



PRIMORDIUM

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PRIMORDIUM

The island of Primordium was born out of a violent volcanic explosion that occurred over a million years ago, sometime during the world's prehistoric period. The island's unique, crystalline geology possesses a capacity for magic unrivaled anywhere in the world—too great for mortals to possess. Devamant, an androsphinx, decided to shroud the island behind powerful enchantments in order to protect its vulnerable ecology from intruders. For eons, prehistoric life continued to thrive under Devamant's stewardship.

During that time, Devamant began experimenting on the island's flora and fauna, using Primordium's strange crystals as magical foci. His experiments led to the creation of a mutagen that caused certain creatures to grow in size, strength, longevity, and durability. The first of these immortal Apex Predators, Gorilla Gargantua, proved to be the mightiest of Devamant's creations; it wasn't long before the androsphinx's safeguards and defenses were overwhelmed by his own experiments.

Years passed—tens of thousands—as Devamant toiled to find an antidote to the mutagen he himself had created. The Apex Predators were every bit the sphinx's equals: they, too, were immortal. They were a problem that could not simply be outlived. As the world around Primordium changed and evolved, the island and its self-appointed guardian remained locked in a bitter stalemate. But Devamant eventually succeeded: he discovered his antidote. His first test subject would be the island's mightiest Apex Predator, Gorilla Gargantua.

It would also be his last. The great ape overcame his creator. Now, Devamant's head sits on a spike outside Gorilla Gargantua's lair, a grim warning to anyone—or anything—that would dare challenge the beast's rule.

For countless years, Devamant's enchantments kept Primordium hidden from the rest of the world. With the sphinx's death, however, those enchantments have begun to fail...and people have begun to notice.

Primordium, the land out of time, is ripe for the taking.

TRAVELING TO PRIMORDIUM

Remnants of Devamant's magic still protect the island from magical intrusion: the only way to reach Primordium is via ship (if you can find it), divine intervention, or extremely powerful magic, such as the *wish* spell.

BUILDING AN EXPEDITION

The characters can create their own expedition to Primordium by submitting a quantity of gold and performing a

CREW QUALITY TABLE

Successes	Crew Quality	Stat Block	Bonus Effects
0	Scalliwags	6x commoners with proficiency in Water Vehicles	-4 to Expedition Encounter rolls
1	Unseasoned	6x bandits with proficiency in Water Vehicles	-2 to Expedition Encounter rolls
2	Professional	6x scouts with expertise in Water Vehicles	N/A
3	Famous	6x spies with expertise in Water Vehicles	+1 to Expedition Encounter rolls

series of skill checks over the course of a month—the more gold they put forth, the more likely they are to find a quality ship and a seaworthy crew. Make it known to the characters that what (and who) they choose to bring to Primordium is incredibly important. An ill-prepared expedition is likely to meet disaster before even reaching the island.

Initial Gold Investment. The characters receive a bonus (or a penalty) to skill checks related to finding a ship and a crew depending on the amount of gold they invest upfront. Additionally, the amount of gold invested determines the expedition's starting supplies. Refer to the Gold Investment Table for more information.

Sponsorship. Alternatively (or in addition to), you might have an NPC sponsor the characters' journey. The NPC should have a motive—ulterior or otherwise—for sending the characters to Primordium.

GOLD INVESTMENT TABLE

Gold Amount	Bonus/Penalty	Expedition Supplies
0–999 gp	-4	28x rations
1000–1999 gp	0	42x rations
2000–2999 gp	+2	56x rations
3000–3999 gp	+4	70x rations

Finding a Ship. Have the characters designate someone to search for a ship. That character performs three successive DC 16 Intelligence (Investigation) or Wisdom (Perception) checks, applying the bonus (or penalty) gained from the group's initial gold investment. Make a note of each success, then refer to the Ship Quality Table for more information.

SHIP QUALITY TABLE

Successes	Ship Quality	Bonus Effects
0	Terrible	-4 to Expedition Encounter rolls
1	Fair	-2 to Expedition Encounter rolls
2	Good	N/A
3	Excellent	+1 to Expedition Encounter rolls

Finding a Crew. Have the characters designate someone to search for a crew. That character performs three successive DC 16 Intelligence (Investigation) or Wisdom (Perception) checks, applying the bonus (or penalty) gained from the group's initial gold investment. Make a note of each success, then refer to the Crew Quality Table below for more information.

EXPEDITION ENCOUNTERS

Once the characters have found a ship and a crew, they can embark on the four week journey to Primordium. At the end of each week, roll a d20 and apply penalties/bonuses gained from the characters' Ship Quality and Crew Quality, then consult the Expedition Encounters table to see what trouble finds the characters. If a duplicate result is rolled, ignore it; the week is uneventful.

EXPEDITION ENCOUNTERS

D20 Encounter

- Disaster! The **Apex Predator plesiosaurus** (see "Monster Hunts" on page 10) threatens to destroy the ship. Have each character perform a DC 16 Wisdom (Survival) check. If the characters' Ship Quality is Good or Excellent, they make this check with advantage. If over half the characters succeed, the plesiosaurus is driven off, and the ship remains safe. Otherwise, the beast destroys the ship, casting the characters and their crew into the ocean. Skip to "Starting Location" on page 4.
- Disaster! A violent storm threatens to capsize the ship. Have each character perform a DC 16 Wisdom (Survival) check. If the characters' Crew Quality is Professional or Famous, they make this check with advantage. If over half the characters succeed, they navigate through the storm, and the ship remains safe. Otherwise, the ship capsizes, casting the characters and their crew into the ocean. Skip to "Starting Location" on page 4.
- The characters' rations are infested with maggots. Unless they have access to magical purification (such as the *purify food and drink* spell), the characters lose half their rations.
- The ship is ambushed at night by a war party of 12 **sahuagin**.
- The ship enters a thick, magical fog. Have each character perform a DC 16 Wisdom (Survival) check. If the characters' Crew Quality is Professional or Famous, they make this check with advantage. If over half the characters succeed, they emerge from the fog on the correct course. Otherwise, the characters get temporarily lost, and their journey is lengthened by 1 week.
- An **ancient green dragon** emerges from the ocean and demands to know what the characters are doing in its territory.
- A strong, favorable wind propels the ship forward: the characters' journey is shortened by 1 week.

