

THE BANNERS OF BRELAND



EBERRON



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Designer: Peter Lapp
Editor: Lydia Hodgins
Art Director: Lydia Hodgins
Graphic Designer: Lydia Hodgins
Template: [Simple Microsoft Word Template](#) by Laura Hirsbrunner
Cover Illustrator: Jack Holliday
Interior Illustrators: Jack Holliday, Corey Johnston, Rick Hershey, Dean Spencer, Robert Hemminger, Dungeon Scribe, Paper Mage. All other art either part of the public domain, the DMSGuild Creator Content library, or created by Peter Lapp and Ferret Foundry.
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INTRODUCTION

ADVENTURE AT A GLANCE

- Level 8 [Tier 2]
- 4-6 hours
- Focused on search a specific Mournland battlefield. Exploration and combat make up the bulk of this adventure, with a handful of moments included throughout for role-playing.
- The purpose of this adventure is to give players a taste of the dangers of the Mournland, while providing hooks for further adventures relating to the politics of Breland, the mysteries of the Glowing Chasm, or the relics of the Mournland.

ADVENTURE MUSIC

[Click here](#) to re-download the music designed to accompany this adventure.

MAPS

[Click here](#) to re-download the battlefield map.

ADVENTURE SUMMARY

The players begin on the edge of the Mournland, and are soon contacted by a person who needs their help. This is either a representative of the Brelish Crown or an anti-monarchist Chartist depending on the feelings of the party. They are tasked with retrieving the banners of 6 fallen Brelish platoons who were killed during The Mourning. The Mourning ripped open a weird chasm which altered the surrounding area, and has just recently been deemed safe to go near. After overcoming the

strange challenges that arise during their expedition, the players successfully collect all 6 banners, only to have the battlefield itself rise up to try and stop them. The players, upon returning with the banners, are then faced with the choice of what to do with the great weight of responsibility thrust upon them by the job.

SETTING

Nearly all of the adventure takes place directly on the battlefield where the soldiers fell on the Day of Mourning. The battlefield is located on the Southern tip of the Glowing Chasm, West of Metrol. The Mournland is a strange, dangerous place, seemingly haunted by the century of war that preceded the Mourning.

BACKGROUND

The Day of Mourning was the horrendous final battle that ended the Last War, a conflict so terrible it was agreed that it must be the final war between nations. During this battle fighting was so intense it opened up a rift in the land itself which came to be called the Glowing Chasm. The nature of the chasm was so strange it was not even known whether creatures could get near it safely, leaving the Mournland much abandoned for a great while. Recently, an Aundairian expedition bravely set out into the Mournland, getting near the Glowing Chasm and returning seemingly unharmed. This space in the Mournland is the current resting place of the 6 Brelish Divisions that died in the fighting, along with their leaders and banners.

On the home front tensions are building. A faction has begun to call for the dismantling of the Brelish Crown Government to be replaced with a democracy and calls themselves the Chartists. The movement has begun to take serious hold in Eastern Breland, spearheaded by a woman named

Amber d'Lyrandar. This has caused the monarchist government to look for a way to boost patriotism and crush these new ideas without the need for violence. Both the Monarchy and the Chartists want the six banners resting in the Mournland. The Monarchists want them as a reminder that the war was fought to uphold Brelish values, the Chartists want them as a symbol of the suffering caused by the current form of Government. Upon this setting the adventure plays out.



PART ONE: MISSION TO THE MOURNLAND

FIRST CONTACT

Players require knowledge about the Crown/Chartist tensions. This can either come during character building or while the party is waiting on the edge of the Mourmland. Player feelings about the tensions mean they will be contacted by the representative more closely aligned with their opinions. If they are pro-democracy, or simply anti-monarchy, they'll be contacted by Amber d'Lyandar, a handsome woman with short, cropped hair and piercing eyes.

Amber is moderately influential in politics thanks to her place in the Lyandar House. After the Day of Mourning, Amber vowed she would never again stand by and watch a generation of her peers march off to a pointless war under the rule of a single individual. She instigated the Chartist movement with the goal of peacefully dismantling the Monarchy. The first big step in that goal would be by retrieving the fallen banners in the Mourmland, as poignant symbols of the wastefulness of the Monarchy's wars.

YOU ARE MET BY A HANDSOME WOMAN IN HER MIDDLE YEARS, WITH CROPPED DARK HAIR AND EYES THAT SEEM TO LOOK RIGHT INTO YOU. SHE OFFERS A FIRM HANDSHAKE AND LEADS YOU AWAY SOMEWHERE QUIET. "THANK YOU FOR MEETING WITH ME," SHE SAYS, "AND IF YOU DON'T MIND I'D LIKE TO TELL YOU WHAT I WANT FORTHWITH. I SEE NO REASON TO MINCE WORDS." WITH THAT SHE LAUNCHES INTO HER PITCH, FULL OF PASSION AND EMPATHETIC FERVOR. SHE OUTLINES THE NEED TO RETRIEVE SIX MILITARY BANNERS FROM THE MOURNLAND IN ORDER TO REMIND THE PEOPLE OF BRELAND OF THE INJUSTICES BROUGHT UPON THEM BY THE CROWN. NOT ONLY WILL YOU BE HELPING A RIGHTEOUS CAUSE, BUT SHE'S WILLING TO PAY HARD COIN FOR A JOB WELL DONE.

If they have no strong feelings or are sympathetic to the monarchy have them be contacted by Uthar Perryn, a slim man dressed in dark robes with a thin mustache and darting eyes.

Uthar works for The King's Dark Lanterns, an agency recently developed to work in espionage and counterespionage in the name of the Brelish Crown. Uthar believes Amber is a plant who began the Chartist movement to weaken the state allowing

Droaam and Thrane to attack Breland and destroy the freedoms the country has created. Either that, or allow the Dragonmark Houses, of which Amber is a part, to fill the power vacuum created by a lack of monarch. He wants to undermine the Chartist movement by retrieving the six fallen banners from the Mourmland for the Crown, displaying them as poignant reminder of everything the country has sacrificed for order and prosperity.

THE MAN SEEMS TO GLIDE ABOUT AS HE MOVES, LOOKING EACH OF YOU UP AND DOWN BEFORE MAKING EYE CONTACT. HE ASKS ABOUT FAMILIES, ROMANCE, ABOUT GOOD BOOKS AND FOOD. HE LAUGHS IN A LILT AND PLAYS ABSENTLY WITH HIS MUSTACHE. IN A PAUSE DURING THE CONVERSATION HE LEANS FORWARD. "WE NEED PEOPLE LIKE YOU," HE SAYS, "RIGHT NOW IN FACT. I HAVE A JOB THAT WILL KEEP OUR COUNTRY STRONG, AND LEAVE YOU SWIMMING IN COIN. ARE YOU INTERESTED?" HE EXPLAINS WHAT HE NEEDS, ABOUT THE SIX FALLEN BANNERS AND THE NEED TO UNDERMINE THE CHARTIST MOVEMENT. WITHOUT THOSE BANNERS, DROAAM AND THRANE COULD MARCH AT ANY MOMENT AND MAKE THE SACRIFICES OF THE SOLDIERS ALL FOR NAUGHT.

In either case, the party is handed a *Raven's Perch Pauldron* by their patron to help them scout out the environment while they travel.



INTO THE MOURNLAND

It's 150 miles from the edge of the Mournland where the party starts to the battlefield where the banners fell. The journey should take 5 days, if all goes well. But this is the Mournland. Every 12 hours the party spends in the Mournland, starting from when they begin travel, roll a d100 according to the Mournland Random Encounters Table below. For an in-depth introduction to the dangers of the area and how the creatures and horrors of the old battlefield feel you can play out each of the encounters. To adhere to the 4-6 hour play time, explain the challenges and ask the players how they overcame each one using the skills and tools at their disposal.

AGENTS OF THE LORD OF BLADES

The party comes across devotees of the Lord of Blades (5 in total) led by a warforged named Sliver. They would normally be immediately hostile to any non-warforged, but they are currently on too important a mission to risk losing a needless fight. Even then, the agents interrogate the party about what they're doing in the Mournland. If the agents don't like the players answer, they won't initiate combat, but they will clandestinely send a message to the Lord of Blades asking for a wetworks team to eliminate the players later.

BULWARK, THE LIVING MAGE ARMOR

The party comes across a particularly intelligent Living Spell named Bulwark. Bulwark can communicate psychically with the party and tells them that it does not wish to fight. In fact, it's a pacifist. Bulwark wants to understand the Mournland and the circumstances that led to Bulwark's own creation. Bulwark is busy following a lead, but a successful Persuasion check (DC 20) will convince Bulwark to join the party on their mission. Bulwark can enchant any unarmored creature to turn their base AC into 13 (instead of 10).

CYRAN SURVIVORS

The party encounters a group of 10 survivors of the Mourning led by a human woman named Abriella. They assumed that the Mourning was an event that went continent-wide and have no idea the world persisted as normal outside the Mournland. They beg the players to give them resources and escort them back out to the regular world.

KYTHRI MANIFEST ZONE

The party comes across a manifest zone for Kythri, the Churning Chaos. The zone has an abundance of animals native to Kythri. They appear as normal

MOURNLAND RANDOM ENCOUNTERS

d100	Result	d100	Result
01-40	Nothing	57-58	1 Rift Swine, 1d4 Living Grease
41-42	1 Mourn Scavenger	59-60	2 Rift Swine
43-44	1d4+1 Flail Snail	61-65	Agents of the Lord of Blades
45-46	2 Living Witch Bolt, 1d4+1 Living Magic Missile	66-70	Bulwark, the Living Mage Armor
47-48	1d4+3 Living Ice Knife	71-75	Cyran Survivors
49-50	1 Flail Snail, 1d4+1 Living Grease	76-80	Kythri Manifest Zone
51-52	3 Carrion Crawler, 1d4+1 Living Magic Missile	81-85	Mirror Travelers
53-54	2d6+1 Ethereal Marauder	86-90	Rail of the Damned
55-56	1 Mourn Scavenger, 1d4 Living Ice Knife	91-95	Reverse Storm
96-100	Valley of Needles		

animals native to Khorvaire, but each constantly shifts between forms. A fox becomes a tiger, then a bundle of ferrets, then a swarm of locusts, then an eagle, and so on. It's clear that they are biologically adapted to the chaos of their home plane and removing them from the manifest zone causes them great suffering, as the structure and order of the material plane try to force them into a single form.

