a breath, she begins speaking out to you. "Adventurers! You couldn't have come quicker! You must come and help me! The evil is amongst us. One of ours, who we trusted, Nao, is a betrayer. The village is scared of her strength, but you aren't! Please, come and help! Now!" The figure begins to cry hysterically, and you now notice that no villagers seem to be on the streets.'

The figure is Spiritguard Zamha, who is trying to deceive the party into attacking Nao. She will devise a story as to how she recently discovered Nao's true nature, and the party must stop her immediately. The party can only tell she is lying if they succeed on a **DC 26 Wisdom (Insight) check**.

**GM NOTE:** In the highly unlikely scenario that they do succeed, Zamha ( **evermist mage** ) will attempt to teleport away instantly and leave behind 3 **faceless**. Proceed immediately to the fight in chapter 1.3. From then on, the party will be aligned with Nao.

If the party does not succeed on deciphering his lies, he will lead them straight to Nao's house, wherefrom she will emerge with a smile saying, "So... the prophecy starts now." Nao ( **lich** ) will fight the party, using the village as her lair. She will try her hardest NOT to kill them but will do so if she has no choice.

After killing her, Zamha will return to the party's side and tell them that it's time to go and make sure she hasn't infested the seals of protection with her gone. She'll tell the party to go to all of the 3 seals and remove any large gems they see.

You may proceed to the next chapter.

## 1.2. LOOK ABOUT THE PLACE

In this chapter, the party can go about investigating the town for a little bit until they stir up trouble. If they are aligned with Spiritguard Pameni, the villagers (all of which are **faceless** ) will be open and nice, as not to raise suspicion. If they are aligned with Nao, the villagers will be a little less aware and are more likely to slip up. Finally, if they are aligned with Spiritguard Zamha, Zamha will not give the party time to speak with them but will just send them out to look for the seals (in this last scenario, proceed to chapter 2.1).

## AREAS OF THE VILLAGE

**GM NOTE:** Alongside the main numbered areas of the Warden's Wharf, we encourage you to allow the players to talk to meaningless NPCs, all of which you can find fun flavors for, allowing the party to try and find out which are real humans and which are **faceless** husks.

### 1 - NAO'S SHACK

If the party has already interacted with Nao before this chapter, they can come in and investigate it freely with a **DC 20 Intelligence (Investigation) check**. On a success, they will find a small magical voodoo doll (which serves as her phylactery), a *token of nao* if they hadn't already taken one and 2 *potions of superior healing*.

If they hadn't interacted with her previously, she'll tell them to go, as she wants to be left alone.

### 2 - GREAT HALL

Within the Great Hall, the party can find all manner of magic items, all of which are in possession of the Spirit Guards. If the party is aligned with Spiritguard Pameni, they can take one for 800 gold, but cannot buy any more. If they are aligned with Nao and don't mention this, they can buy any number of them for 700 gold each. The items on display are the following:

- 2 *deepsteel +2 weapons*
- a *robe of stars*
- a *cape of the mountebank*
- a *ring of evasion*

All of the items are also cursed, allowing **evermist mages** to know their location at all times. This curse can be removed only via a *remove curse* spell of 5th level or higher.

**GM NOTE:** As these villagers are all **faceless** , their personalities are up to you! The main idea is that they should be people the party would be open to interacting with. They should seem normal. If the party is suspicious of them, they will simply walk away and let someone else talk to them.

### 3 - BOATS

At the boats, the party can see 2 villagers ( **faceless** ) speaking amongst each other, but the language is hard to decipher. The party can make a **DC 20 Wisdom (Perception) check** to listen closer and notice it is not common. The party can also take one of their boats if they persuade them with a **DC 18 Charisma (Persuasion) check**. If they take this boat, they can investigate with a **DC 18 Intelligence (Investigation) check**. On a success, they find a small relic in the shape of a snail. Anyone that touches the relic must make a **DC 20 Charisma saving throw**. On a failure, nothing happens immediately, but they will immediately fail any saving throws against **evermist manipulators**.