EXPLORING PRIMORDIUM

Once the characters arrive on the island of Primordium, they'll have unlimited freedom to venture forth and explore to their hearts' content. The things they'll discover—the island's secrets, gargantuan monsters, and locations—and the order in which they're discovered are up to you.

USING THE MAP

Included with this document is a map of Primordium; its regions are separated into labeled and coded hexes. Only two hexes—E3 and H1—begin as keyed locations: E3 contains the Worldbreaker Volcano (and, hidden within it, Devamant's Laboratory), and H1 contains the lair of Gorilla Gargantua. You can download the gridded version of this map online at saddlebag.com/primordium.

STARTING LOCATION

- **Expedition reached the island:** the characters begin their adventure by linking up with Grimmantle's Expeditionary Camp in hex A1. They retain all supplies and their crew as hirelings, and can use their ship to travel amongst coastal hexes.
- **Cast ashore by disaster:** the characters begin on a random coastal hex with 1 hit point remaining and 2 levels of exhaustion; by luck or fate, they're soon rescued by Grimmantle's Expeditionary Camp. They retain only half their starting supplies and 1d4 crew members as hirelings.
- If the characters encountered the **Apex Predator plesiosaurus**, pin its lair to an adjacent coastal hex.

From there, their discoveries in each hex will be randomly generated (or selected) by you. Refer to "The Savage Wilds" on page 6 for a guide on generating random discoveries.

PINNING LOCATIONS

Whenever the characters discover something significant in a hex, they should "pin" it to the map by making a note. Significant discoveries could include, but are not limited to:

- Grimmantle's Expeditionary Camp's (see "Traveling Camp" on page 9)
- Apex Predators (see "Monster Hunts" on page 10)
- Devamant's Puzzle Locks (see "Sphinx's Puzzles" on page 8)

A hex can contain one significant discovery, multiple, or none at all, depending on your wishes. Feel free to add your own dungeons and adventure locations as you see fit.

ECOLOGY OF PRIMORDIUM

The island of Primordium is a land out of time, ruled over by gargantuan monsters and their humanoid worshippers. Its brutal ecological hierarchy embodies the age old maxim, "survival of the fittest."

EXPEDITIONARY GROUPS

The characters aren't the only people interested in Primordium: nobles, adventurers, criminals, and simple folk alike from all corners of the world have traveled to the prehistoric island to forge their destinies. The largest of these expeditions is helmed by famed explorer Arazon Grimmantle. Refer to page 9 for more information on the amenities, services, and adventures to be found in Grimmantle's camp.

DEVAMANT, THE ANDROSPHINX

In life, Devamant was the self-appointed guardian of Primordium and its prehistoric ecology. Fascinated by the island's capacity for magic, he sought to harness its energies through arcane experimentation. Within his laboratory, hidden deep within the throat of the Worldbreaker Volcano, Devamant studied and experimented upon countless creatures over the millennia. His results directly led to the Hyper-Growth Mutagen, through which Gorilla Gargantua became the island's first Apex Predator.

Recognizing that his own creations were growing out of control, Devamant created a Degrowth Serum that could reverse the Hyper-Growth Mutagen, but when he went to confront Gorilla Gargantua, he was brutally slain. Now, his aggrieved spirit haunts the island, deterring adventurers from solving his puzzle locks and discovering his laboratory.

The Sphinx's Puzzles. To protect his lair from intruders, Devamant sequestered it inside a pocket dimension within the Worldbreaker Volcano. Refer to "Accessing Devamant's Laboratory" on page 11 for more information.

APEX PREDATORS

Devamant's Hyper-Growth Mutagen has caused certain creatures to grow exponentially in size, strength, and longevity: these ageless beasts are the de facto rulers of the island.

Creature Template: Apex Predator. Creatures who've undergone the hyper-growth mutation on Primordium gain the following benefits:

- Colorful crystal formations cover the creature's body; the crystals oscillate in color, radiate heat, and emit a humming sound.
- Its size becomes Gargantuan.
- Its Hit Dice become d20s, and its hit points are adjusted accordingly. If its average hit points would be fewer than 100 after this adjustment, it has 100 hit points.
- Its AC becomes 18, unless it was already higher.
- Its Strength and Constitution scores both become 26 (+8).
- Its attacks deal one additional die of damage on a hit, and its melee attacks have a reach of 10 feet, unless they already had a reach that was higher

GORILLA GARGANTUA

The oldest and most fearsome creature on Primordium, **Gorilla Gargantua** (see the appendix) rules over the island from his gore-covered lair overlooking the western shore. This massive ape is the ultimate prize of Arazon Grimmantle, though the creature (with the aid of its loyal cult) has foiled every attempt at capture. It's been observed by Grimmantle's Expedition that even the other Apex Predators of Primordium avoid crossing Gargantua's path—newcomers to the island are highly encouraged to do the same.

HUMANOID CULTS

The humanoids of Primordium live in awe and terror of the island's Apex Predators; these cults worship the monsters as living gods, offering tribute and sacrifices in the hopes of gaining favor—or avoiding their wrath.

Appearance. Members of monster cults pattern their clothing, tattooing, makeup, and jewelry after the Apex Pred-

ator they worship. A cult belonging to the **Apex Predator giant crocodile**, for example, might wear crocodile-shaped masks or tattoo their skin to resemble scales.

Group Size. The size of a monster cult is directly proportional to the Apex Predator's strength. That same crocodile cult might consist of a dozen or so members. Gorilla Gargantua's cult, by comparison, is a hundred strong.

Hierarchy. Monster cults are made up of **cultists** led by one or more **aspect elders** (see the appendix). The elders are guided by enigmatic **sages** (see the appendix), who claim to be mediators between man and monster.

Language. The various humanoids of Primordium arrived by boat many thousands of years ago, before Devamant sealed the island away from mortal eyes. They speak a version of Common that branched off into its own language. It's possible for any creature that speaks Common to learn Primordium Common through study, exposure, and practice.