MIRROR TRAVELERS

A DC 15 Perception check reveals a group of travelers far off in the distance, walking away from the party. They are a perfect duplicate of the party and mirror every action that they take. When the party stops moving, so do they. When someone in the party turns around, they do too. They persist until they crest a small hill, vanishing over the horizon. Then they disappear forever.

RAIL OF THE DAMNED

A lightning rail car travels over the ground, along the path of the old rail line. There are no conductor stones and the train seems to be entirely empty. Never-the-less, the train stops in front of the players and the doors to a passenger cabin open up. It is heading in the same direction the are headed. If the players decide to enter the train, it will take a day off of their travel time... but the car will eventually try to eat them.

REVERSE STORM

A thunderstorm begins to form where the players are, but with the rain falling upward from the ground and into the sky. After a moment, lightning bolts begin shooting upward from the ground, as well. Each round that they remain in the storm, there's a 50% chance a random player is hit by lightning: DC 14 Dexterity saving throw, 17 (5d6) lightning damage on a failed save, half damage on success. The players need to find cover from the storm to protect them. However, instead of needing to be *under* something, they need to climb on top of something to block the rain.

VALLEY OF NEEDLES

A glade of grass that looks fairly normal (and even healthy) from a distance but a DC 12 Survival check reveals that the blades are as hard and sharp as glass skewers and they angle themselves toward body heat.



MORE ENCOUNTERS

In addition to the encounters above, we recommend [*Encounters in the Mournland* by Gregory Hallenbeck](#).

SENSORY NOTES

Throughout the adventure, it's important to continually remind players about their environment. Here are a few sensory details to include from time-to-time to help bring the environment to life.

SIGHT: Dystopian landscapes dotted with broken and burnt trees. Strange pockmarks in the land and irregular lumps that could be equipment, dirt, or bodies. Everything cast in the ethereal light of the Chasm.

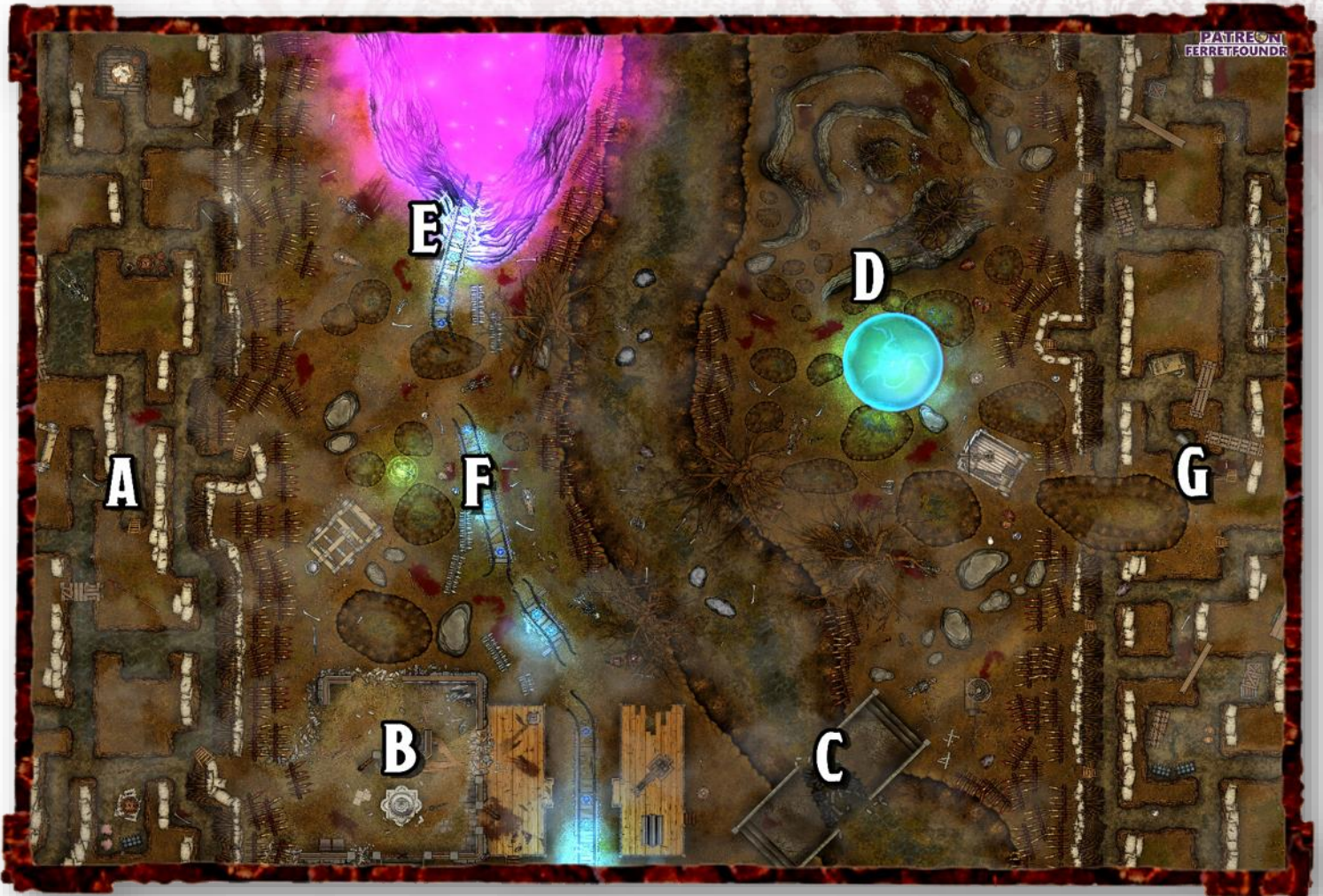
SOUND: Any sound seems off, emanating across the plains often without warning. Crows cry out, rubble clatters as it tumbles into abandoned trenches, and a gentle hum comes consistently from the Glowing Chasm.

TOUCH: Nearly every surface in the Mournland is puckered with dings and crevices. It's grimy and rough, at times slimy with decomposing bits of things that used to be alive.

TASTE: It tastes of rot and mildew. Dirt and dust flood the tongue.

SMELL: The faint and pervasive smell of iron lingers on the field. Rot seeps through the air, overlaid with the smell of ash and smoke.

PART TWO: THE BATTLEFIELD



Once the players have arrived at the battlefield, read the following:

AS YOU TRAVEL THROUGH THE MOURNLAND'S FOG, YOU EVENTUALLY REACH THE BATTLEFIELD. IT IS EXPANSIVE, SITUATED JUST SOUTH OF THE GLOWING CHASM. STAKES AND TRENCHES LINE ITS TWO SIDES, CAKED WITH BLOOD AND THE SIGNS OF BATTLES.

THE MOST HORRIFYING PART IS THE BODIES. EVERYWHERE YOU LOOK, THE BODIES OF THE SOLDIERS LOOK LIKE THEY SIMPLY WENT TO SLEEP, HAVING NOT DECOMPOSED AT ALL OVER THE YEARS.

OF THE BANNERS, THERE IS NO SIGN. IT LOOKS LIKE YOU'LL HAVE TO SEARCH TO FIND THEM.

Depending on where the players entered the Mourmland from, they are likely to arrive on the battlefield starting at either the western trenches (Area A) or the eastern trenches (Area G).

The entire area near the Glowing Chasm is a time-displacement zone, including the entire battlefield. See "Appendix A: Time Displacement Zone" for the possible effects this can have throughout the adventure.

A. THE BRELISH TRENCHES

OUT OF THE MUCK AND GRIME LAYERING THE BOTTOM OF THE TRENCHES A FIGURE MOVES. BEFORE YOU CAN REACT IT ORIENTS ITSELF AS A HUMAN, A MAN IN FACT, WEARING BRELISH COLORS AND CLUTCHING A SWORD. FOR A MOMENT THE SIGHT IS SO GHOULISH IT SEEMS AS THOUGH A SOLDIER HAS

RETURNED FROM THE DEAD, BUT AS THE MAN CATCHES SIGHT OF YOU HE DROPS TO HIS KNEES. "THANK THE GODS," HE SAYS, BEFORE SHEATHING HIS SWORD AND STRUGGLING BACK TO HIS FEET, TRUDGING TOWARDS YOU WITH A SCARRED AND SHAKING HAND OUTSTRETCHED.

The party meets a soldier, Elliot Bailey, trapped on the battlefield. Elliot explains that he survived the Mourning but is unable to stray too far from the Chasm. Whenever he ventures too far away, too close to his home, an arcane force stops him, throwing him back into the bloody hellscape he wants so desperately to leave. The forcefield which holds him isn't the only strange occurrence out here, he's also seen scavengers who try to take important things from the dead slaughtered by the battlefield itself. Small trinkets seem fine, but anything of significance, apparently including people, is not allowed to leave.

Elliot is very weak from two years under the influence of the time-distortion and waves of arcane energy pouring from the Chasm. He'll offer to help the players, but anyone can tell he's barely able to stand. He asks the players to take his military tags (a necklace which "speaks" his name, rank, unit, and next-of-kin in the head of anyone who wears it) to his sister Eleanor in Wroat, should they survive the venture. He asks that the players lie to her and tell her he died bravely on the Day of Mourning so that she can move on and find peace without wondering about his fate.

Elliott tries to hand the party the *Gravekeeper's Lantern* that he took from the body of a Brelish officer. He says that it's protected him from undead in the time that he's been on the battlefield and that the players may need it if they insist on exploring further.



B. THE TRAIN STATION

THE RUINS OF THE TRAIN STATION CAN BARELY BE CLASSIFIED AS SUCH, LOOKING MORE LIKE FLAT EARTH. OF THE WALLS, ONLY WAIST-HIGH PARTS STAND. A SMALL FOUNTAIN INSIDE THE STATION SEEMS TO HAVE ESCAPED MOST OF THE DESTRUCTION.

THE PLACE LOOKS LIKE IT WAS HOTLY CONTESTED BETWEEN THE TWO SIDES, WITH SOLDIERS BEARING BOTH ARMIES' COLORS SLUMPED ON TOP OF EACH OTHER.

