

A 5E ADVENTURE

COSMIC STUDY



THE STUDY OF THE STARS IS A NOBLE THING BUT IT COMES
WITH DANGERS NONE COULD HAVE EXPECTED...



COSMIC STUDY
AN ADVENTURE COLLABORATION BY



**KELFECIL'S
TALES**

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SPECIAL THANKS TO DUSKY CAT FOR THE VOID MONSTER ART.

WATCH THE SKIES

A friendship is a beautiful thing.

Naime Somberstar and Ura Brightguard met in the prestigious Astral Academy, Naime focused on the power of prediction of star alignments, a Fate Weaver, and Ura specialized in controlling the cosmic forces directly, an Astralmancer. Despite different goals, they crossed each other paths regularly on those halcyon days. They had heated arguments about how practical 'divination' versus 'changing the world directly', the passing of the Epoch Star and what it meant to the cosmos, and boys. Sometimes they discussed boys a bit much, but the duo found in these arguments a real camaraderie.

Once they graduated, the duo went out on many adventures as varied as they came. Yet it was they who made a small fortune and opened their observatory that the true calling of their lives came. Watching the cosmos together and taking in the sights of the stars was like a dream, it doesn't get any better than not having to worry about bills while one does their true calling, their first love.

This is not a tale about happiness and conclusion. Rather, it is about when dreams turn into nightmares. Naime and Ura saw the signs in the sky that something was wrong. They felt the dread of seeing something they could not even describe despite their years of education and experience in the field. Now their dream observatory turns itself against them. The objects, the walls, and the very concept of looking up is choking their life.

In a moment of despair, Naime writes a letter begging for help, and with Ura's magic, sends it towards the Astral Academy. It never reaches its destination, as if the cosmic winds tore the letter apart and scattered it to the winds, sealing their doom. Can their fate be course corrected? Maybe a band of adventurers can assist them.