- A creature attempting to learn Primordium Common must have a teacher or comparable source of reference (a stone tablet, for example). Once this source is acquired, they can attempt a DC 20 Intelligence (Investigation) check at the end of each month. After three successful checks, they learn enough Primordium Common to effectively communicate.

First Contact. Monster cults aren't inherently hostile to visitors, but won't tolerate desecration or violence directed toward them or their Apex Predator god. So long as the characters remain friendly and non-threatening, they're free to stay, exchange goods, and even rest—for a time. Each cult is distinct in appearance and custom, as is their relationship to the characters; just because one monster cult is hostile to the characters, it doesn't mean *all* monster cults become hostile.

FLORA & GEOLOGY

The plant and geological life of Primordium is at once prehistoric and alien; here, even the very earth glows. It is a colorful, dangerous world that will challenge the characters' survival skills.

Strange Coloring. Most of the island's flora come in shades of red and violet, while its unique crystalline geology oscillates through the full spectrum of visible color. These crystal formations, when large enough, emit an audible humming sound. The island's coastline, born of that same alien geology, is filled with blue-sand beaches that are blazing hot by day and ice cold by night.

Acclimation. Until the characters have spent at least three months on Primordium, they're penalized when performing certain actions related to wilderness survival; these actions are detailed in the document. Creatures with the Natural Explorer feature become acclimated in one week. Creatures found on Primordium are always acclimated.

Foraging. The DC to forage for food is 25; once acclimated, the DC becomes 15. Whenever a character forages for food, roll a D20. On a 15 or higher, they forage something poisonous; characters acclimated to Primordium make this check with advantage. Whenever a character consumes poisonous rations, have them make a DC 15 Constitution saving throw. On a failure, they retch the food after an hour of indigestion, suffer one level of exhaustion, and must find more food for the day.

NOTABLE LOCATIONS

There are countless wonders to be found on Primordium, whether magical in their own right or simply a sight from out of time.

THE SAVAGE WILDS

The wilds of Primordium are characterized by thick, scarlet jungles, cerulean-sand beaches, and massive crystal formations jutting up from the earth.

Surface Detail. The whooping calls of animals and chittering of insects fill the air—until a tremor roils through the earth: the only warning of an approaching Apex Predator. Its gargantuan footfalls cast the jungle into an eerie silence. Time to run!

DISCOVERIES & EVENTS - COAST

As the characters explore the coastline of Primordium, they're likely to discover something significant or experience a weather-related hazard. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

- 1-2 The characters cross paths with an Apex Predator and its cult of humanoids. Refer to "Monster Hunts" on page 10 to see which Apex Predator they discover, then pin its location on the map.
- 3-4 The characters discover one of Devamant's puzzle locks. Refer to "Sphinx's Puzzles" on page 8 to see which lock they discover, then pin its location on the map.
- 5 The characters discover the current location of Grimmantle's Expeditionary Camp or a location/dungeon of the GM's choosing. Pin its location on the map.
- The characters come across a shipwreck. The only survivors—1d4 **commoners** with 0 hit points remaining—are scattered amongst the wreckage; they make their death saving throws on initiative count 20. If saved, they join the characters' expedition.
- 6 When scavenging the shipwreck, have each character make a DC 15 Wisdom (Perception) or Intelligence (Investigation) check.
- On a success, they find 1d6 rations.
 - If they succeed by 5 or more, they also find 2d6 silver pieces.
 - If they succeed by 10 or more, they also find a pearl (50%) or black pearl (50%).

d10 Encounter

The characters find a breeding ground for **Primordium ghost crustaceans** (treat them as **crabs**, except they're permanently invisible). Pin this location on the map.

- 7
- There are 2d20 pounds of food available in the area. Once depleted, it takes 1 month for an additional 2d20 pounds to become available.
 - The DC to forage for food in this area becomes 10.
 - Food foraged from this area is never poisonous.
 - Each pound of crustacean meat is worth 5 gp when contributed to Grimmantle's Expedition (see page 9).

A violent wind begins kicking up clouds of sharp crystalline sand.

- 8
- The storm lasts for 1d4 hours.
 - For each hour the characters remain unsheltered, they take 1d6 slashing damage.
 - Treat the storm as lightly obscuring.
 - Any character can find shelter by succeeding on a DC 20 Wisdom (Survival) check. If the character is acclimated, they make this check with advantage.

The characters come across a nesting **dragon turtle** protecting its clutch of eggs. Pin this location on the map.

- 9
- The clutch contains 1d4 dragon turtle eggs, each weighing 50 lbs and worth 100 gp when contributed to Grimmantle's Expedition (see page 9).

A family of 4 **stone giants** emerge from their camouflage along the coastal cliffs; they each carry massive nets made of jungle vines. Pin their location on the map.

- 10
- The giants' alignment is Neutral Good.
 - In addition to Giant, they also know Primordium Common.
 - Like humanoid cults, the giants remain cordial unless directly threatened; the characters can rest, trade, and bargain.
 - Despite their size, they avoid Apex Predators, preferring instead to fish peacefully along the shore using their nets. With time and trust, however, the characters might be able to convince them to participate in their monster hunts...for the hefty price of half the creature's meat (see "Monster Hunts" on page 10).



DISCOVERIES & EVENTS - JUNGLE

As the characters explore the jungles of Primordium, they're likely to discover something significant or experience a weather-related hazard. The table below offers some suggestions:

RANDOM ENCOUNTERS

d10 Encounter

1-2 The characters cross paths with an Apex Predator. Refer to "Monster Hunts" on page 10 to see which creature they discover, then pin its location on the map.

3-4 The characters discover one of Devamant's puzzle locks. Refer to "Sphinx's Puzzles" on page 8 to see which lock they discover, then pin its location on the map.

5 The characters discover the current location of Grimmantle's Expeditionary Camp or a location/dungeon of the GM's choosing. Pin its location on the map.

The characters come across the ruins of a fort inhabited by **vampire spawn**. Pin this location on the map.