CRATERS LINE THE FLOOR, CURIOUSLY STILL SMOKING.

The players can take some time to search for the banner. It is not particularly hidden, simply covered by a fallen Brelish soldier. The Brelish soldier also has a *Comrade's Bracelet* on their wrist. A *detect* magic spell will reveal that the bracelet is magical, but it won't do anything without it's linked partner (located under the bridge in Area C). Have the party roll a Perception check, which doesn't determine if they find it, but how long it will take them. Upon finding the banner, read the following:

YOU FIND A BRELISH BANNER, A BLOOD STAINED FLAG DEPICTING THE CROSSED SWORDS OF THE 33RD INFANTRY, STILL HELD BY A FALLEN BRELISH SOLDIER.

AS YOU BEND DOWN TO RETRIEVE IT, A NEARBY CRATER STARTS SMOKING HEAVILY.

The distorted time of the The Chasm causes the area to revert back to the middle of the war. For a moment the players see soldiers, alive again, fleeing the blast-disk on the ground, ready to explode once-again.

Have the players inside the station roll DC 15 Dexterity saving throws. On a failure, they take 4d6 fire damage. They take half of that on a success.

The banner is singed but remains basically whole.





C. THE BRIDGE

A SHALLOW GORGE RUNS THROUGH THE BATTLEFIELD, PROBABLY ONCE A RIVER FILLED WITH WATER. IT IS DRY NOW, AND THE BRIDGE CONNECTING THE TWO SIDES LIES BROKEN IN HALF. AS YOU APPROACH, YOU SEE A BANNER OF THE BRELAND 29TH AERIAL DIVISION, A BULL'S HEAD ON A FIELD OF BRIGHT GREEN, STREWN ACROSS THE BROKEN STONES ON THE OPPOSITE SIDE OF THE BRIDGE..

As the players get near the bridge, a spectre appears, dressed in the uniform of a soldier of Karnath. It is flashing with arcane energy, its powers increased in death. This is a **Karnaathi Phantom** – a special forces unit enchanted to continue the fight after death.

The Phantom seems to believe the battle is still going. He guards this bridge while seeing the battle happening all over, where the players see just corpses.

The players can try to convince the phantom to let them take the banner. It is up to them how they do that. Because of the strength of the magic flowing through the phantom it has advantage on saving throws against magic during roleplay. The players can convince the phantom they are from a different division and are friends with a DC 16 Charisma (Deception) check, given disadvantage if they are in possession of a Brelish banner. This soldier's existence has been reduced to holding this bridge, so convincing him the fight is over will be difficult, requiring a DC 20 Charisma (Persuasion) check. *Dispel Magic* does not get rid of the spectre, but does serve to confuse and disorient him, giving Charisma rolls advantage for 5 minutes following the casting of the spell. If they fail to convince the phantom or simply attack it, the phantom will fight back. If it comes to this, the phantom starts the fight by raising 4 Karnaathi soldiers as **ghouls**.

Under the bridge is a body, half-buried in mud, wearing a **comrade's bracelet**. While still magical, the bracelet does nothing without the other bracelet it is paired with (located in Area B).

D. WIDOW'S HILL

BEFORE YOU LOOMS A LOCATION OF PARTICULAR INFAMY: WIDOW'S HILL. LITERALLY THOUSANDS OF SOLDIERS MET THEIR END OVER THE COURSE OF THE WAR, AS EVERY NATION FOUGHT FOR CONTROL OF THIS STRATEGIC LOCATION.

AN ARCANIC BALL OF ENERGY DOMINATES THE LANDSCAPE AT THE BASE OF THE HILL. AS LARGE AS A CHURCH BELL, IT SPINS IN PLACE, WITH TENDRILS OF LIGHTNING SPROUTING ACROSS ITS SURFACE AT REGULAR INTERVALS.

A BRELISH BANNER LIES BELOW THE LIGHTNING BALL, ITS ONCE BRIGHT COLORS BLEACHED PALE BY THE LIGHT OF THE BALL, THE SYMBOL OF THE 64TH CAVALRY ONLY BARELY STILL VISIBLE.

Should one of the players roll a perception check, a roll of 15 or higher will reveal that the ball is not exactly static. Rather, it seems to be drawn to them, its tendrils of lightning straining to reach them. If the players notice this, a successful DC 15 Arcana check will reveal that this is a Living Spell. If they succeed this Arcana check by 5 or more, they deduce that it is a **Living Chain Lightning**.

The moment the players approach to retrieve the banner, the creature truly comes alive. It ceaselessly attacks the players as they attempt to retrieve the banner.

On top of the hill lies the body of the commanding officer of the 64th cavalry. Both she and her horse died while fighting, as she is still in the horse's rotting saddle. Her skeletal hand grips a **cavalry's war pick** tightly.

E. THE GLOWING CHASM

THE GLOWING CHASM EMITS A POWERFUL PURPLE LIGHT, CAPABLE OF PIERCING EVEN THE THICK MISTS OF THE MOURNLAND. THE EARLY VIOLET LIGHT OBSCURES THE CHASM'S MYSTERIOUS DEPTHS.

AS YOU APPROACH, YOU SEE THE BRELISH BANNER OF THE 112TH INFANTRY DIVISION, NICKNAMED "KHYBER'S FINEST." IT STILL HANGS FROM A FLAGPOLE EMBEDDED IN THE GROUND.

CURIOSLY, IT GLOWS WITH THE SAME LIGHT AS THE CHASM ITSELF.

The banner has been claimed by whatever lies in the bottom of the Chasm, an eldritch monstrosity wishing to expand. As the players approach to seize

it, a shape flies from the Chasm and lands between them and it, ready to fight them.

The thing before the players is a humanoid in shape, wrapped in tattered rags and standing much taller than the players. Its “face” is made of an inscrutable, soulless light and as the players look at it, it seems to them that its skin quivers, as if worms were moving just below the surface. This is a **Chasm Guardian**.

After the creature is defeated, the banner stops glowing and can be picked up. Near where the flagpole stuck in the ground is the body of a strike leader in the 112th infantry. They wear a *lesser strategist’s monocle*.

F. THE RAIL LINE

SLICING DOWN THE WESTERN HALF OF THE BATTLEFIELD IS AN OLD LIGHTNING RAIL LINE. THE LINE MUST BE ONE OF THE FIRST BUILT, AS IT STILL BEARS THE STEEL TRACKS OF THE EARLIEST RAIL SYSTEMS, WHICH ARE NOW MANGLED AND TORN.

THE LINE’S CONDUCTOR STONES STILL SHINE WITH ARCANIC POWER IN PLACES, THE SAME POWER THAT ONCE HELPED THE TRAINS PASSING THROUGH IT MOVE. NOW, IT LIES BROKEN, PIECES OF IT BLOWN OFF BY EXPLOSIONS THROUGHOUT THE BATTLE.

AS YOU WALK CLOSE TO THE LINE, YOU FIND A BRELISH BANNER LYING ON TOP OF THE RAILS. IT LOOKS LIKE A TRAIN HAS RUN IT OVER, LEAVING IT IN TATTERS, TEARING THROUGH THE BIRD AND CROWN INSIGNIAS WHICH ONCE DESIGNATED IT AS THE 17TH ARCANIC DIVISION.

As the players approach the train lines to collect the banner, the dead of the Mourland rise up to meet them. Two soldiers, two Brelish and two Karnaathi, rise up as undead, mist leaking out of their mouths and eyes. These are **Mourland Forsaken**. One of the Brelish forsaken has *Robine’s scabbard*, granting it +1 to attacks and damage with its sword, as well as the effect of the *bless* spell for 2 minutes after it first draws its sword from the scabbard.

Throughout the battle, time displaces and reverts to previous periods, causing a lightning rail to appear barreling along the tracks. It appears in a flash, moving at breakneck speed, and disappears even faster. The train can hit whoever is on the lines as it passes and those immediately next to the line (5 ft nearby). Any creatures on the tracks make a DC 16 Dexterity saving throw, taking 5d6 force damage and being knocked prone on a failure. On a success, they take half damage and remain standing.

G. KARRNATHI TRENCHES

IT SEEMS LIKE, JUST BEFORE THE MOURNING HAPPENED, THE BRELISH WERE ON THE VERGE OF VICTORY. AS YOU APPROACH THE KARRNATHI TRENCHES, YOU SEE HUNDREDS OF BRELISH SOLDIERS INSIDE THEM. APPARENTLY, THEY WERE ON THE CUSP OF OVERRUNNING THE KARRNATHI POSITIONS BEFORE THEY MET THEIR END.

Standing above the trenches on the battlefield itself the players can see a white hound inlaid on green: the banner of the 82nd infantry. Surrounding the banner, lodged deep in the trenches amidst the bodies and broken equipment, are a strange series of nests. The nests are built with a gooey, glob-like material that players can recognize as being closely tied to either Spellwarped Goblin Mercenaries or Spellwarped Spiders, though from where they stand it is impossible to tell which. If the party wants to sneak around the nests without bothering whatever is inside it requires a DC 16 group Dexterity (Stealth) check. The 5 **Gob-Spiders** that live in the nests are highly territorial, keeping close watch on this area they’ve made home. If the party doesn’t use stealth or fails their stealth check the spiders attack on sight, only retreating if the players withdraw from the trenches.

Should the players decide to rummage through the gob-spider webbing, it will take some work. A DC 12 Athletics check would allow them to pull apart the webs. A DC 15 Perception check then reveals a severed hand with a Karnaathi tattoo in its palm and a *band of the dead* on its ring finger.

FINISHING THE JOB

When all 6 banners are successfully collected, the players may attempt to leave the battlefield with them. When they do, move on to Part Three: Leaving the Battlefield



PART THREE: LEAVING THE BATTLEFIELD

THE MOURNLAND FIGHTS BACK

Read the following once the players have all the banners and begin leaving:

WITH ALL SIX BANNERS IN YOUR POSSESSION, YOU CAN NOW BEGIN THE TREK BACK OUT OF THE MOURNLAND.