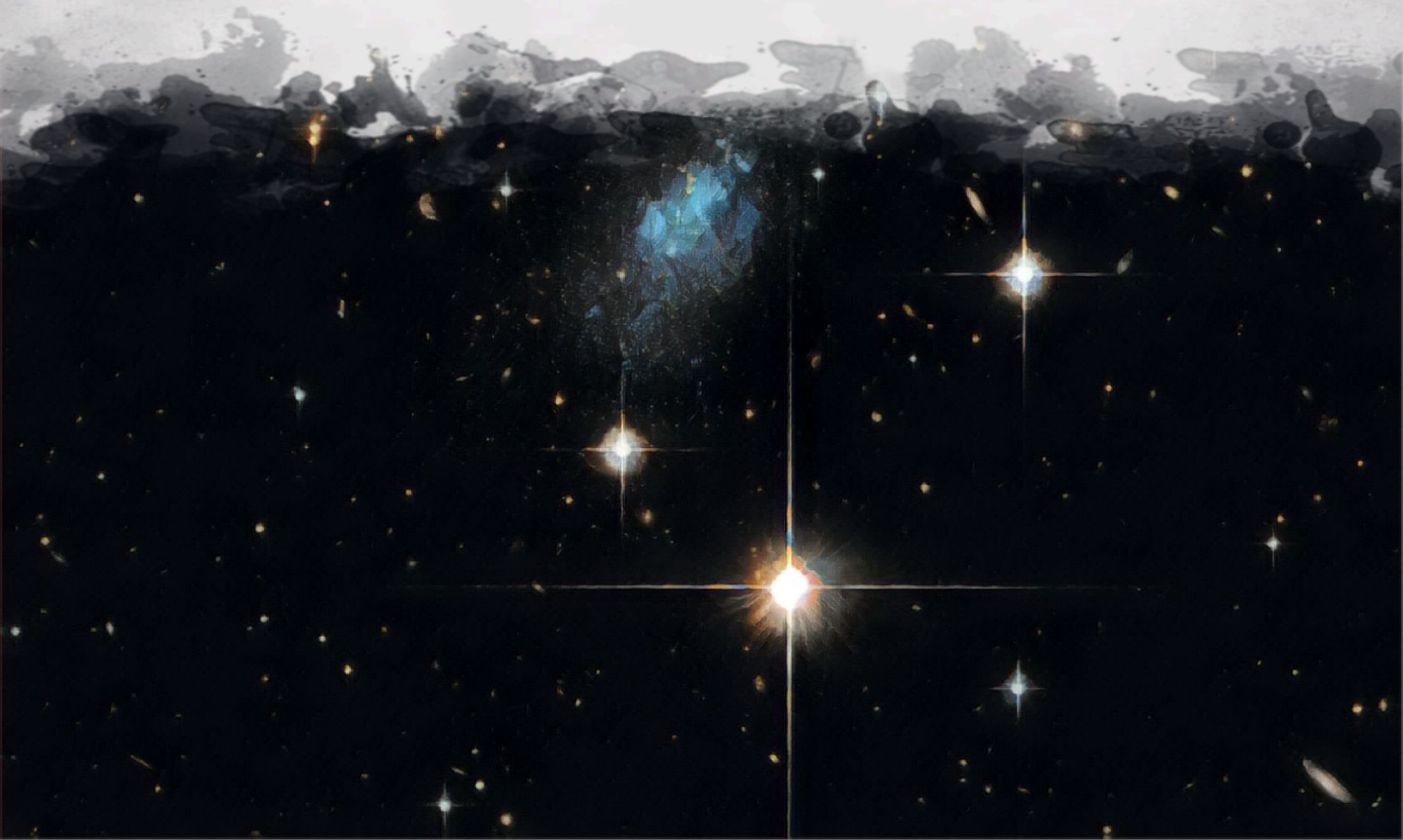


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INTRODUCTION

Kelfecil's Tales is all about strong and deep narratives. We create stories and adventures inspired by art. We believe that well-designed narratives in TTRPGs can be extremely important if we want to create memorable and meaningful stories. For that reason, we put a lot of effort into designing our adventures, so that you and your players can later leave the table with something that will you find difficult to forget.

QUICK ADVENTURE INFO

This adventure is one of the many short adventures we release every week for free. Some quick information about it:

Recommended Average Party Level (APL): 5

General Theme: Investigation, Astral Vision

Setting: Any, Starlight Chronicles

Time - Sessions to Finish: x1 or x2 sessions (~4 hours)

ADVENTURE SUMMARY

The players come across the Cosmo Observatory where Naime and Ura work together observing the stars. Havoc reigns in the observatory and after helping the two scientists fight back the animated objects, the party will have to help them through a dream-like sequence that they find themselves in together with the scientists. The scientists will help the players discover what the meaning behind all of this really is.

SETTING INFO

More information on the campaign setting can be found in the available for free [Of Starlight and Void supplement](#).

MAPS USED

You can find the maps used in this adventure without the GM notes at the following links:

Map 1: [Enchanted Library - 1st Floor](#)

Map 2: [Enchanted Library - 2nd Floor](#)

Map 3: [Ascension](#)

For more variants and gridless versions of the maps go to [Natwuns](#).



STARLIGHT ARCANA

Inspired by our love for everything astral, we created a huge 5E tome filled with everything you need to discover what is hidden beyond the stars. Begin your starfaring journey, fight against the corruption of the nebulous void and harness the power of starlight magic.

[Sign up to the newsletter to get notified on launch!](#)

Starlight Arcana is, part Supplement...

Players and Game Masters, expand your 5e game with new subclasses, ancestry options, unique new astral monsters, and more. Begin your fated search for legendary artifact weapons and weave the light of stars with all-new starlight spells!

...and part huge 3-act Campaign!

Take to the stars as you help astromancer Alya and her crew of unlikely allies explore the mystery of the missing stars. Starting at level 1 and going all the way to level 8, journey to the stars much faster than any other 5E campaign allowed you to do so before!

WHAT TO EXPECT!

The supplement part of the book will have:

- x12 new **Subclasses**
- x5 new **Ancestry options**
- New **School of Magic: Starlight**
- x50+ new **Starlight Spells**
- x12+ new **Destined Artifacts**
- New **Astral-themed Backgrounds**
- Lore on the **Sea of Stars**
- and a lot more...

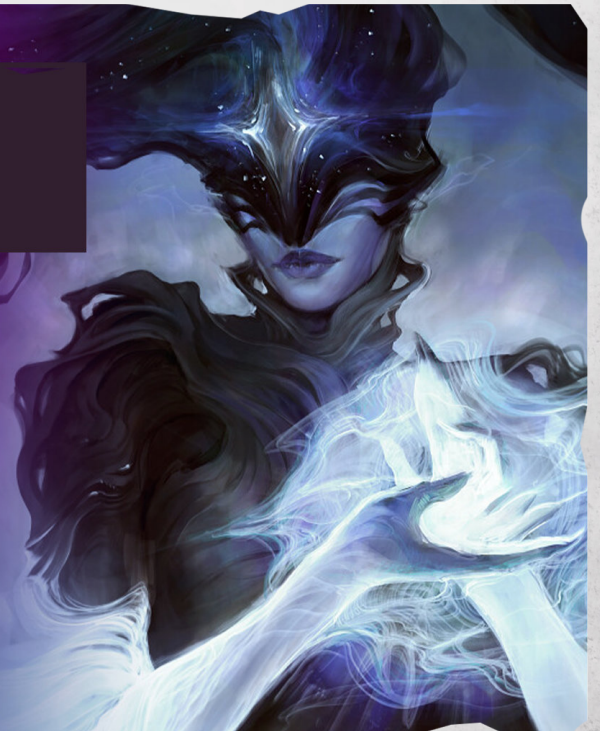
The Campaign part will have:

- A **Level 1 to 8 campaign** in 3 acts
- x12+ new **Planets/Locations**
- x15+ new **Adventures**
- Unique new **NPCs with meaningful stories**
- x200+ new **Monsters**
- and a lot more...

With **Stretch Goals** adding a whole lot more and making the book twice as big!

STARLIGHT ARCANA

THINK OF STARLIGHT ARCANA
AS YOUR VERY OWN
**HITCHHIKER'S GUIDE
TO THE 5E GALAXY!**





BACKGROUND

The Cosmo Observatorium is relatively new to the valleys of the south. More than merely a place of study, its owners, Naime the Fate Weaver and Ura the Astralmancer, made a point to try to bring boons from the stars to the local population. The result of this made the Observatorium part of the community from the south, a place to be visited.

The knowledge of the cosmos was being spread around even to the common folk, predictions of weather and even magical cosmic potions were being sold around the south and it was an age of enlightenment. Cosmic phenomena were seen with wonder, not fear.

There were signs of danger in these early days. Some of Naime's predictions were dangerous and scared farmers who were only looking for a blessing from the stars, while some of Ura's potions had strange side effects. Nothing fatal, but some folks grew tails and animal ears. The cosmos was slowly changing, and Naime and Ura were too starry-eyed to realize something was wrong.

As they looked to the stars and searched for answers, all they found was confusion and trouble. There is something out there dangerous, something that is changing the natural order of all things and the stars cry out in pain as each of them is snuffed out of existence, one by one.

THE COSMO OBSERVATORIUM

A center for the study and distribution of all things cosmic, the Observatorium houses a massive telescope with an enchanted lens that can detect astral bodies' magical signatures from impressive distances. It is possible not only to watch the stars but to feel through the scope the power they hold.

It is from this long-distance energy farming that Ura gets the power she needs to craft all sorts of potions, such a 'Morning Energy' potion that makes the user wake up fully energetic, to 'Flame Tongue' potions that allegedly bring the power of a star flash to your tongue.

The stars' position and alignments are what allow Naime to predict the weather and the general vibes that will course through Latakar. She is seldom wrong, however, the stars have no tongue of their own, and it is up to her to interpret and give meaning, making her predictions vague even if they are correct.

NPCs BACKSTORIES & PERSONALITY

NAIME SOMBERSTAR, THE FATE WEAVER

Wearing a cosmic gown, Naime is fascinated with all things related to the cosmos. She is quite aloof, her mind literally in the clouds and what lies beyond them. This makes her seem unapproachable, ambiguous, and without direction.

Thing is, Naime lives in her own little world. She is kind and is willing to invite others to bask in the knowledge of the cosmos and with her many predictions, help those who are willing to listen. The way she speaks is dramatic as if she was playing a part in a play. In her head, she might as well be.

That is not to say that she doesn't care about the world around her, she simply does from her own strange and detached point of view, always turning up the drama and taking mundane things way too seriously.

- **Unique Phrase:** "I bring most pressing tidings."
- **Desire:** Learn all she can from the cosmos.
- **Fear:** To lose her Observatorium.
- **Misbelief:** That she is different from those around her, that she wouldn't fit in.

URA BRIGHTGUARD, THE ASTRALMANCER

The more approachable of the duo, this female dwarf is a businesswoman at heart, willing to sell her wares even at the direst of times. Of course, all of her merchandise is handmade by her as she controls the astral energy and pours it into a liquid to create colorful and strange potions that have some gnarly side effects.

Ura enjoys the chaos her potions produce even as she prides herself in making sure the intended effect works too. The reason being she has a trickster side to her, she enjoys playing pranks and seeing how others react. Most of her jokes pass over Naime's head, which amuses Ura greatly.