- The fort is ruled over by a **vampire** named Francis Atabill, who led a doomed expedition to Primordium hundreds of years ago; they turned to vampirism for survival. His ultimate goal is to get a ship back home by any means necessary.

- This hex is under the regional effects of a vampire's lair.

- The vampires in the area wear heavy armor scraps (increase their AC by 2) and wield polearms.

6 When scavenging the fort, have each character make a DC 15 Wisdom (Perception) check.

- On a failure, they only find rusted armor scraps and weapons weighing 25 lbs and worth 50 sp as raw material.

- On a success, they find 10d6 gold pieces, 1d4 small art objects (25 gp each), and 1d4 vials of exotic beast blood worth 50 gp each when contributed to Grimmantle's Expedition (see page 9).

- If they succeed by 5 or more, they also find a rare magic item.

- If they succeed by 10 or more, they also find a very rare magic item.

d10 Encounter

The characters discover a massive grove of wild berries they recognize from the mainland. Pin this location on the map.

- There are 2d20 pounds of food available in the area. Once depleted, it takes 1 month for an additional 2d20 pounds to become available.
- The DC to forage for food in this area becomes 10.

7 Food foraged from this area is never poisonous.

- Each pound of wild berries is worth 5 gp when contributed to Grimmantle's Expedition (see page 9).
- A character with proficiency in brewer's supplies can refine 5 lbs of wild berries into 1 bottle of fine wine over the course of a month by succeeding on a DC 10 Intelligence check. Each bottle of fine wine is worth 50 gp when contributed to Grimmantle's Expedition.

A torrential thunderstorm rolls into the area and lasts for 2d4 hours. For the next week, this hex and all surrounding hexes have the following effects:

- 8
- Travel speed is halved.
 - Vision is lightly obscured by fog.
 - At the end of the week, have each character make a DC 12 Constitution saving throw. On a failure, they contract sight rot from stinging insects.

The characters discover the colossal, crystal-covered skeleton of a slain Apex Predator. Pin this location on the map.

- 9
- A family of 3 **tyrannosaurus rexes** have made their nest beneath the skeleton's ribcage; they attack anything that dares to intrude.
 - There are 100 pounds of Primordium crystal lining the skeleton.
 - Refer to "Reaping the Rewards" on page 10 for instructions on extracting Primordium crystal and donating it to Grimmantle's camp.

The characters come across a treetop village inhabited by **lizardfolk**. Pin their location on the map.

- 10
- In addition to Draconic, they also know Primordium Common.
 - Like humanoid cults, the lizardfolk remain cordial unless directly threatened; the characters can rest, trade, and bargain.
 - The lizardfolk avoid Apex Predators and their humanoid cults. With time and trust, however, the characters might be able to convince 1d6 of them to participate in their monster hunts...for the hefty price of half the creature's Primordium crystal (see "Monster Hunts" on page 10).



SPHINX'S PUZZLES

Whenever the characters discover one of Devamant's puzzle locks, read or paraphrase the text below, then roll on or choose from the following table to see which puzzle they

encounter. Pin its location on the map.

A statue-head of a great sphinx lies before you, weathered and moss-covered...

SPHINX'S PUZZLES

d8 Encounter

- 1 ...suddenly, you hear the grinding of stone; the statue's mouth opens, and in a booming voice, it says: "If you're given one, you'll either have none or many. What am I?"
- 2 ...its eyes are black pits. On its forehead is a word written in a language that only vaguely resembles Common ("Crystal" in Primordium Common).
- 3 ...its face looks scrambled; its eyes and mouth are in the wrong place, and its nose is broken.
- 4 ...suddenly, you hear the grinding of stone; the statue's mouth opens, and in a booming voice, it says: "Time existed before me, but history only began after I came to be. What am I?"
- 5 ...a circular slot has been carved into the sphinx's head.
- 6 ...a thin pole is fixed to the statue's head; it sways in the wind. Tied to the pole's top is a small flag.
- 7 ...suddenly, you hear the grinding of stone; the statue's mouth opens, and in a booming voice, it says: "I have a golden head and a golden tail, but I have no body. What am I?"
- 8 ...suddenly, you hear the grinding of stone; a large statue lifts itself out of the earth and moves to attack!

Solution

Speak the answer: "A choice."

A DC 10 Intelligence (Investigation) check reveals that the eye sockets once held something. A character with proficiency in smith's or mason's tools can carve a pound of Primordium crystal into two perfectly-shaped orbs over the course of a short rest.

Touching the statue reveals that it's made of interconnected, sliding pieces. A character can arrange the face by succeeding on a DC 20 Intelligence check. The nose can be manually repaired by a character with proficiency in smith's or mason's tools, or magically repaired by the *mending* spell or similar effect.

Speak the answer: "Writing."

A DC 10 Intelligence (Investigation) check uncovers a moldering, broken staff nearby, along with the staff head. The staff head has an empty socket; a word is carved above it in a language that only vaguely resembles Common ("Crystal" in Primordium Common). A character with proficiency in smith's or mason's tools can carve a pound of Primordium crystal into a perfectly-shaped orb over the course of a short rest; a character with proficiency in smith's or carpenter's tools can repair the staff over the course of a short rest.

Once repaired, the staff can be inserted into the sphinx's head, causing it to split down the middle in two identical halves.

The pole is indestructible: it cannot be cut, broken, or removed from the statue. Each round on initiative count 20, if a creature of Small size or greater is touching the pole, it emits a bolt of electricity that deals 4d6 (28) lightning damage to that creature. A Tiny creature can climb the pole by succeeding on a DC 12 Dexterity check using climbing tools, or a DC 16 Strength check climbing freehand. Repeat this check for every 10 feet climbed. If the creature fails a climbing check, they fall, taking 1d6 bludgeoning damage for every 10 feet they fall and landing prone. Once the flag is removed, the trap is disarmed.

Speak the answer: "A gold coin."

Treat the sphinx statue as a **stone giant** with an AC of 15, a flying speed of 15 ft., and half its hit points remaining. Additionally, its Slam attack is replaced by a Stone Claw attack that deals slashing damage.