AS YOU APPROACH THE EDGE OF THE BATTLEFIELD, A HISSING SOUND BEGINS TO EMANATE ALL AROUND YOU, GROWING LOUDER AND LOUDER. A CRYSTALLINE WALL OF ARCANIC FORCE GROWS FROM THE GROUND AND ENCASES THE ENTIRE BATTLEFIELD. SOON AFTER, THE HISSING SOUND BECOMES UNBEARABLY LOUD, BEFORE CHANGING TO THE SOUND OF LARGE ITEMS SLAMMING INTO EACH OTHER. IT IS THEN THAT YOU SEE IT.

IN THE MIDDLE OF THE BATTLEFIELD, BEFORE THE RUINS OF THE BROKEN BRIDGE, SOMETHING BEGINS TAKING FORM. IT SEEMS TO PULL TOGETHER ALL THE SWIRLING MAGICS, BLOODY PALISADES, LOOSE CORPSES, AND BLOOD-SOAKED DIRT OF THE BATTLEFIELD ITSELF.

IN THE SPAN OF A MOMENT, IT GROWS TO SOMETHING AKIN TO A HUMANOID, MORE THAN TWO TIMES THE AVERAGE HUMAN HEIGHT. IT IS A MESS OF PARTS, LOOKING CLOSE TO COLLAPSE YET POWERFUL AT THE SAME TIME.

THIS CREATURE, A MOURNLAND ELEMENTAL, TURNS ITS ATTENTION DIRECTLY TOWARD YOU, ENRAGED BY YOUR ATTEMPT TO TAKE THE BANNERS AWAY.

The **Mourmland Elemental** seeks to stop the players from taking the banners. They are too important a component of the battlefield for the mists of the Mourmland to let leave.

The elemental is not particularly intelligent, but it hits hard, focusing down the players one by one, starting with the one carrying the banners.

When the elemental is defeated, the Mourmland gives up its hold on maintaining the battlefield and the players may now leave with the banners.

ELLIOTT'S FATE

AS THE ARCANIC MAGIC EXPLODES OUTWARDS, LIFTING THE STRANGE HOLD ON THE LAND, A TERRIBLE SCREAM ERUPTS FROM THE BRELISH TRENCHES. THE VOICE OF A SINGLE MAN, A MAN TRAPPED HERE FOR TOO LONG, BEING TORN INTO BY THE UNJUST MAGIC. JUMPING DOWN INTO THE PIT YOU CAN SEE ELLIOTT WRITHING IN THE MUD, INNUMERABLE WOUNDS RACING EACH OTHER ACROSS HIS FACE AND BODY. EVERY INJURY HE OBTAINED WHILE WANDERING THIS BROKEN LAND HAPPENING ALL OVER AGAIN AS THE MOURNLAND'S TIME FIELD COLLAPSES ON ITSELF.

Elliott, too, is an important part of the battlefield. So much so that Elliott is affected by the death of the Mourmland Elemental. The arcane backlash of the event causes Elliott to relive all the wounds of war ever inflicted upon him on these grounds in a single instant. Every cut, stab, burn, broken bone, and worse that he ever felt throughout the many battles he participated in all happen at once. The players can save Elliot if they succeed at a skill challenge.

SAVING ELLIOTT

Because the wounds are so great in number and severity, a simple healing spell, potion, or laying of hands is not enough to save him on its own. Characters must take turns declaring how they can help stabilize Elliott. You can run this either in combat rounds or by using a real-world timer. Once a skill has been used to help Elliott, it cannot be used again by any player until the following round. If the players can succeed at 5 ways to heal Elliott, he will stabilize. However, if they fail three skill checks and/or time runs out (3 full rounds if using combat rounds, 5 minutes if using a timer), he will die.

It is up to you whether an attempt to heal Elliott is valid, but here are some ways the party could attempt to prevent the damage.

Action	DC	Description
Arcana	20	The character gains a better understanding of the nature of the strange magic, and better predict the patterns that it follows in wounding Elliott, thus making preventing them easier.
Deception or Persuasion	15	The player soothes Elliott, either by telling him the wounds aren't very serious or encouraging him to hang in there. In doing so, his heart rate lowers and he staves off shock for a moment longer.
History	15	The player has excellent knowledge of battlefield wounds and dressings, which allows them to recognize and apply healing quicker. Anyone with a military background has advantage on this check.
Medicine	10 + 5/ previous failure in the skill challenge	This character understands the way of healing and is able to keep pace with the wounds as they open, hands moving at lightning speed with a lifetime of experience.
Survival	20	This character understands the supplies necessary to maintain life, and can salvage most of what they need to help Elliott from the many items littered about the trenches.
Healing Magic	-	Any healing spells spent on behalf of saving Elliott automatically succeed toward this skill challenge at the rate of one success per level of the spell.

CONCLUSION

After the players defeat the Mourland Elemental, they can leave the Mourland in (relative) safety.

THE BANNERS

After returning from the Mourland the players may do one of three things: hand over the banners to the one who hired them, hand over the banners to the opposing faction (perhaps having their minds changed by the horrors of the Mourland) or keep the banners, believing them to be too important to be used in petty political squabbles. If the banners are returned to either of the factions, regardless of who contacted the party originally, the players will receive a lump sum of 1600 GP, and immense thanks. Uthar promises Honorary Lord/Ladyships, and Amber offers posts as strategists for the revolution. If the players do not return the banners, the faction that originally hired them will take poorly to the news, sending out forces to retake the banners by any means necessary.

ELLIOTT'S TAGS

If the party escapes with Elliott's tags intact and deliver them to Eleanor, she will offer them immense thanks, despite her obvious torment at his death. She will open her home, allowing a place to stay if they ever need one no matter when or why, as well as the family sword. Since Elliott was the last male of his line, the sword would have no one to be passed on to, so she offers it to the party to carry on his legacy. If the party returns with Elliott alive and well, Eleanor's thanks will be tenfold. She will still offer room and board whenever it is needed, and swears a solemn Oath of Gratitude for her and all her bloodline, should the party ever need an ally in the future.

FURTHER ADVENTURES

Upon accepting and then completing this job, the party is now undeniably a part of the Chartist vs Monarchist conflict. Both sides want their help going forwards, one to continue aiding in undermining the other faction, the other in the

hopes of turning them into double agents. For some this may be a cause that hits close to home, and they'll devote a great deal of time and energy to the righteous campaign. For others it may just be a paycheck and no guilty conscience.

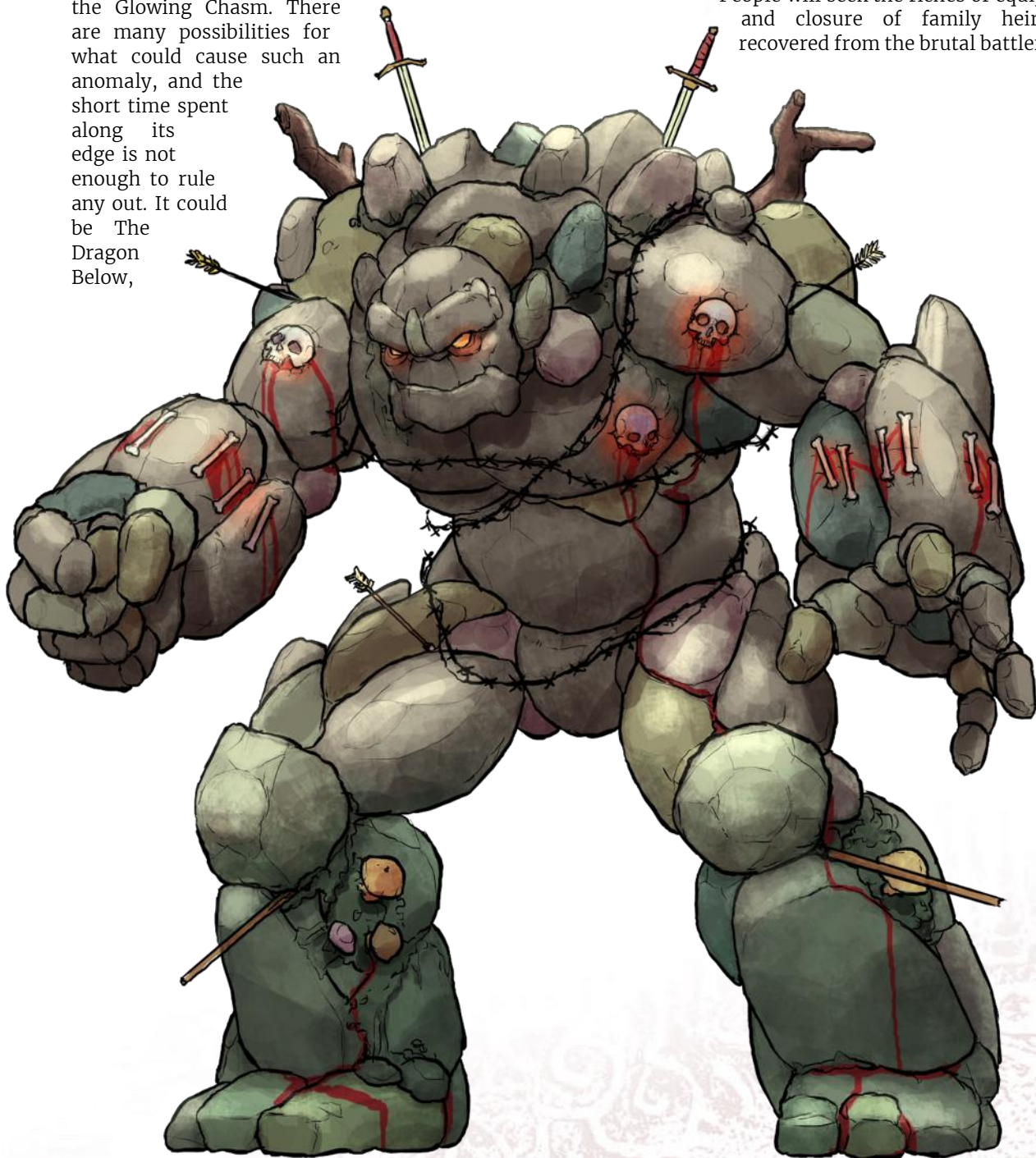
The players may also want to know more about the Glowing Chasm. There are many possibilities for what could cause such an anomaly, and the short time spent along its edge is not enough to rule any out. It could be The Dragon Below,

a Demon

Lord, some strange Manifest Zone, or something entirely new to this world. To find answers, players can visit places of learning and magic: universities, libraries and mystics, in the hopes of unravelling the mysterious gash in the earth.