### 4 - THE FISH

Read this:

'You take a step near the small side net of fish that the village has, and the sounds are somewhat odd, somewhat too blubbery, almost as if part of the water is slowly turning into goo. But surely, that's all in your head.'

Any party member looking at the fish can make a **DC 20 Intelligence (Nature) check** to try and see what's wrong. On a success, they will realize the fish are a little too large. Unbeknownst to the party, 3 fish are **evermist aberrations**. If the party spends more time looking at the fish, guards will walk towards them and tell them to go away. If the isn't parted with Zamha, instantly proceed to chapter 1.3.

### 5 - GUARDHOUSE

Read this:

'You walk towards the guardhouse and are immediately met with some looks of hostility. You reckon newcomers aren't always well met.'

The 4 guards are all **faceless**, and if the party is not alongside Zamha, they will ask the party to leave the Warden's Wharf at once, lest they want to fight. The party can try to de-escalate the situation with a **DC 20 Charisma (Deception), (Intimidation), or (Persuasion) check**. If successful, they avoid further conflict and may proceed to chapter 2.1, skipping chapter 1.3. If they fail, immediately proceed to chapter 1.3.

### 1.3. SOMETHING IN THE WATER

Read this:

'All of a sudden, as you step on the planks of the village, you feel watched, noticed. You hear the voices of those around you shift to laughter, a guttural noise. Your presence, you feel, has been noticed. You watch one of the guards, which to this point has been eagerly watching you from afar, smile wide, and speak. "Hello, fellow humans! Have you come for the prophecy?" They all smirk, getting closer and closer and drawing their weapons.'

The party has a final chance to avoid conflict, either by leaving the town (resulting in a failed quest) or by deceiving the faceless who are getting impatient with a **DC 22 Charisma (Deception) check**. The party has advantage on this check if they are aligned with Nao. If they successfully deceive them, the Faceless will tell them to go and break the seals, revealing their plan.

If the party does not calm down the faceless, they will attack. The party must fight **3 evermist aberrations**, **6 faceless**, and **2 evermist manipulators**.

Once the enemies are defeated and the encounter is finished, the party will be approached by the NPC they have spoken with thus far (Nao or Pameni). This NPC will confirm that they can no longer trust anyone else and staying in the village is wasting time. They will suggest the party goes to the three Seals of the Sea and secures them. Proceed to the next chapter.

## CHAPTER 2. OUT AT SEA

In which the party goes on a search for seals.

### 2.1. THE FIRST SEAL

**GM NOTE:** If the party chooses not to teleport and search for the seals by either boat or flight, they must make a **DC 19 Wisdom (Survival) check** to reach the proper location. If they fail the check, have them roll on the following table. The result rolled determines their mishap. In case you don't have much time for the adventure, you can skip the mishaps.

#### 1d4 Mishap Encounter

- 1 They are spotted from above by a hungry **roc**.  
They enter a cloud of mist which reduces their vision drastically. They are lost and waste 2 hours at sea.
- 2 They must make a **DC 18 Constitution saving throw** or suffer 1 point of exhaustion.
- 3 From the sea, they are attacked by 2 **evermist aberrations**.
- 4 They find the boat of a few deceased guards. All of them have small amulets next to them, in the shape of snails. They have the word "prophecy" written in blood on their arms.

Once the party has aptly completed their travel, they will arrive at the first seal.