GRIMMANTLE'S EXPEDITIONARY CAMP

The only semblance of civilization on Primordium is Grimmantle's Expedition, led by the eponymous Arazon Grimmantle (NG dwarf male **gladiator** with expertise in Survival). Grimmantle's camp is constantly on the move, seeking fame, fortune, and ancient knowledge within the strange jungles of the prehistoric island.

Surface Detail. The camp's inhabitants gather around campfires; their dirt-covered faces and calloused hands tell the story of a hardscrabble, communal existence spent in the wilderness. Still, despite the tough conditions, there is an air of joy and camaraderie. Between work, watered-down ale flows freely, lips are loosened, and lifelong bonds are formed.

Traveling Camp. Grimmantle, in his quest for riches and fame, keeps the Expeditionary Camp constantly on the move. Once the characters leave the camp, the only way to find it again is to discover it, either randomly (via the Discoveries & Events tables) or through magic (via *locate person* or similar effects). Alternatively, the camp can be tracked down by succeeding on two DC 25 Wisdom (Survival) checks over the course of a short rest. If the character attempting the ability checks is acclimated (see page 5), the DC is reduced by 10.

Roleplaying Arazon Grimmantle. Arazon is an old, blustery dwarf who fancies himself a big game hunter: his favorite thing to do is entertain people with tales of his exploits. Though his list of accomplishments are long, they are also embellished; a bard character who listens to one of Arazon's stories will instantly pick out details lifted from obscure songs and ballads. Otherwise, any character can tell Arazon is stretching the truth by succeeding on a DC 20 Wisdom (Insight) check. Self-aggrandizement aside, Arazon is a fearsome warrior who will protect his people by any means necessary.

AMENITIES AND SERVICES

The services available in Grimmantle's Expeditionary Camp depend on its Settlement Level.

Settlement Level. The more resources (in gold pieces) the characters provide to the camp, the more robust its infrastructure, defenses, and services become. Certain resources found on Primordium have a gold piece value when contributed to the camp, but the characters are free to donate anything they wish. Investments are non-cumulative: for example, it takes the full 2,500 gp to upgrade the camp from level 1 to level 2, 6,250 gp to upgrade the camp from level 2 to level 3, and so forth. Once the camp is upgraded, its changes will be reflected on the characters' next visit (GM's discretion). Refer to the Settlement Level table for more information.

Passive Investment. Grimmantle's Expeditionary Camp earns 250 gp on its own per week.

SETTLEMENT LEVEL

Settlement Level	Investment Required	Services Available
1 — Camp, Small	N/A	Beds, food
2 — Camp, Medium	2,500 gp	Beds, food, wilderness guide, blacksmithing
3 — Camp, Large	6,250 gp	Beds, food, wilderness guide, blacksmithing, guards, earth ditches, hirelings
4 — Permanent Settlement	15,625 gp	Inn, wilderness guide, blacksmithing, guards, earth ditches, hirelings, magic services, wooden palisade

Once the camp reaches Settlement Level 4, it becomes a permanent motte-and-bailey fort in the hex where the characters next discover it; to honor their contributions, Grimmantle lets the characters name Primordium's first true settlement! Once the town is named, pin its location on the map.

Lodging (Settlement Levels 1-4). Cella Wobblerock (CG gnome female **commoner**) is in charge of the camp's lodging and food distribution, a position that makes her the de-facto camp leader whenever Grimmantle is off on an adventure. At Settlement Level 4, she becomes the proud owner and operator of Wobblerock Bed & Breakfast.

Wilderness Guide (Settlement Levels 2-4). At Settlement Level 2, Kozor (N human male **cultist** that speaks Primordium Common) is hired by Grimmantle as a wilderness guide and language teacher. The characters can hire Kozor for 10 gp per day. While Kozor is accompanying the characters, they receive the following benefits:

- They're considered acclimated.
- Food foraged is never poisonous.
- They can begin learning Primordium Common, and get a +5 bonus to checks made to learn the language.

Blacksmithing (Settlement Levels 2-4). At Settlement Level 2, Samhug (N male **orc** with expertise in smith's tools) joins the camp as a resident blacksmith; for Sphinx's Puzzles that require someone to shape Primordium crystal, Samhug can do the job for 50 gp.

Mercenary Hirelings (Settlement Levels 3-4). At Settlement Level 3, Aleesia Vafir (NE elf female **gladiator**) joins Grimmantle's Camp with her company of sellswords (5 NE elf **spies**). The characters can enlist her company for the price of 100 gp per day, plus 25 percent of a Monster Hunt's Primordium crystal payout.

Magic Services (Settlement Level 4). At Settlement Level 4, "Archmage" Sivier (NG human male **mage**) sets up shop in town and begins offering magical services, such as enchanting, scrying, etc. Sivier's ego far exceeds his ability, however: whenever Sivier performs a task for the characters, roll a d20. On a result of 19-20, he fails (spectacularly).

HUSTLE AND BUSTLE

At the end of each hour you spend in the Expeditionary Camp (or whenever you deem it appropriate), roll a d20. On a result of a 19-20, an event happens. When this happens, roll on or choose from the table below to see what trouble finds the characters.

HUSTLE AND BUSTLE

d6	Event
1	Without warning, two tyrannosaurus rexes and an awakened triceratops crash into the camp (or palisade), locked in a bitter battle. If the triceratops survives, he strikes up a conversation with the characters.
2	A pack of 12 apes swings through the camp, whooping and hollering and stealing anything they can get their hands on.
3	Several recent arrivals (4 thugs) are attempting to bully Cella Wobblerock into giving them more food. At Settlement Level 3 or higher, 4 guards engage them in combat.
4	The jungle moves: 4 treants , 12 awakened trees , and 24 awakened shrubs begin migrating to an adjacent hex, taking the camp with it! The creatures all speak Primordium Common. At Settlement Level 4, the town is destroyed by the migration (unless the creatures are stopped), and must be rebuilt over the course of two weeks.
5	Devamant's ghost (ghost androsphinx) visits the camp; he warns the characters to leave his puzzle locks alone, then vanishes.
6	A pack of 6 wild boars wanders near the camp. If slain and brought back, Cella prepares a celebratory <i>heroes' feast</i> (as the spell).