Their success at venturing to and from the Mourmland puts the party as the foremost experts on the area. As such they might want to milk such an expertise for profit, taking jobs and contract that send them to and from the Mourmland now that they understand its nature and dangers better.

People will seek the riches of equipment and closure of family heirlooms recovered from the brutal battlefield.



APPENDIX A: SUPERNATURAL REGION – TIME DISTORTED BATTLEFIELD

Time behaves strangely around the vast perimeter of the Glowing Chasm. This includes the many, many battlefields bordering the Chasm. Near the Glowing Chasm, time will slow down, speed up, or manifest past events right in front of the players. These effects are not illusory and the players can interact with them, for as long as they last.

Roll on the Time Distorted Battlefield table whenever you please to produce a supernatural effect. Consider rolling when any of the following instances take place:

- A creature picks up an object the battlefield considers an “important” part of it.
- A creature casts a damage-dealing spell 2nd-level or higher.
- Any time someone rolls on a Sorcerer’s Wild Magic table.
- A creature loses two death saves.

TIME DISTORTED BATTLEFIELD

d100	Result
1-6	The battlefield is covered by a violent thunderstorm. It’s in the middle of the Last War and soldiers retreat back to their respective trenches. A soldier is stuck in the mud, having slipped into a crater. They cannot pull themselves out, but the other soldiers do not notice in the chaos of the retreat. The players can help the soldier by using an appropriate tool (a staff, rope, etc.) and a DC 20 Athletics check. If they manage to save the soldier, then the players managed to change the events of the war and the soldier lives. The soldier returns home and lives out the rest of their life with their family. After 1 minute, the effect ends and the players return to the present.
7-11	Up to 6 creatures chosen randomly heal 8 (1d4+6) HP, as if affected by the <i>Mass Healing Words</i> spell (PHB pg. 258)
12-17	A pitched battle appears in an instant and then disappears. Roll 1d4 attacks for each creature with a +3 attack roll. For each hit, the creature takes 5 (1d8) damage of a type chosen at random (roll 1d10): 1 – Bludgeoning, 2 – Piercing, 3 – Slashing, 4 – Fire, 5 – Cold, 6 – Electricity, 7 – Acid, 8 – Radiant, 9 – Necrotic, 10 – Psychic
18-22	A wave of exhaustion spreads over the battlefield, as if every creature spend the last few weeks in the trenches, only sleeping for an hour or two each night. Each creature must make a DC 15 Constitution saving throw or take one level of exhaustion.
23-28	The battlefield fills with the loud roar of battle, even if none can be seen. For the next 10 minutes, any creature attempting to cast a spell or maintain a concentration spell must succeed on a DC 10 Concentration check.

TIME DISTORTED BATTLEFIELD – CONTINUED...

d100	Result	d100	Result
29-32	A Staff of Swarming Insects (DMG pg. 203) spears on the ground. It has 10 charges. It shunted forward in time from the war. Players can use the staff without needing to attune to it. After 1 hour, the staff returns to its proper place in time.	54-59	The battlefield reverts to its state before the war: a peaceful apple orchard near an old rail station. A vibrant sunset filters through the orchard leaves and a trio of children (siblings) play hide and seek between the trees. If they spot the players, they are confused, slightly scared, and have many questions. After 1 minute, the battlefield returns to normal.
33-38	A wyvern and its rider fall from the sky. Declare a 5 foot radius area. Any creatures in that area have 1 round to leave it before the pair land on the ground. Any creature caught in the area when they land must make a DC 15 Dexterity saving throw or take 21 (6d6) damage, taking half on success.	60-63	A Warforged Titan (RftLW pg. 315). Its weapons are heavily damaged and only attacks with a +4. It attacks any creatures wearing the colors or insignias of Breland, as well as any creatures that attack it. It disappears after 3 rounds.
39-41	For the next 10 minutes, healing spells are less effective. Whenever a creature casts a spell for healing, subtract 1d4 from the result.	64-68	Every creature rolls a d20 with the following results. 1-5: Starting in the next round, the creature acts at an initiative count 10 less than before. 6-15: Nothing happens. 16-20: Starting the next round, the creature acts at an initiative count 10 higher than before.
42-47	1d6 random creatures are affected by either the haste spell (if the amount of creatures affected is even) or the slow spell (if the amount of creatures is odd). This effect lasts for 1 minute.	69-73	A random creature must make a DC 17 Constitution save or be aged forward (if the d100 result was even) or backward (if the d100 result was odd) by 2d6 years. They gradually return to their proper age at a rate of 1 year/round. Until they return to normal, they have a penalty to attack rolls and saving throws equal to the amount of years off from their proper age they are.
48-53	A random character shunts forward in time. Remove them from the place they are in. Each round, the player can roll 1d20. On an even roll, they return to where they were. On an odd roll, they do not. At the end of 1 minute (10 rounds), they automatically return. To the character, it will feel instantaneous, as if everything else suddenly moved forward in time. If there is an obstruction in the same space when the character returns, both it and the character take 5 (1d10) damage and the character returns to the nearest unoccupied space.	74-79	A character sees 3 rounds into potential futures. Every creature (including those run by the DM) secretly writes down what they want they want to do over the next 3 rounds and passes it to the player. The player can do with that information what they wish.

TIME DISTORTED BATTLEFIELD – CONTINUED...

d100 Result

80-84 An electric blast disk appears in the ground where the players stand. Anyone with a passive perception of 15 or higher can notice it before anyone triggers it. If noticed, the disk can be disarmed with a successful DC 13 Sleight of Hand check with thief's tools. Failing to notice the disk results in somebody triggering it. All creatures within a 20 ft radius must make a DC 13 Dexterity saving throw or take 11 (2d10) electricity damage, taking half as much on a successful save. Any creatures who are wet, standing on wet ground, or wearing metal armor have disadvantage on this save.

85-90 A random creature must make a DC 17 Intelligence saving throw or take on the psychic energy of past soldiers for 1 minute. They become convinced that they are a soldier fighting in the war and behave accordingly. They alternate periodically through which army they believe they're fighting for.

91-95 Two random creatures feel compelled to fight one-another. Each creature must make a DC 17 Wisdom saving throw or be subject to the effects of the *compelled duels* spell (*PHB* pg 224) for the next minute.

96-99 The time of day suddenly changes to either mid-day, sunset, sunrise, or night (your choice). Whether the characters moved forward or backwards in time is unclear (also your choice). This effect does not reverse, and time moves forward normally from there.

100 The characters see the looming wall of The Mourning rapidly approaching them from the northern horizon. Everyone who witnesses this must make a DC 25 Wisdom saving throw or become *frightened* for as long as The Mourning remains visible. Thankfully, the manifestation disappears before it reaches the battlefield, 1d4+1 rounds after it appeared.



APPENDIX B: BESTIARY

CHASM GUARDIAN*

Medium construct, unaligned

Armor Class 17 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	19 (+4)	9 (-1)	13 (+1)	6 (-2)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Common, telepathy 60 ft.

Challenge 8 (3,900 XP)

Temporal Body. When a chasm guardian is subjected to a *slow* spell, *haste* spell, or similar effect, it automatically succeeds on the saving throw and regains 13 (3d8) hit points.

ACTIONS

Multiattack. The chasm guardian makes 3 slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Steal Time (1/Day). The chasm guardian targets one creature it can see within 30 feet of it. The targeted creature must make a DC 16 Wisdom saving throw. On a failed saving throw, the chasm guardian draws some of the creature's time into itself and gains +10 to its position in initiative order. In addition, the target's speed is reduced by half, it can't take reactions, and it can take either an action or a bonus action on its turn, but not both. While it is stealing time, the chasm guardian's speed increases by 30 feet, and when it takes the multiattack action, it can make an additional slam attack. The targeted creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Displace (Recharge 5-6). The chasm guardian targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically shunted outside of time. The creature disappears for 1 minute. As an action, the displaced creature can repeat the saving throw. On a success, the target returns to its previously occupied space, or the nearest unoccupied space.

REACTIONS

Step Between Seconds (Recharge 4-6). When a creature the chasm guardian can see moves within 5 feet of it, the chasm guardian can shift itself to a place it occupied in the past, teleporting up to 60 feet to an unoccupied space, along with any equipment it is wearing or carrying.

***Source.** Adapted from *Chronalmental. Tome of Beasts* page 57, © Kobold Press. Reproduced here as Open Game Content as defined under the Open Game License (OGL) 1.0a, Section 1(d)





CARRION CRAWLER*

Large monstrosity, any alignment

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	1 (-5)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

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

ACTIONS

Multiattack. The carrion crawler makes two attacks: one with its tentacles and one with its bite.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 4 (1d4 + 2) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

***Source.** *Monster Manual* page 37.

ETHEREAL MARAUDER

Medium monstrosity, any alignment

Armor Class 13 (natural armor)

Hit Points 58 (13d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	7 (-2)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

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


Ethereal Sight. The marauder can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Surprise Attack. If the marauder surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 9 (2d8) damage from the attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.



Flail Snail art contributed by: 

FLAIL SNAIL*

Large elemental, any alignment

Armor Class 16 (natural armor)

Hit Points 52 (5d10 + 25)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	5 (-3)	20 (+5)	3 (-4)	10 (+0)	5 (-3)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Antimagic Shell. The snail has advantage on saving throws against spells, and any creature making a spell attack against the snail has disadvantage on the attack roll. If the snail succeeds on its saving throw against a spell or a spell attack misses it, an additional effect might occur, as determined by rolling a d6:

1–2. If the spell affects an area or has multiple targets, it fails and has no effect. If the spell targets only the snail, it has no effect on the snail and is reflected back at the caster, using the spell slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

3–4. No additional effect.

5–6. The snail's shell converts some of the spell's energy into a burst of destructive force. Each creature within 30 feet of the snail must make a DC 15 Constitution saving throw, taking 1d6 force damage per level of the spell on a failed save, or half as much damage on a successful one.

Flail Tentacles. The flail snail has five flail tentacles. Whenever the snail takes 10 damage or more on a single turn, one of its tentacles dies. If even one tentacle remains, the snail regrows all dead ones within 1d4 days. If all its tentacles die, the snail retracts into its shell, gaining total cover, and it begins wailing, a sound that can be heard for 600 feet, stopping only when it dies 5d6 minutes later. Healing magic that restores limbs, such as the regenerate spell, can halt this dying process.