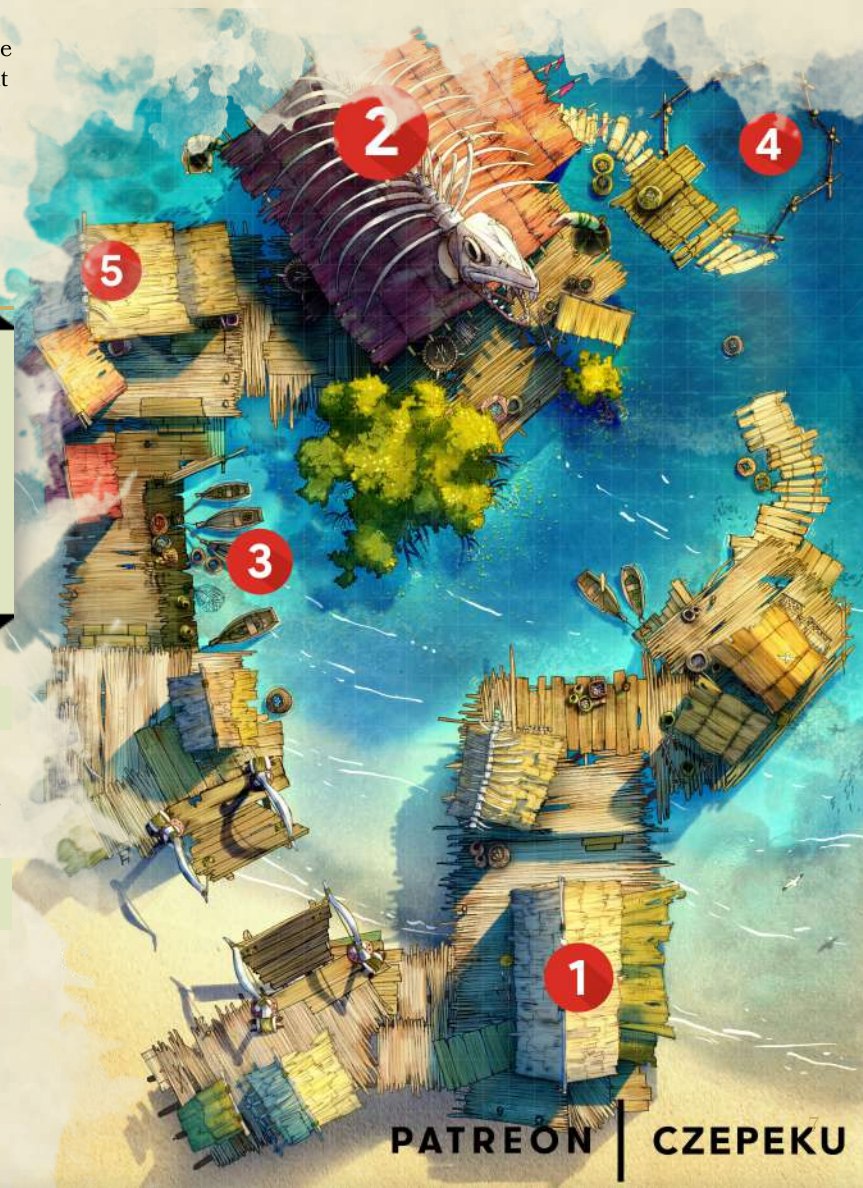
Read this:

'You lead your group forward, pushing through until you see a distant tower structure, built on a minuscule sandbank, hidden in between the endless mist. Looking upon it, you'd expect it to have a low shine, akin to what was described to you by your employer. But no, no shine to speak of, a lighthouse with no light. And the small wooden dock is broken to pieces. You'll have to get to the top some other way.'

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#### MAP 1: THE VILLAGE



The party must reach the top of the tower, either by flight, teleportation, or by performing a successful **DC 18 Strength (Athletics) check**. If they fail the check, they fall to the ground and suffer 6d6 bludgeoning damage but may try again.

Once at the top, they can look over the room with a **DC 18 Wisdom (Perception) or Intelligence (Investigation) check**. They do not find anything of note except a snail-looking amulet. The pillar where the seal was once placed is now empty. The artifact keeping the mist away is gone.

**GM NOTE:** Find a proper and intense way to narrate the missing seal, which should give your party a feeling of fighting against time until the next seal is taken.

You may proceed to the next chapter.

## 2.2. THE SECOND SEAL

Read this:

'A rush of energy overtakes you as you move as fast as you can towards where you were told you'd find the second seal. You move quickly and finally reach a small island. The mist around it retreats, and the sun peeks through. This can only mean the seal is still there... hopefully.'

The party now arrives on map 2. They can investigate it freely.