She wears a mask of tomfoolery but Ura cares a lot for the well-being of those around her, she joined the Astral Academy to spread her love of all things cosmic to all Latakar. She has a big heart and an even bigger sense of humor.

- **Unique Phrase:** "The stars spoke to me. They are amused!"
- **Desire:** Spread knowledge about the cosmos far and wide.
- **Fear:** To see Naime lose heart.
- **Misbelief:** That her humor is harmless.

THE WALLS HAVE EYES (AND TEETH)

Inside the Observatorium, strange cosmic magic has spread that brought the furniture alive. The entirety of the Observatorium is under this spell and is working actively to kill anyone who enters it.

Standing around 5 feet of any wall is dangerous, at the start of a creature's turn they must succeed on a **DC 15 Dexterity** check or take 6 (2d6) piercing damage from void stalactites sprouting from the walls, looking like ghoulish fangs made out of purple energy.



ADVENTURE HOOKS

There are several reasons the players may be approaching the ancient city:

- **Slapping in your face.** The magical paper that was shredded by cosmic winds can just...slap someone in the party right into their face. It is the letter found in the Prologue section.
- **Hired by the Astral Academy.** Perhaps the party was hired by someone in the academy that was able to get the shredded paper, and due to the nature of the message, would rather hire expendable freelancers to investigate rather than move faculty personnel in a wild goose chase.
- **It came from the stars.** As a member of the party went to sleep, they gazed at the stars for one moment. This is all it took for them to be whispered about the shredded letter and its location.

PROLOGUE

Even before the adventure is set to start, if you are planning to run it at some point, drop hints about the crisis in the sky. Allude that the characters find it odd how certain nights there are just a few stars up. If a character has any connection to the cosmos or aberrant knowledge, they feel a chill on their spine whenever they look up towards the heavens.

This adventure starts once the party reads the letter sent by Ura and Naime, in whatever context they find it. Either by being read to them by an Astral Academy recruiter, or by stumbling into it.

"WE FROM THE COSMO OBSERVATORIUM ARE IN DIRE NEED OF ASSISTANCE. THE LIGHT OF THE STARS HAS BEGUN TO FADE. AT THE SAME TIME, WE HAVE NEVER FELT MORE SEEM. THE CEILING IS WATCHING US. THE WALLS HAVE TEETH. THE BROOMS HAVE A MIND OF THEIR OWN. WE ARE TRAPPED INSIDE OUR HOMES. RESCUE US BEFORE THE STARS ARE GONE. OR OUR DOOM WILL SPREAD AND KEEP SPREADING UNTIL WE ARE ALL SLAVES TO A DARK FATE. WE MUST SHARE OUR FINDINGS BEFORE MY PREDICTION HAS COME TO PASS. SIGNED, NAIME SOMBERSTAR."

While the original paper retrieved or read to the party is a piece of shred paper, hard magical light is projected and the words float around the reader. The spirit of Naime itself has been put into the page.

ACT I: THE OBSTACLE AT THE OBSERVATORIUM

As the player characters enter the Observatorium, read the following out loud:

YOU ENTER THE COSMO OBSERVATORIUM, A PLACE OF STUDY AND CONTEMPLATION. YET YOU CAN'T SHAKE A FEELING THINGS ARE NOT AS THEY ARE SUPPOSED TO BE. A FEELING THAT GETS REINFORCED AS THE DOORS SLAM SHUT BEHIND YOU, MELTING INTO THE WALLS, DISAPPEARING FROM EXISTENCE.

Several situations can occur as the characters explore the first floor. **"The walls have eyes (and teeth)"** situation begins now.

GROUND LIBRARY (A)

There are many books dealing with the cosmos in this wing of the library. Many of the books seem crooked and unorganized as if someone was quickly browsing through them moments ago.

- **"Encounter!"** If a character steps on the rug, it will come to life as an x1 **Rug of Smothering** (marked as **1. on the map**) and will have the Surprise against that character. If the Living Rug attacks, then another **Rug of Smothering** will approach the farthest member of the party in the room and attack them, Surprising the player characters.

FIND ALL OF THE WORK BY NATWUNS ON THEIR [PATREON](#) AND DISCOVER ALL OF THEIR AMAZING CONTENT!



● **"Perception."** Run through the library. Most of the books seem disorganized, as if someone ran through them searching for something and then quickly moved to another. Yet there is a method to this madness. A **DC 15 Perception** check will realize a pattern of books that deal with ancient prophecies and books delaying the star's life cycle.

LATAKAR'S GLOBE LIBRARY (B)

There is a massive globe showcasing Lakafar's known lands in this library wing. Studying the globe shows at key points there are regions marked with a purple circle, denoting some study done on the land.