ACTIONS

Multiattack. The flail snail makes as many flail tentacle attacks as it has flail tentacles, all against the same target.

Flail Tentacle. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage

Scintillating Shell (Recharges after a Short or Long Rest). The snail's shell emits dazzling, colored light until the end of the snail's next turn. During this time, the shell sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see the snail have disadvantage on attack rolls against it. In addition, any creature within the bright light and able to see the snail when this power is activated must succeed on a DC 15 Wisdom saving throw or be stunned until the light ends.

Shell Defense. The flail snail withdraws into its shell, gaining a +4 bonus to AC until it emerges. It can emerge from its shell as a bonus action on its turn.

***Source.** *Volo's Guide to Monsters* page 144.



GOB-SPIDER

Medium monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

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

Camouflaged Webs. It takes a successful DC 15 Wisdom (Perception) check to spot the gob-spider's web. A creature that fails to notice a web and comes into contact with it is restrained by the web. A restrained creature can pull free from the web by using an action and making a successful DC 11 Strength check. The web can be attacked and destroyed (AC 10; hp 5; vulnerable to fire damage; immune to bludgeoning, poison, and psychic damage).

Web Sense. While in contact with a web, the gob-spider knows the exact location of any other creature in contact with the same web.

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

Pack Tactics. The gob-spider has advantage on an attack roll against a creature if at least one of the gob-spider's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Nimble Escape. The gob-spider can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The gob-spider makes two attacks: one with its bite and one with its claws.

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

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage.

Web (Recharge 5-6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 11 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, is vulnerable to fire damage and immune to bludgeoning damage.

Karnaathi Phantom art contributed by:



KARNAATHI PHANTOM

Medium undead, any lawful alignment

Armor Class 16 (breastplate, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Skills Intimidation +5

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

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the phantom hits with it (included in the attack).

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

Ephemeral. The phantom can't wear or carry anything aside from the equipment it died with.

Incorporeal. The phantom can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Multiattack. The phantom makes three melee attacks.

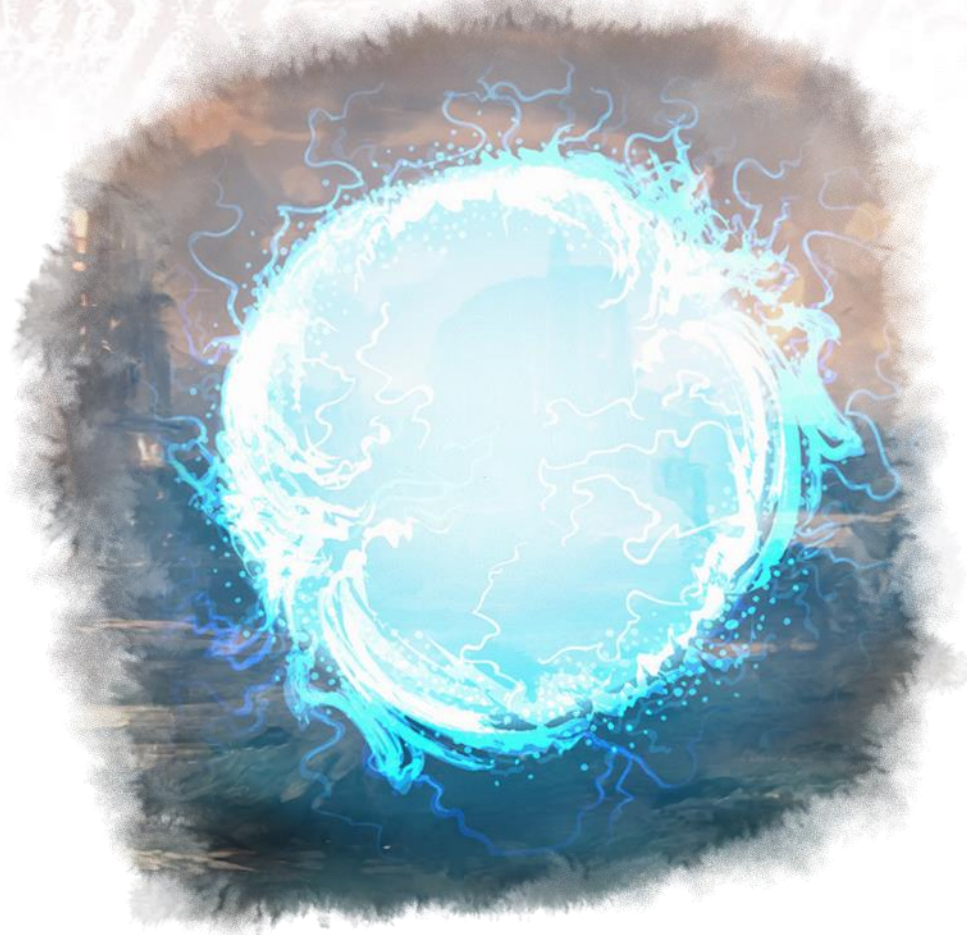
Longsword. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. One target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The phantom adds 3 to its AC against one melee attack that would hit it. To do so, the phantom must see the attacker and be wielding a melee weapon.





LIVING CHAIN LIGHTNING

Huge construct, unaligned

Armor Class 15 (natural armor)

Hit Points 85 (10d12 + 20)

Speed 0 ft., fly 5 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	14 (+2)	3 (-4)	11 (+0)	6 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

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

Conductive Attack. The living spell has advantage on attack rolls made against creatures wearing metal armor.

ACTIONS

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 22 (5d8) lightning damage.

Spell Mimicry (Recharge 5-6). The living spell creates a bolt of lightning that arcs toward a target that it can see up to 150 ft away. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. Each target must make a DC 17 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Art for Living Grease contributed by:



LIVING GREASE

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	15 (+2)	3 (-4)	6 (-2)	6 (-2)

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

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, prone

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

False Appearance. While the living spell remains motionless, it is indistinguishable from pool of black oil.

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

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Magical Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage.

Spell Mimicry (Recharge 5-6). The living spell covers a 10 ft square of ground up to 60 ft. away in a slippery grease, making it difficult terrain. Additionally, when the grease appears, each creature standing in its area must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a DC 13 Dexterity saving throw or fall prone. This effect lasts for 1 minute and the living spell can only have one area of grease active at a time.

New living spells designed by:



LIVING ICE KNIFE

Tiny construct

Armor Class 15 (natural armor)

Hit Points 16 (5d4 + 4)

Speed 0 ft., fly 30 ft.

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages –

Challenge 1 (200 XP) **Proficiency Bonus** +2

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

Unfettered. The living spell can move through any barrier, even a wall of magical force.

ACTIONS

Ice Knife. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) cold damage. Hit or miss, the ice knife explodes into shards of ice before instantly reforming. The target and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take 7 (2d6) cold damage.

LIVING MAGIC MISSILE

Tiny construct

Armor Class 15

Hit Points 10 (3d4 + 3)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	12 (+1)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities force, poison

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages –

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

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

Unfettered. The living spell can move through any barrier, even a wall of magical force.

ACTIONS

Magic Missile. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) force damage.

LIVING WITCH BOLT

Small construct

Armor Class 16 (natural armor)

Hit Points 33 (6d6 + 12)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison

Condition Immunities blinded, charmed, deafened, exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses blindsight 60 ft., passive Perception 10

Languages –

Challenge 2 (450 XP) **Proficiency Bonus** +2

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

Unfettered. The living spell can move through any barrier, even a wall of magical force.

ACTIONS

Witch Bolt. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) lightning damage and an arc of energy links the witch bolt to the target. On each of the witch bolt's turns, it can use its action to deal 10 (1d12 + 4) lightning damage to the target automatically. This link ends if it uses its action to do anything else. The link also ends if the target is ever more than 30 feet away or if it has total cover from the witch bolt.



MOURN SCAVENGER

Large monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	21 (+5)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +6

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages —

Challenge 5 (1,800 XP)

Keen Smell. The scavenger has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The scavenger makes two claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is medium sized or smaller, the target is grappled (escape DC 16). The scavenger has two claws, each of which can grapple a different target. If the scavenger ever succeeds on an attack against a creature that it is already grappling, the scavenger uses its Scavenge ability on it.

Scavenge. The scavenger tears off pieces of any nonmagical armor made of metal that the target is wearing. The armor takes a permanent and cumulative -1 penalty to AC. If its penalty exceeds its inherent armor bonus, the armor is completely destroyed. Any creature made primarily of metal (such as a Warforged) take an additional 15 (2d10+4) damage, as the scavenger tears away chunks of their body.

MOURNLAND ELEMENTAL

Huge elemental, neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	20 (+5)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

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

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages understands Common

Challenge 10 (5,900 XP)

Siege Monster. The mournland elemental deals double damage to objects and structures.

Cantrip Resistance. The mournland elemental has advantage on saving throws against 0-level spells and magical effects.

Toll of Battle. Any nonmagical weapon that hits the mournland elemental takes wear and tear as if it had seen years of combat. Blades become dull, bow strings become loose, wooden weapons begin to crack and splinter. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Magic Weapons. The mournland elemental's attacks are magical.

Mourn Step. As a bonus action, the mournland elemental can dissolve in the space it currently occupies, returning to inanimate dirt, metal, and bone. It then immediately reanimates in an unoccupied space 30 feet or less away. Neither of these provoke attacks of opportunity.

War Magic. The mournland elemental can cast spells common to the battlefields of the Mournland as an 11th level spellcaster. The mournland elemental's innate spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid splash*, *chill touch*, *eldritch blast*, *fire bolt*, *sacred flame*

ACTIONS

Multiattack. As an action, the mournland elemental makes two slam attacks and casts a spell from its War Magic spell list.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage.

War Magic. The mournland elemental casts a spell.