### AREAS OF THE SECOND SEAL ISLE

#### 1 - FIRST TOWER

Read this:

'You arrive atop the first tower, only to find the dead body of a Spiritguard. The cause of death you are unsure of, but they are clutching a massive blue gem, which has slowly begun being corrupted and encrusted with sea life. You're unsure what to do with it, but it might be what you need.'

The gem is indeed the second seal, and it can be identified with a **DC 20 Intelligence (Arcana) or Intelligence (History) check**. Regardless of what the party does with it, the story will progress normally, but the person holding it will have advantage on saving throws against **evermist mages**.

#### 2 - SECOND TOWER

Atop the second tower, the party does not immediately find anything except a small lockbox hidden in a corner. They can open it with a **DC 20 Thieves' Tools check**. Inside, they'll find a series of notes from Spiritguard Zamha, in which she speaks about "a prophecy." She speaks about the whispers she's been hearing and how she will thrust them upon Spiritguard Pameni soon enough.

### 3 - FLARE CANNONS

Read this:

'It's quite clear that the flare cannon has not been used, which is odd, considering there should be 2 guards, and there is only one body on the entire island. Something is wrong. But one thing's for sure. The final seal should uncover where the second guard is.'

Once the party has explored everything they wish, and they start going towards the third seal, proceed to the next chapter.

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#### MAP 2: SECOND SEAL ISLE





## 2.3. THE THIRD SEAL

Read this:

'You let yourself be guided by the waves and towards the third seal. Arriving there fills you with the same fear that arriving at the first one did, but it's more... Intense this time. You find the assortment of broken rocks and rubble terrifying. Nothing of what was once the third seal remains; instead, it is only the point of corruption. And sitting atop a rock is a female figure, smiling, relaxed, welcoming you. "Ah! The sacrifices for my prophecy! Good. Just in time.'

This is Spiritguard Zamha ( **evermist mage** ). If the party was aligned with Nao to start, she is alone. If they were aligned with Spiritguard Pameni, Pameni is also there, turned into an **evermist manipulator**.

Zamha will now explain to the party that she will bring about the end of Warden's Wharf and control the Evermist. The only thing needed to complete her plan were subjects willing to be sacrificed. And adventurers will suffice just fine.

After a brief chat with the party, combat will start and proceed to the next chapter.

## CHAPTER 3. THE GATES ARE OPENED

In which the party tries to stop the end.

### 3.1. WORLD EATER

The party must now fight Zamha (and Pameni if she is with her too). Bring the party to map 3. As the fight is happening, describe how the mist begins to coalesce and take form, corrupting all that's around. In 2 turns, the real boss will emerge, an evermist behemoth ( **dragon turtle** ), which the party will have to fight and kill. The behemoth will aid Zamha and is commanded by her.

Once the combat is over and the threat is defeated, proceed to the next chapter.

### CHAPTER 3.2. CONCLUSION

With the behemoth and Zamha defeated, the Evermist will slowly begin to retreat, and the party can return to Warden's Wharf, where the faceless have left, with the only people left being a few guards and fishermen. These will give the party their thanks and reward them handsomely with 8000 gold before sending them on their way.

The end.

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### MAP 3: DRAGON TURTLE ENCOUNTER



## APPENDIX: MONSTERS

### EVERMIST ABERRATION

*Large aberration, neutral*

**Armor Class** 14 (natural armor)  
**Hit Points** 123 (13d10 + 52)  
**Speed** 20 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

**Saving Throws** Con +7  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** —  
**Challenge** 5 (1,800 XP)

**Amphibious.** The aberration can breathe air and water.

**Limited Telepathy.** The aberration can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

#### Actions

**Multiattack.** The aberration makes three attacks: one with its bite and two with its tentacles.

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. **Hit:** 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle. Melee Weapon Attack:** +6 to hit, reach 10 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The aberration has two tentacles, each of which can grapple one target.

**Evermist Blast.** The aberration sprouts evermist within a 15 foot cone in front of it. All creatures within the cone must make a DC 13 Constitution saving throw. On a failure, they take 24 (6d6) poison damage and become blinded and poisoned until the end of the aberration's next turn. On a success, they take half as much damage and are not blinded or poisoned.