➤ **"Encounter!"** As a character studies the globe, the statue just around the corner comes alive! 1x **Living Statue** (marked as **2. on the map**) attempts to swat and kill the party as if they were invading its territory.

V.I.P. STUDY (C)

This place of study is used by important folk and researchers that live in the Observatorium.

● **"Mysterious book."** Atop the table, there is an ancient book that is worth 250 gp that is written in the Celestial language. A character that understands said language can read it, revealing it is an ancient book named "The day the sky fell", it deals with an ancient prophecy in which the stars would disappear from the sky and all light would be snuffed out from Latakar.

Here's a passage from the book, translated from Celestial.

"WE BUILT A GIANT OF LIGHT, AN ARTIFICIAL GOD FASHIONED OUT OF OUR ESSENCE. THERE WAS MUCH REJOICING, FOR IF THE LIGHT FADED AWAY, THEN OUR MAN-MADE GOD COULD HOLD UP THE SKY FOR US. SOON, WORSHIP TURNED INTO GREED AND MANY FACTIONS FOUGHT OVER THE RIGHT TO BASK IN THIS GOD'S RADIANCE."

PUBLIC STUDY (D)

As the characters approach it, read this loudly:

WHEN YOU REACH THE STAIRS RIGHT NEXT TO THE PUBLIC STUDY, YOU CAN SEE A DWARVEN WOMAN FALLING FROM THE TOP OF THE STAIRS ATOP ONE OF THE TABLES, BREAKING HER FALL. SEVERAL FLOATING QUILLS SURROUND HER AND AS IF THEY WERE CARRION BIRDS, TRY TO PECK INTO HER FLESH. 'DONCHA JUST STAND THERE! GIVE ME A HAND!' THE DWARVEN LASS BESEECH YOU.

➤ **"Encounter!"** X16 **Flying Quills** (marked as **3. on the map**) surround Ura Brightguard (marked as **4. on the map**), they seem hellbent on taking her life. They will focus hard on her, only attacking the party if Ura falls in battle. Even if she finds a grim demise here, this will only make her wounded and unable to help the party onward.

After the bout, Ura will hurriedly explain that the worst has come to pass. Stars are disappearing from the night sky and the process is only getting faster. They need to rush towards the Astral Academy with her findings and see if there is anything they can do to stop the upcoming apocalypse.

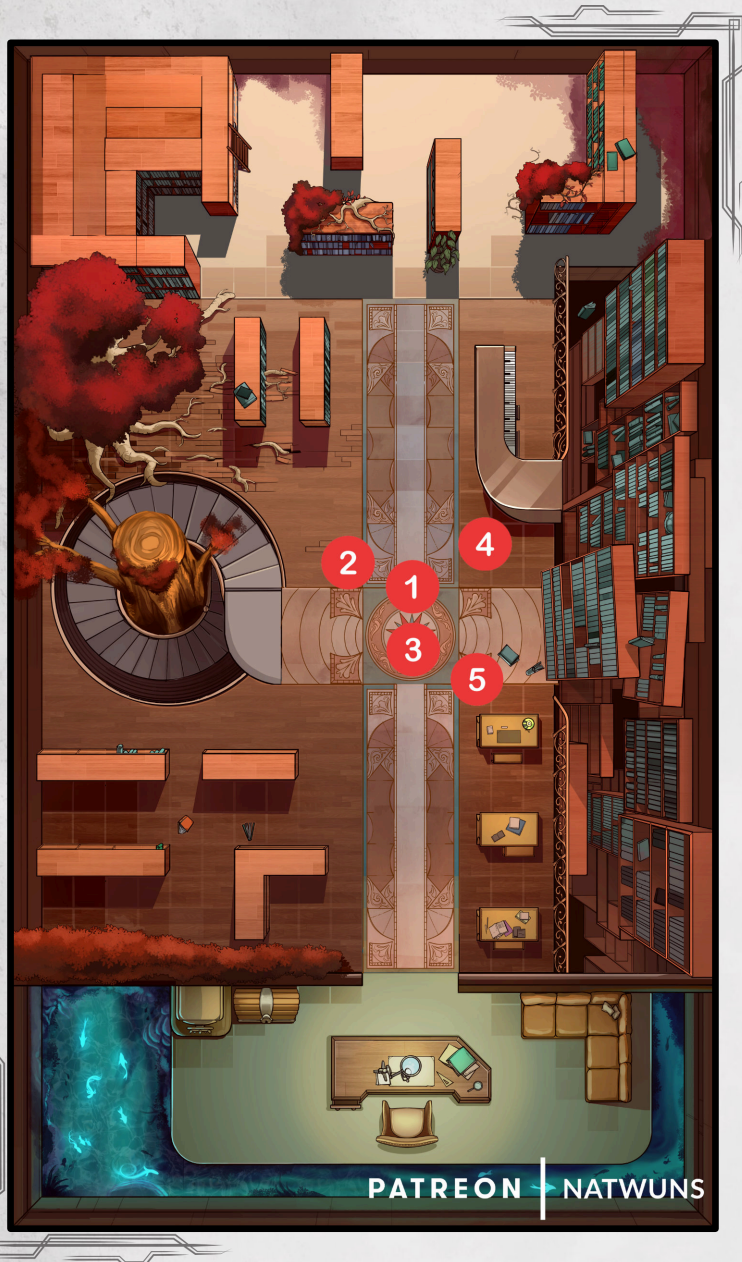
Before they do, Ura will rush back to the second floor, claiming her research partner, Naime, is also under attack and she is not leaving her behind even if the sky falls on her head.