Flashes of the Dying (Recharge 5-6). Those near the mournland elemental are assaulted by overwhelming visions of the final moments of those who died in the Last War, experiencing death hundreds of times in mere seconds. All creatures within 15 feet of the mournland elemental must make a DC 17 Wisdom saving throw, taking 45 (11d8) psychic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Searing Smoke. When a creature makes a critical hit on the mournland elemental with a melee weapon, the elemental can spray forth the embers and smoke from a blast disk inside of it back at the attacker. The attacker must make a DC 16 Dexterity saving throw or take 9 (2d8) fire damage and be blinded for 1 minute. Those that succeed their save take half damage and are not blinded.

LEGENDARY ACTIONS

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

Slam Attack. The mournland elemental makes a slam attack.

War Magic Attack. The mournland elemental casts a spell from its War Magic spell list.

Reabsorb (Costs 2 Actions). The mournland elemental absorbs parts of the battlefield around it into its body, healing 18 (4d8) damage.

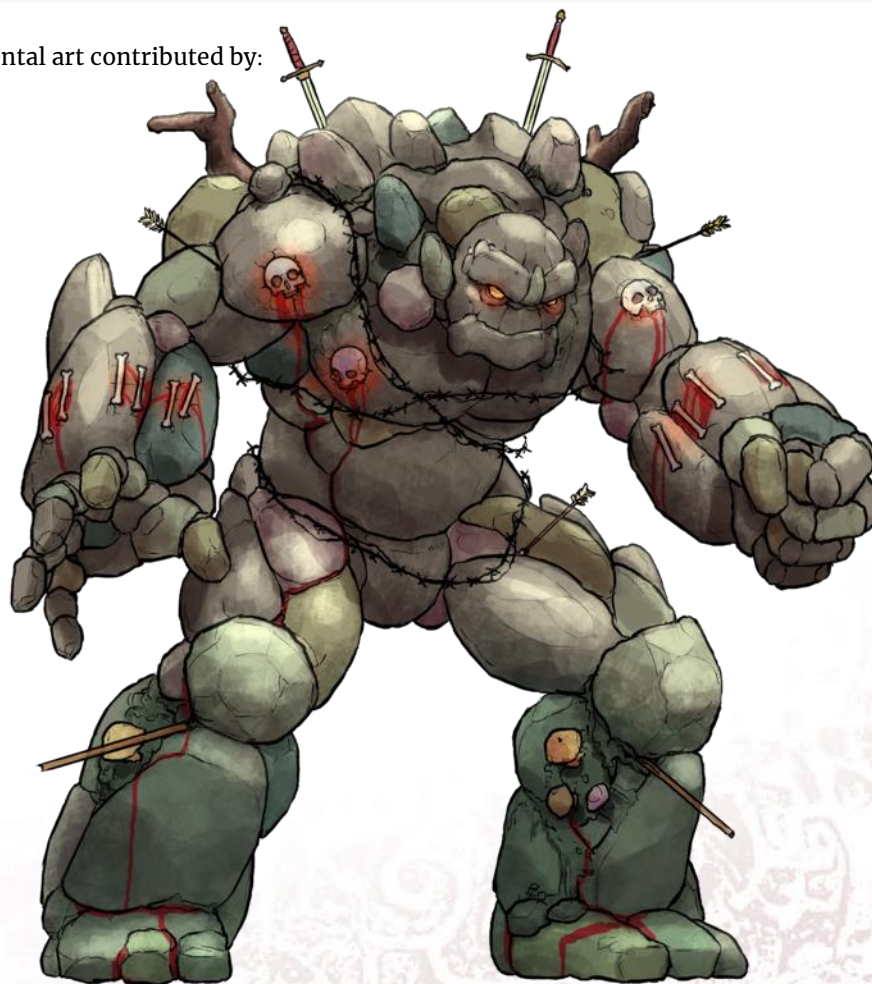
MOURNLAND ELEMENTAL'S LAIR

The entire battlefield counts as the Mournland Elemental's lair. If you want, you can add lair actions to the list of actions the elemental can take each turn. Note that this is an optional addition and will slightly increase the challenge of the encounter. If you would like to include lair actions without increasing the encounter challenge, reduce the amount of legendary actions the elemental can perform each round to 2.

On initiative count 20 (losing ties), the elemental takes a lair action to cause one of the following effects; the elemental can't use the same effect two rounds in a row.

- An overwhelming din of battle can be heard across the battlefield. The sound of soldiers pastis so loud it distracts creatures and makes casting spells difficult. Immediately, any creature other than the elemental who is concentrating on a spell must make a DC 12 Concentration check or lose the spell. Additionally, until initiative count 20 on the following turn, any creature other than the elemental that casts a spell must first succeed on a DC 12 Concentration check or lose it.
- Blood from all the fallen soldiers rises up from below ground, turning the soil into a ghastly red mud. Until initiative count 20 on the following turn,
- The fear of impending death shakes creatures to their very core. All creatures (other than the elemental) who are below half of their maximum HP total must make a DC 16 Wisdom saving throw or become frightened of the elemental until initiative count 20 on the following turn. Additionally, on their turn they must attempt to leave the battlefield, moving up to their movement speed toward the nearest exit.

Mournland Elemental art contributed by:



MOURNLAND FORSAKEN

Medium undead, unaligned

Armor Class 15 (chain shirt)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +3

Damage Immunities necrotic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Undying Loyalty. The forsaken retains some degree of the hatred and training it had in life as a soldier. The forsaken has disadvantage on attack rolls made against creatures bearing national signifiers matching their own and advantage on attack rolls made against creatures bearing signifiers of any enemy nation.

ACTIONS

Multiattack. The forsaken makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



RIFT SWINE*

Large aberration, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	4 (-3)	12 (+1)	5 (-3)

Damage Resistances force, poison

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 (1,800 XP)

360-Degree Vision. The rift swine's extra eyes give it advantage on Wisdom (Perception) checks that rely on sight.

Chaos Mutations. 50% of rift swine have additional mutant features. Choose or roll on the *Chaos Mutations* Table.

ACTIONS

Multiattack. The rift swine makes one tusks attack and two tentacle attacks.

Tusks. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the rift swine can't use this tentacle against another target.

***Source.** *Tome of Beasts* page 326, © Kobold Press. Reproduced here as Open Game Content as defined under the Open Game License (OGL) 1.0a, Section 1(d)




CHAOS MUTATIONS


d6 Result


- 1 Acid Boils:** A creature that hits the rift swine with a melee attack must make a successful DC 12 Dexterity saving throw or take 3 (1d6) acid damage.
- 2 Tentacular Tongue:** Instead of using its tusks, the rift swine can attack with its tongue: *Melee weapon attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a creature, it is grappled and restrained as with a tentacle attack (escape DC 14).
- 3 Covered in Slime:** Increase the rift swine's AC by 1.
- 4 Acid Saliva:** The rift swine's tusk or tongue attack does an additional 3 (1d6) acid damage.
- 5 Poison Spit:** *Ranged Weapon Attack:* +3 to hit, range 15 ft., one target. *Hit:* 6 (1d12) poison damage.
- 6 Roll Twice**


APPENDIX C: MAGIC ITEMS


BAND OF THE DEAD





DUNGEON  SCRIBE


PERCEIVE
UNDEATH


1d4
SPEAK WITH
UNDEAD


1MIN
ACTIVATION


1MILE
RANGE


DUSK
RECHARGE

WONDEROUS ITEM (BRACELET) - RARE

"Unbeing dead isn't being alive."

This band is composed of long aged iron carrying green tell-tale signs of corrosion, hailing from a distant time. While thick, there is a brittleness to its appearance as each end caps with a well faded skull. Each is missing the lower jaw, but they still peer out with deep sockets. Given time and idle handles, this item always ends up on a wrist of the curious.


- **SPEAK WITH UNDEAD:** The user possesses the ability to comprehend and verbally communicate with *Undead* (even those that cannot speak). The knowledge and awareness of the Undead is limited by their intelligence and what of their former selves remain. If not hostile, the user gains an additional *1d4* to *Charisma Ability Checks* when interacting with this creature type.
- **ATTUNED TO DEATH:** While worn, the user has *Advantage* on *Wisdom (Perception) Checks* to locate *Undead*. This extends to *Invisible* or *Ethereal Undead*, as if benefiting from the '*See Invisibility*' spell, granting the ability to see both spirits and remnants.
- **BEYOND THE VEIL:** By spending *1 Uninterrupted Minute* focusing, the user can extend this awareness and detect any *Undead* within *1 Mile* of their location, learning the type, numbers, but not location. This does not reveal creatures under total cover or protected from divination magic. Once used, this feature cannot be used again until the next *Dusk*.

CURSED




- **BEACON:** Undead creatures have advantage on all *Wisdom (Perception) Checks* to locate the user. To their senses the user imitates a soft white glow that attracts them, even in the *Ethereal Plane*. Even if they cannot see the user, a vague sense is carried of their arrival to a *Region*.
- **BOUND:** Once *Donned*, this item cannot be taken off short of removing the hand above the wrist or using the *Remove Curse* spell or similar magic.

DUNGEON SCRIBE





COMRADES BRACELET

TELEPORT ACTIVATION RECHARGE

UNCOMMON ITEMS

"AN LITTERLY FEARLESS MAN IS A FAR MORE DANGEROUS COMRADE THAN A COWARD."

THIS BRACELET IS ALWAYS USED IN A SET PAIR, WITH A MATCHING MATE ASSIGNED DURING ITS CREATION. INSTILL WITHIN THE MATCHING METAL PLATES AND LEATHER IS A UNIQUELY CRAFTED MAGIC THAT HAS COME IN HANDY FOR SEVERAL ADVENTURERS OVER THE AGES.

- **GIVE & TAKE: BONUS ACTION.** IF THE MATCHING BRACELET WEARER IS WITHIN 30FT, THE USER **TELEPORTS**, SWITCHING PLACES WITH THE WILLING WEARER WHO MUST USE THEIR **REACTION** TO CONFIRM THE **SWAP**.
- EACH BRACELET CAN ONLY BE USED **ONCE** BEFORE NEEDING TO BE RECHARGED OVER A **LONG REST** WHILE WITHIN PROXIMITY OF ITS PAIR MATE.