APEX PREDATORS - COAST

Creature	Weakness	Rewards
Apex Predator giant crab	Soft underbelly: whenever a creature targets the Apex Predator with an attack or spell, they can attempt a DC 15 Dexterity check to target its underbelly. On a success, the Apex Predator's AC is reduced by 8.	<ul style="list-style-type: none"> • 100 lbs of meat • 100 lbs of Primordium crystal
Apex Predator plesiosaurus	Easily frightened: if the Apex Predator is surrounded, it gains disadvantage on saving throws made to resist fear effects.	<ul style="list-style-type: none"> • 200 lbs of meat • 200 lbs of Primordium crystal
Apex Predator giant crocodile	One-eyed: attacks against the Apex Predator on its left side are made with advantage.	<ul style="list-style-type: none"> • 400 lbs of meat • 300 lbs of Primordium crystal
Apex Predator hydra	Head rivalry: in the presence of food, the hydra heads compete with one another for dominance. Whenever the Apex Predator makes an attack of opportunity, roll a d20. On a result of 19-20, it targets itself with the attack instead.	<ul style="list-style-type: none"> • 600 lbs of meat • 400 lbs of Primordium crystal

MONSTER HUNTS

The most expedient way for the characters to upgrade Grimmantle's Expeditionary Camp is to hunt Primordium's Apex Predators and harvest their meat and crystal deposits. Refer to the guide below for a framework on how monster hunts work.

Introducing the Monster. Whenever the characters discover the lair of an Apex Predator and its cult, their first encounter with the beast should evoke a sense of awe and terror. For example, maybe the jungle falls eerily silent before the creature bursts through the trees and proceeds to gobble up some of the characters' hirelings (to their cultists' applause)! Unless the characters greatly exceed the creature's strength, they should have to investigate the creature and possibly hire reinforcements before taking it on.

Investigating the Monster. Each Apex Predator—with the exception of Gorilla Gargantua—has a weakness. The characters can study the creature from afar to learn that weakness by succeeding on a DC 20 Wisdom (Survival) check; alternatively, the creature's cultists can be threatened, bribed, or otherwise convinced to divulge this weakness.

Slaying the Monster. With the proper tools, knowledge, and backup, the characters can confront the Apex Predator and (hopefully) emerge victorious. At your discretion, the monster's cult might come to its aid during the battle.

Reaping the Rewards. Once the beast is slain, the characters can harvest its meat and Primordium crystal deposits, then donate those resources to Grimmantle's Expedition. Certain hirelings—like Aleesia's mercenaries—might expect a certain percentage of the rewards...provided they didn't get eaten, of course. Once the donation is made, Grimmantle gifts the characters 10 percent of the total contribution in gold pieces and magic items (GM's discretion).

- A character with proficiency in smith's or mason's tools can extract 10 lbs of Primordium crystal over the course of a short rest by succeeding on a DC 15 Intelligence check; on a failure, they ruin 1d4 pounds in the extraction process.
- Every 10 lbs of Primordium crystal is worth 100 gp when contributed to Grimmantle's Expedition.
- Every 1 lb of meat is worth 5 gp when contributed to Grimmantle's Expedition.

APEX PREDATORS - JUNGLE

Creature	Weakness	Rewards
Apex Predator giant centipede	Frightened of fire: attacks against creatures wielding a fire source are made with disadvantage.	<ul style="list-style-type: none"> • 100 lbs of meat • 100 lbs of Primordium crystal
Apex Predator saber-toothed tiger	Soft paws: the Apex Predator's movement is reduced by 25 feet when moving through areas prepared with spikes or other sharp objects; it can't use its Pounce feature.	<ul style="list-style-type: none"> • 200 lbs of meat • 200 lbs of Primordium crystal
Apex Predator triceratops	Weak flank: the Apex Predator's AC is 14 when attacked from behind.	<ul style="list-style-type: none"> • 400 lbs of meat • 300 lbs of Primordium crystal
Apex Predator tyrannosaurus rex	Shortsighted: the Apex Predator has disadvantage on Wisdom (Perception) checks made to detect attackers from over 60 feet away.	<ul style="list-style-type: none"> • 600 lbs of meat • 400 lbs of Primordium crystal

Gorilla Gargantua: the Ultimate Prize. Gorilla Gargantua is the undisputed king of Primordium. He has no discernible weakness, but should the characters somehow overcome the beast and its cult, they can claim 800 lbs of meat and 500 lbs of Primordium crystal, along with a legendary magic item (GM's discretion). If Gorilla Gargantua is afflicted by the Degrowth Serum (see page 12), he devolves into a **giant ape**.

WORLDBREAKER VOLCANO

At the center of the island looms the Worldbreaker Volcano, its crown haloed by grayish smoke and miles-wide cirriform clouds. The mountain reaches approximately 30,000 feet at its highest point, and has an incredible base circumference of about 18 miles.

Surface Detail. The volcano's crown is wreathed in smoke. Spidery rivulets of lava trickle down its face, creating a beautiful spectacle at night. As the lava reaches the mountain's base, it cools into colorful crystal formations.

- The Worldbreaker Volcano hex counts as difficult terrain.
- Treat the hex as being lightly obscured by grayish smoke. Additionally, non-construct creatures have disadvantage on Wisdom (Perception) checks that rely on smelling.

Exploring the Volcano. Treat the Worldbreaker Volcano hex as a jungle hex. It takes six weeks to climb to the volcano's summit with the proper tools. At the end of each week, have the characters make a DC 20 Wisdom (Survival) check. If the characters are acclimated (see page 5), they make this check with advantage. If over half the characters succeed, they proceed as normal; otherwise, the characters experience a setback. The nature and severity of the setback is up to you, but here are some suggestions:

- The characters encounter one or more monsters, such as **magma mephits** or **fire elementals**.
- A character's climbing gear malfunctions or breaks: they fall 4d10 feet, taking 3 (1d6) bludgeoning damage for every 10 feet they fall (rounded up) and landing prone. Additionally, roll a d20: on a result of 1-2, the character falls into a lava rivulet.
- The characters have to overcome a natural hazard, such as a mudslide or violent rainstorm.