ACT 2: ASCENSION

As the player characters reach the second floor, read the following out loud:

A WOMAN CLAD IN MYSTICAL ORNAMENTS WITH TEXTURES OF THE COSMOS IS SEEN SURROUNDED BY FLOATING SCROLLS. SHE SKIPS, WEAVES, AND DODGES POWERFUL JOLTS OF ENERGY BEING CAST BY THESE PIECES OF FLOATING PAPER. ANOTHER PIECE OF FURNITURE COMES TO LIFE AS YOU APPROACH THE SITUATION.





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➤ **"Encounter!"** Naime (marked as 1. on the map) is surrounded by:

- x5 **Living Scrolls of Magic** - 2. on the map
- The rug under Naime is x1 **Rug of Smothering** - 3. on the map
- Near the stairs, there is 1x **Living Broom** - 4. on the map
- Lastly there are 3x **Flying Quills** - 5. on the map

Despite surrounding Naime, the scrolls will fire off their magic attempting to hit as many characters as they can without much thought put into it.

After all x5 **Living Scrolls of Magic** are defeated, their torn pages will raise in a vortex of purple energy, x5 **Empowered Living Scrolls of Magic** take their place and continue their attack.

Once the action dies down, Naime introduces herself as her friend Ura hugs her, happy that her friend is safe and sound for a moment. Though this does interrupt Naime, who tries to rashly explain that they are not safe. Ura will say the following:

"I SAW IT. IT IS HERE. THE DARK-!"

And just like that, a flash of purple light goes off. All characters lose consciousness.

ACT 3: PROPHECY AND PORTENTS

As the player characters reach the second floor, read the following out loud:

YOU REGAIN YOUR CONSCIOUSNESS, BUT NOT YOUR SENSE OF VISION. EVERYTHING IS DARK. THEN YOU HEAR IT, A BOOMING VOICE THAT IS THUNDEROUS AS IT IS HURT:

"YOU ARE TOO LATE. MY WORLD, MY PEOPLE...THEY ARE GONE. ERASED FROM THE COSMIC GAME AS IF THEY NEVER EXISTED IN THE FIRST PLACE. SHOW IT TO ME. HOW COULD THEY LINGER? SHOW IT TO ME. THE MIRACLE OF ETERNITY."

THEN YOUR VISION LIGHTS UP. YOU SEE THE BEARER OF THE VOICE, A GIANT HUMANOID CREATURE. IT DOESN'T APPEAR TO NOTICE YOU, REPEATING ITS MESSAGE THRICE MORE. YOU REALIZE THEN, THAT YOU ARE IN SPACE. ATOP OF AN ASTEROID, CONNECTED TO OTHERS.

The party starts at the southernmost asteroid. They are free to explore the asteroid cluster to their heart's content, the Encounter will only occur after they pass by the three zones. Describe the zones to them and ask if they wish to interact with them. Certain interactions will unlock secrets, but once all three zones are visited, the Void Interloper will emerge.

COFFIN ZONE (A)

There is an adorned open coffin in this asteroid. The coffin is open but empty. Right next to the empty coffin there is a broken clay vase. The pieces of the vase are scattered around the asteroid. The vase seems to have something drawn on its smashed surface but it is hard to tell.

Solution. Putting the vase back together showcases a humanoid figure carved into the clay. Then, an astral projection around the coffin can be seen. A group of humans around the coffin, mourning the passing of the person depicted on the vase.