### EVERMIST MAGE

*Medium aberration, neutral evil*

**Armor Class** 12 (15 with mage armor)  
**Hit Points** 110 (17d8 + 34)  
**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	15 (+2)	19 (+4)	12 (+1)	11 (+0)

**Saving Throws** Int +8, Wis +5  
**Skills** Arcana +8, History +8  
**Damage Resistances** psychic  
**Senses** passive Perception 11  
**Languages** any four languages  
**Challenge** 11 (7,200 XP)

**Spellcasting.** The mage is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *acid splash, chill touch, mage hand, minor illusion, prestidigitation*  
1st level (4 slots): *detect magic, mage armor, magic missile, shield*  
2nd level (3 slots): *misty step, suggestion*  
3rd level (3 slots): *counterspell, fear, vampiric touch, water breathing*  
4th level (3 slots): *greater invisibility, ice storm*  
5th level (2 slots): *cloudkill, cone of cold*  
6th level (1 slot): *eyebite*

#### Actions

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

# EVERMIST MANIPULATORS

*Medium aberration, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 112 (15d8 + 45)

**Speed** 20 ft., swim 70 ft.

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

**Saving Throws** Int +6, Cha +5

**Skills** Deception +8, Persuasion +8

**Damage Resistances** poison, psychic

**Condition Immunities** charmed, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common

**Challenge** 6 (2,300 XP)

**Amphibious.** The Evermist Manipulators can breathe air and water.

**Limited Telepathy.** The Evermist Manipulators can magically transmit simple messages and images to any creature within 120 ft. of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

**Manipulative Master.** The Evermist Manipulators cannot lose concentration on enchantment spells by taking damage.

**Shapechanger.** The Evermist Manipulators can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Innate Spellcasting.** The Evermist Manipulators spellcasting ability is Intelligence (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *animal friendship, charm person, command*  
1/day each: *confusion, dominate person, suggestion*

## Actions

**Multiattack.** The Evermist Manipulators makes three attacks with its tentacles.

**Tentacle. Melee Weapon Attack:** +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 2) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The Evermist Manipulators has two tentacles, each of which can grapple one target.

**Read Thoughts.** The Evermist Manipulators magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the Evermist Manipulators can continue reading its thoughts, as long as the Evermist Manipulators's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the Evermist Manipulators has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

# FACELESS

Medium aberration (shapechanger), neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 84 (13d8 + 26)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	11 (+0)	12 (+1)	17 (+3)

**Skills** Deception +7, Insight +3, Persuasion +5

**Condition Immunities** blinded, charmed

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Deep Speech

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

**Ambusher.** The faceless has advantage on attack rolls against any creature it has surprised.

**Amphibious.** The faceless can breathe air and water.

**Deepsteel Sensitivity.** If the faceless comes in contact with deepsteel, it can't use its soul disguise ability (or revert to its true form if already transformed) or kiss of death until the end of its next turn.

**Soul Disguise.** The faceless can use a soul it has harvested as an action. If it does so, it magically polymorphs into a copy of the creature. It now look like the dead creature, but healthy and alive. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies or as a bonus action.

While in the disguise, it gains access to all the memories (including languages) of that creature. The faceless keeps its abilities, actions and alignment in this form.

**Surprise Attack.** If the faceless surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

## Actions

**Multiattack.** The faceless makes two slam attacks, one of which it can replace with its kiss of death, if it has access to it.

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

**Kiss of Death (Recharge 4-6).** The faceless embraces a creature within 5 feet of it, attempting to drain their soul. The target must succeed on a DC 13 Constitution saving throw taking 28 (8d6) necrotic damage on a failure, or half as much on a success, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.

## Reactions

**Soul Harvest.** When the faceless kills a Small or Medium sized creature, it can absorb the target's soul with its reaction. It retains this soul until it dies. The faceless can capture up to 3 souls with that ability. If it absorbs more beyond that, it choose a soul to discard.

# THANK YOU !

A big thank you to all of those who follow and support me, without you I couldn't have brought this project to life.

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And now onto the next project...

Cheers !

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