Crystal Deposits. There are 4d100 pounds of Primordium crystal lining the base of the Worldbreaker Volcano. Refer to "Reaping the Rewards" on page 10 for instructions on

extracting Primordium crystal and donating it to Grimmanle's camp.

- Whenever a character fails to extract Primordium crystal from the volcano, the ruined crystal bursts into a *fireball* (as the spell).

ACCESSING DEVAMANT'S LABORATORY

Within the heart of the Worldbreaker Volcano, sequestered in a secret pocket dimension, lies Devamant's Laboratory.

The Puzzle Locks. Devamant's Laboratory is hidden in the throat of the volcano, just beneath the mountain's summit. The only way to reveal Devamant's lair is to solve all of the puzzle locks scattered across Primordium. Once the laboratory is revealed, the characters can reach it by climbing down into the throat of the volcano over the course of an hour.

DEFENSES & HAZARDS

As the characters begin their descent into the Worldbreaker Volcano, Devamant's ghost materializes and issues a final warning: turn back, or be consumed by the mountain. The characters can convince Devamant to let them inside by succeeding on a DC 30 Charisma (Persuasion) or Charisma (Deception) check—Devamant's bitter spirit is unlikely to listen to reason. If the sphinx's ghost can't be convinced and the characters ignore his warning, the defenses and hazards detailed below activate; Devamant goes inside the laboratory to protect the Degrowth Serum and Hyper-Growth Mutagen.

Lava Eruptions. Each round on initiative count 20, roll a d20. On a result of 19-20, a lava eruption (treat it as a *fireball* with a 10-foot radius) targets a random character inside Devamant's Laboratory. If 5 lava eruptions have occurred while the laboratory is revealed, it begins to collapse: the characters have 10 rounds to escape before it crumbles and falls. Any character still inside the laboratory when this happens is slain.

Poisonous Smoke. Thick black smoke fills the air; treat the area as being heavily obscured. Each breathing creature within the laboratory must succeed on a DC 16 Constitution saving throw or become poisoned. A creature poisoned in this way remains poisoned until it spends at least 1 hour outside the laboratory, and it can't breathe while within the area's poisonous haze. On a successful save, a creature is immune to this effect for 1d4 hours.

Shield Guardians. Two **shield guardians** protect the entrance of the laboratory. Both constructs have the *greater invisibility* spell stored; they cast it on themselves at the beginning of combat.

Devamant's Ghost. Once the shield guardians are destroyed, the characters must overcome Devamant's ghost (**ghost androsphinx**; see the appendix) in the laboratory's inner sanctum.

Rewards. Once Devamant's spirit is destroyed, the characters can claim the sphinx's vial of Degrowth Serum. Additional rewards are given at the GM's discretion. The Degrowth Serum is an injury poison that only affects Apex Predators. The vial contains 8 doses.

- An Apex Predator subjected to this poison must succeed on a DC 25 Constitution saving throw or begin to devolve from its hyper-growth state over the course of 1d4 rounds. While devolving in this way, the creature can't move and is considered incapacitated. At the end of the devolution process, it sheds its Primordium crystal deposits and reverts to its natural state. Any damage it took while devolving carries over to its new form.
- The meat from an Apex Predator subjected to the Degrowth Serum is inedible and worth nothing.

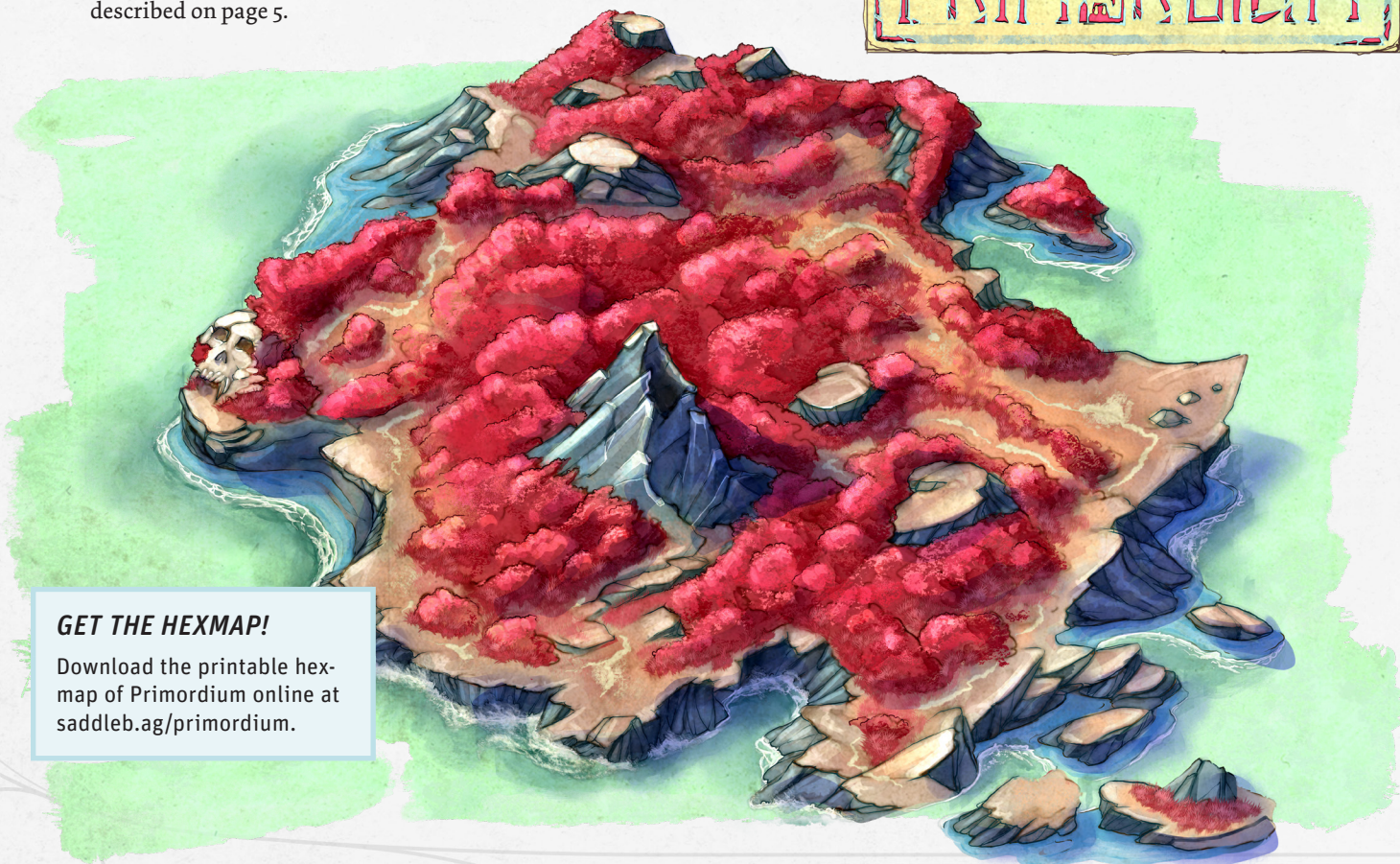
Additionally, a character that searches the inner sanctum and succeeds on a DC 15 Wisdom (Perception) check finds a small vial of Hyper-Growth Mutagen labeled with X's. The Hyper-Growth Mutagen is an ingested poison that only affects humanoids. The vial contains 2 doses.