"Memory." - This is then uttered by the giant humanoid figure.

WATER FOUNTAIN ZONE (B)

In this asteroid, there is a fully functional water fountain that is constantly flowing. Some of its water has splashed outside the fountain and is beginning to dry.

Solution. Taking a bit of the water and tossing back into the fountain will preserve that one piece, keeping it from evaporating.

"Belonging." - This is then uttered by the giant humanoid figure.

TREASURE ZONE (C)

In this asteroid, there is a large treasure chest. It is empty

Solution. A character places something they value inside the chest and then closes it.

"Legacy." - This is then uttered by the giant humanoid figure.

➤ **"Encounter!"** Emerging from the darkness, 1x **Void Interloper** per party member jumps out. They will then proceed to use their move action to hide themselves using their *Aberrant Camouflage* skill, plinking away at the party. They will pursue them and be quite relentless at it.

After defeating the void interlopers, the giant figure at the center of this vision finally acknowledges the player characters. It will then say - *"The Void came for me and my people."*

Then, depending on which solution the party had before, it will continue:

Memory - *"My people did not listen to the warnings from the stars. They have been covered by something terrible and evil. You must not wait as we did. Act, and save yourselves."*

Belonging - *"We were scattered. We feuded with each other. Had we come together...Maybe then, it wouldn't be too late to save us all."*

Legacy - *"Take heed of my words. Do not die as we did. Fight. Fight against the fading of the light. Fight for the future generations. Let the stories they tell about you be of bravery, of vigor!"*

After saying whatever words it had to say to the party, the giant will point toward then, a flash of light consumes the characters' minds before they fade back to reality.

EPILOGUE

The party wakes up on the 1st floor of the Observatorium, laying on the floor, with blankets and pillows. Naime will be surprised to see the group recovering the conscience at the same time, and will demand to know 'what they saw'. If pressed or asked how she knows they 'saw' something, Naime will explain she performed the 'Rite to go beyond our cosmos', a forbidden spell by the Astral Academy that allows her to astral project her soul into distant galaxies. She did this to track where the source of this whole 'stars disappearing from the night sky' business started.

Yet all she found was the void, and a voice lamenting their fate. Somehow, somehow, the party was able to pierce this veil of secrecy and uncover more information regarding the coming crisis.

The Astral Academy is willing to pay 1000 gp plus 100 gp for each 'revelation' given at the end by the mysterious giant. Naime and Ura will urge them to accompany the party to the Academy so they can also report the findings of their research.

Naime will be punished for conducting a forbidden spell and sent to the jail of the Academy until the crisis is dealt with.

A flicker of the void remains deep-seated within her.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

URA BRIGHTGUARD

Medium humanoid (dwarf), Neutral Good

Armor Class 16 (scale mail, shield)

Hit Points 65 (10d8 + 20)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|--------|
| 14 (+2) | 11 (+0) | 14 (+2) | 11 (+0) | 10 (+0) | 9 (-1) |

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 10

Languages Celestial, Dwarvish

Challenge 1 (200 XP)

Dwarven Resilience. Ura has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Spellcasting. Ura Brightguard is a 5-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 10, +2 to hit with spell attacks). The Ura Brightguard has the following Cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, resistance*

1st level (4 slots): *bless, cure wounds, guiding bolt*

2nd level (3 slots): *prayer of healing, spiritual weapon, continual flame*

3rd level (2 slots): *dispel magic, tongues*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) blunt damage.

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NAIME SOMBERSTAR

Medium humanoid (Human), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d8)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|---------|---------|---------|---------|
| 9 (-1) | 14 (+2) | 11 (+0) | 17 (+3) | 12 (+1) | 11 (+0) |

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses passive Perception 11

Languages any four languages

Challenge 6 (2,300 XP)

Spellcasting. Naime is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Naime has the following wizard spells prepared:

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

1st level (4 slots): *detect magic, mage armor, magic missile, unseen servant*

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

3rd level (3 slots): *counterspell, clairvoyance, glyph of warding*

4th level (3 slots): *dimension door, banishment*

5th level (1 slot): *scrying*

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.



RUG OF SMOTHERING

Large construct, unaligned

Armor Class 12

Hit Points 33 (6d10)

Speed 10 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 17 (+3) | 14 (+2) | 10 (+0) | 1 (-5) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The rug is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rug must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is grappling a creature, the rug takes only half the damage dealt to it, and the creature grappled by the rug takes the other half.

False Appearance. While the rug remains motionless, it is indistinguishable from a normal rug.