DUNGEON.SCRIBE



CAVALRY'S WAR PICK







PIERCING FORCE ATTACK & DAMAGE TRAINED MOUNT REQUIRED TIME

RARE ITEM: REQUIRES ATTUNEMENT

"INTO THE JAWS OF DEATH, INTO THE MOUTH OF HELL RODE THE SIX HUNDRED"

NOTES OF ORNATE GOLD AND EBONY DEFINE THIS WAR PICK, ELEVATING AN ITEM NAMED FOR WAR TO A WORK OF ART. TRADING HANDS THROUGH ROYALTY AND NOBILITY AS LITTLE MORE THAN A DECORATION, ITS TRUE SKILLS COMING TO LIGHT FROM THE TOP OF A SADDLE. A FIRM GRIP AND STRONG ARM REVEAL THAT THIS WAS CRAFTED FOR FAR MORE THAN SHOW.

- THIS WEAPON IS CONSIDERED A **MARTIAL WEAPON: WAR PICK**.
- WHEN WEILDED THIS WEAPONS ADDS A **+1** TO ALL **ATTACK AND DAMAGE ROLLS**.
- WHILE **MOUNTED** THIS WEAPON DEALS AN ADDITIONAL **1d8 FORCE DAMAGE**.
- **CAVALRY'S HERE:** DURING A **SHORT REST**, THIS ITEM CAN BE USED TO TRAIN ANY **NON-HOSTILE CREATURE** AT LEAST **ONE SIZE LARGER** THAN THE USER INTO BEING CONSIDERED A **TRAINED MOUNT**, GRANTING THE ABILITIES ASSOCIATED THERE-IN. SPECIFIC RULES FOR TEMPERAMENTS BELOW.
 - **FRIENDLY CREATURE:** NO ADDITIONAL ROLLS NEEDED. SPEND THE **SHORT REST** HAVING THEM STARE INTO THE EYES OF THE HORSE POMMEL.
 - **NEUTRAL CREATURE:** THE CREATURE CAN ATTEMPT A **WISDOM SAVING THROW** OF **DC:15** AGAINST THE ALLURE OF THE POMMEL. THE USER CAN MAKE AN **ANIMAL HANDLING CHECK** OF **DC:15** TO IMPOSE **DISADVANTAGE** ON THE ROLL.

DUNGEON.SCRIBE





GRAVEKEEPER'S LANTERN

UNDEAD RANGE OR RATING DURATION RECHARGE

RARE ITEM: REQUIRES ATTUNEMENT

"LITTLE DEAD ARE SOON IN GRAVES, I REMEMBER HALLOWEEN THIS DAY ANYTHING GOES."

A FOUR SIDED METAL LANTERN WITH A SHORT BLACK CANDLE HELD WITHIN. EACH SIDE OF THE LANTERN HOLDS A FACE TWISTED INTO A GROTESQUE LOOK, AS IF FROZEN IN TERROR AND RECOIL. THE COLD DARKENED METAL GIVES LITTLE COMFORT, BUT THE STALINCH BLACK CANDLE'S GREEN FLAME HELPS HOLD BACK THE DARKNESS AT THE VERY LEAST.

- ONCE **LIT**, THIS ITEM CAN BURN FOR A TOTAL OF **1 HOUR**. THIS CAN BE SEPARATED INTO **INTERVALS**. AFTER THE HOUR HAS BEEN EXPENDED, IT WILL NOT BE USABLE UNTIL THE NEXT **DUSK**.
- WHEN **LIT**, IT GIVES OFF A EERILY GREEN **DIM LIGHT** THAT EXTENDS OUT **15FT**. THIS LIGHT CAN BE IGNITED OR EXTINGUISHED THROUGH **NATURAL** OR **MAGICAL** MEANS.
- IF AN **UNDEAD CREATURE** ENTERS INTO THE RADIUS OF THE LIGHT AND HAS A LOWER **CHALLENGE RATING** THAN **HALF** THE ATTUNED **USER'S PROFICIENCY BONUS**, IT INSTANTLY SUFFERS THE **FRIGHTENED CONDITION**.
 - THIS EFFECT **LASTS** UNTIL THE CREATURE CAN NO LONGER SEE THE LANTERN OR THE LIGHT IS EXTINGUISHED.
- THIS LANTERN WILL ONLY REMAIN **LIT** WHEN **HELD** ON THE PERSON OF THE USER **ATTUNED**, NOT NECESSARILY IN **HAND**.

DUNGEON.SCRIBE

RAVEN'S PERCH PAULDRON

DURATION ARMOR CLASS RANGE ACTIVATION

RARE ITEM: ATTUNEMENT REQUIRED

"Leave my loneliness unbroken."

This pauldron would inspire elegance if not crafted of dark cold metals. It fully wraps the shoulder with pulled back wings when worn, the sweeping lines traveling up an arched neck. Pressing forth from the shoulder mount, the head holds the depth of dark eyes and a surprisingly sharp beak.

- While attuned and worn, this pauldron adds a **+1 Bonus to Armor Class**.
- **BLACK FEATHERS:** As an **Action**, once per **Long Rest**, the pauldron is able to transform into a living creature named **Bartelby**. This form uses the **Raven** Stat Block, with the following changes. Its **Intelligence** is **7**, and it understands any languages spoken by the user. It can respond using its **Mimicry Feature**. It can maintain this form for **1 Hour**.
 - While in this **Form**, the user loses the granted **+1 Bonus AC**.
 - If the time limit ends (**1 Hour**), it moves more than **1 Mile** from the user, or if it is **Slain**, it will revert to its **Pauldron Form**.

DUNGEON.SCRIBE



ROBINE'S 'FROG' SCABBARD

SWORD TYPE	CHARGE	ATTACK & DAMAGE	SPELL EFFECT	DURATION

UNCOMMON ITEM: REQUIRES ATTUNEMENT

"WHEN WE LOSE ONE BLESSING, ANOTHER IS OFTEN MOST UNEXPECTEDLY GIVEN IN ITS PLACE."

THIS SPECIFIC SCABBARD CARRIES AN UNKNOWN PAST, SAVE FOR THE NAME CARVED INTO THE UNDERSIDE IDENTIFYING A PAST OWNER. APTLY NAMED FOR THIS INSCRIPTION, ROBINE'S SHORTENED SCABBARD, COMMONLY KNOWN AS A FROG, HAS BOUNCED ITS WAY THROUGH HISTORY, LENDING AN EDGE TO THOSE THAT PUT THEIR FAITH INTO STEEL AND SKILL.

- THIS SCABBARD CAN HOLD ANY SWORD BETWEEN THE SIZES OF A **DAGGER** TO **GREATSWORD**, AND ATTACHES TO A BELT.
- ANY MUNDANE BLADE KEPT WITHIN THIS SCABBARD OVER A **LONG REST**, GAINS A **+1** TO **ATTACK** AND **DAMAGE ROLLS** FOR THAT DAY.
- WHEN **FIRST** PULLED FORTH FROM THE SCABBARD, THE USER IS GRANTED THE EFFECTS OF THE **BLESS SPELL**, WHICH LASTS FOR **2 MINUTES** AND DOES NOT REQUIRE **CONCENTRATION**.

DUNGEON.SCRIBE

STRATEGIST'S LESSER MONOCLE

CHARGES	CANTRIP MODIFICATION	RECHARGE

UNCOMMON ITEM

"Always remember, your focus determines your reality."

This polished lens of glass is outlined with etched fine metals, granting it the standard shape of a Monocle with small differences. When worn, the proximity to the eye reveals small etchings that are composed of spell notes. To most, these mean little to nothing, but to those who know the specific cantrip, it changes everything.

- This magical item only has an effect if the user possesses the **Cantrip: Truestrike**.
- **TRUESTRIKE: 1 Charge, Bonus Action.** Focusing through the monocle, the **Cantrip: Truestrike's** speed is altered, allowing it be used on the next **Attack Roll** by the user. This can be during the user's **Current** or **Next Turn**.
- It can be used **3 Times**, after which the etchings blur. The lense must be cleaned and polished periodically over the course of a **Long Rest**. This effort is not taxing.

DUNGEON.SCRIBE

APPENDIX D: THE SIX PLATOONS

29TH AERIAL DIVISION – “THE SKY HORNS”

Cocky and fond of risks, the 29th earned their Horns in the defense of Breland during the early stages of the war. Experienced and decisive, the 29th stayed on the forefront of warfare tactics with the guidance of Air Chief Marshall Douglas.



17TH ARCANE DIVISION – “THE BLOODY 17”

Drafted from the most promising candidates in the magic schools of Breland, it is rumored that the 17th was tested on to reduce their capacity for empathy. These rumors, along with the 17th's rise to fame, began during the Battle of Verdum, later referred to as “the Meat Grinder”.



64TH CAVALRY DIVISION – “THUNDERHEAD DIVISION”

Known for their sheer ferocity and speed, the 64th acted as the unstoppable follow-up to an arcane bombardment. Led by the charismatic Major General Aldershot, they gained their reputation for the daring rescue of Brigadier Wilson during a harrowing lightning storm, while under fire from enemy forces.



33RD INFANTRY DIVISION – “THE 3 AND 3”

“3 go up 3 come down” was the motto of the jolly and optimistic 33rd division. Unendingly positive in the face of the trenches, you’d always want a soldier of the 33rd beside you cracking jokes at the drop of a hat (or fireball). The 33rd left no enemy unfinished and no man behind.



82ND INFANTRY DIVISION – “THE YOUNG PUPS”

Despite taking the youngest, least experienced soldiers, the 82nd acted as a ruthless tip of the spear in ground attacks. The supreme military mind and loyalty to his troops made Captain Miller not only one of the most respected leaders, but he helped create some of Breland’s best soldiers.



112TH INFANTRY DIVISION – “KHYBER’S FINEST”

This crack team was hand selected by General Stirling to act as small, independent groups that would infiltrate and eliminate enemy squadrons. Their tasks ranged from dismantling hard-to-penetrate defenses, to assassinating enemy officers. A job given to the 112th was a job that you could already consider done.



CONTRIBUTORS



Ferret Foundry creates maps, music, adventures and more for 5th edition D&D, specializing in Eberron content.



Paper Mage creates highly detailed and beautiful paper miniatures and tokens for different TTRPG characters and creatures.



Eventyr Games is an Adamantine best-selling author on DMs Guild and independent 5e content creator.



Dungeon Scribe is a full-time artist who focuses on story and art development for tabletop rpgs. He is the official item artist for Munchkin: Critical Role, and publishes three new magical items a week with a collection of 250+ items.

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