ACTIONS

Smother. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* The creature is grappled (escape DC 13). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the rug can't smother another target. In addition, at the start of each of the target's turns, the target takes 10 (2d6 + 3) bludgeoning damage.



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LIVING BROOM

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 14 (+2) | 11 (+0) | 13 (+1) | 1 (-5) | 3 (-4) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The broom is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the broom remains motionless, it is indistinguishable from a normal broom.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.



FLYING QUILL

Small construct, unaligned

Armor Class 15 (natural armor)

Hit Points 10 (3d6)

Speed 0 ft., fly 40 ft. (hover)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|--------|--------|
| 12 (+1) | 15 (+2) | 11 (+0) | 1 (-5) | 5 (-3) | 1 (-5) |

Saving Throws Dex +4

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The quill is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the quill must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the quill remains motionless and isn't flying, it is indistinguishable from a normal quill.

ACTIONS

Inky Peck. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.



LIVING SCROLL OF MAGIC

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 15 (6d4)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 10 (+0) | 14 (+2) | 11 (+0) | 16 (+3) | 1 (-5) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The scroll is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the scroll must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the scroll remains motionless, it is indistinguishable from a normal piece of paper.

Spellcasting. The Scroll is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Scroll has the following 2 spells prepared:

Cantrips (at will): *mage hand*, *eldritch blast*

ACTIONS

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) 5 damage.



EMPOWERED LIVING SCROLL OF MAGIC

Tiny construct, unaligned

Armor Class 14 (natural armor)

Hit Points 25 (10d4)

Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|--------|--------|
| 10 (+0) | 14 (+2) | 11 (+0) | 16 (+3) | 1 (-5) | 1 (-5) |

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 2 (450 XP)

Antimagic Susceptibility. The scroll is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the scroll must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the scroll remains motionless, it is indistinguishable from a normal piece of paper.

Living Spell. Select a level 1 Spell from any list. This is the Scroll's living spell. At the start of its turn, it casts that spell, targeting the nearest creature (if applicable).

Spellcasting. The Scroll is a 1st-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Scroll has the following 2 spells prepared:

Cantrips (at will): *mage hand*, *eldritch blast*

ACTIONS

Eldritch Blast. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 8 (1d10 + 3) 5 damage.



VOID INTERLOPER

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 45 (7d8 + 14)

Speed 20 ft., climb 20 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|--------|---------|---------|---------|--------|
| 19 (+4) | 6 (-2) | 15 (+2) | 10 (+0) | 10 (+0) | 7 (-2) |

Damage Vulnerabilities fire; starlight

Damage Resistances bludgeoning, piercing

Damage Immunities void

Senses tremorsense 60 ft., passive Perception 10

Languages one language known by its creator

Challenge 2 (450 XP)

Corrupted Presence. The Void Interloper is made of the Void and any creature that comes in direct contact with it takes **x1 point of corruption**. Direct contact means that the creature's skin must touch the creature.

Aberrant Camouflage. The Void Interloper has advantage on Dexterity (Stealth) checks made to hide in any terrain as it has the ability to change its skin color in order to make itself indistinguishable from its surrounding environment.

ACTIONS

Extended Void Slam. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage.

The Void Interloper has the ability to reach targets far away from it and even behind cover. This allows it to also hit targets that it does not have direct line of sight to.



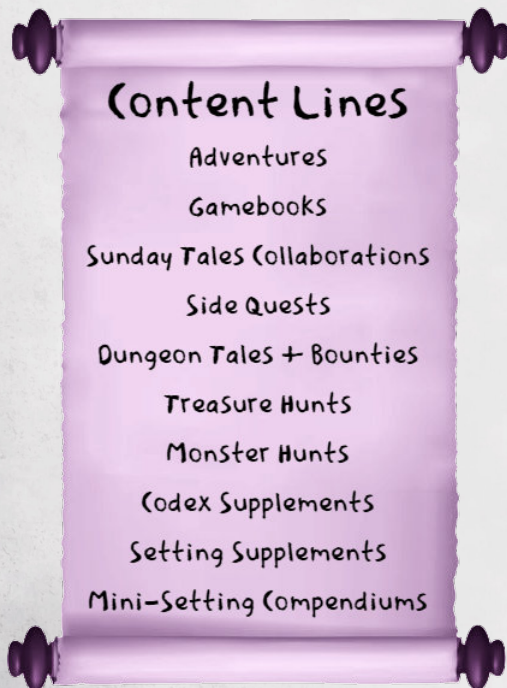
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