- A humanoid subjected to this poison must make a DC 25 Constitution saving throw. On a failure, the creature melts (slowly, painfully) into a puddle of acid; a creature melted by the Hyper-Growth Mutagen can only be resurrected via divine intervention or a *wish* spell. On a success, the humanoid becomes an Apex Predator as described on page 5.

Defenses Deactivate. Without Devamant's ghost lingering around, the laboratory's defenses deactivate: the lava simmers down, the smoke clears, and any remaining shield guardians become inert.

EXAMPLE TREASURE

Because the island of Primordium has been kept separated from the rest of the world's magic and development for centuries, the magic items found there are either remarkably old or very, very new. Old items will likely be the keepsakes and heirlooms of cultists—particularly the aspect elders and sages—and as a result would be related to beasts, communication, and survival. Such an item could be the *amulet of the guiding eye*, *avian circlet*, *brutal macuahuitl*, *club of the forest drake*, *druidic shape charms*, *forest eye staff*, *hide of the wild guardian*, *hunter's cup*, *mask of the sacred beasts*, *mithral beast charms*, *quagmire maul*, *rooting arrows*, *satchel of beast chow*, *snake oil*, *wand of torchlight*, or *war thorn*. Other items could be ones that seem almost naturally occurring, like the *ball of wild earth*, *drowner's pearl*, *dryad's key*, *flood pauldron*, or *luckleaf*. Items that could be found in the explorers' things include more modern creations, or items commonly found with intrepid seafarers. Examples include the *cottage chest*, *explorer's helm*, *fish ripper*, *flight of fancy fascinator*, *giant captain's hook*, *helm of the deep sea knight*, *helmsman's shelter*, *Horatio's impossible ship in a bottle*, *hunter shark cutlass*, *incredible mending tape*, *inking seahorn*, *marlinspike flail*, *patch of the pail*, *pipe of the mermaid*, *rod of the magicycle*, *seafarer's jacket*, *tea weird*, or *wind-up merchant*.



GET THE HEXMAP!

Download the printable hexmap of Primordium online at saddleb.ag/primordium.

ASPECT ELDER

Medium humanoid (any race), neutral

Armor Class 16 (Elder's Ward)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Str +4, Con +7, Wis +4

Skills Athletics +4, Perception +4

Senses passive Perception 14

Languages Primordium Common plus one other language

Challenge 3 (700 XP)

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

Elder's Ward. The elder adds its Charisma modifier to its AC (included above).

ACTIONS

Multiattack. The elder makes two Bestial Strike attacks.

Bestial Strike. *Melee Spell Attack:* +5 to hit, reach 30 ft., one target. *Hit:* 12 (2d8 + 3) force damage.

APPENDIX: PRIMORDIUM STAT BLOCKS

ASPECT ELDER

Aspect elders are leaders among their kind, acting as a conduit for the supernatural attributes of their chosen apex predator to flow through them. Elders are often mighty warriors by nature of their otherworldly bestial strikes; if they survive into old age, they almost always ascend and become a primordium sage.

PRIMORDIUM SAGE

Primordium sages communicate directly to their associated apex predator, listening to its wishes and conveying them to the rest of their devoted following.

PRIMORDIUM SAGE

Medium humanoid (any race), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	15 (+2)	19 (+4)	17 (+3)

Saving Throws Con +6, Int +5, Wis +7, Cha +6

Skills Animal Handling +7, Arcana +5, Nature +5, Persuasion +6

Senses passive Perception 14

Languages Primordium Common plus two other languages

Challenge 5 (1,800 XP)

Apex Speech. The sage can communicate with the apex predator it worships as if they shared a language.

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

Spellcasting. The sage is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, shillelagh*

1st level (4 slots): *jump, mage armor, speak with animals, thunderwave*

2nd level (3 slots): *enhance ability, enlarge/reduce, locate animals or plants*

3rd level (3 slots): *call lightning, conjure animals*

4th level (2 slots): *dominate beast, fire shield, polymorph*

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit (+7 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, 5 (1d8 + 1) bludgeoning damage if wielded with two hands, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

APEX PREDATOR CULTISTS



GHOST ANDROSPHINX

Large undead, lawful evil

Armor Class 16

Hit Points 178 (17d10 + 85)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	22 (+6)	20 (+5)	16 (+3)	18 (+4)	23 (+6)

Saving Throws Dex +12, Con +11, Int +9, Wis +10

Skills Arcana +9, Perception +10, Religion +15

Damage Resistances acid, cold, fire, lightning, necrotic, thunder

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

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

Senses truesight 120 ft., passive Perception 20

Languages Primordium Common, Sphinx

Challenge 17 (18,000 XP)

Incorporeal Movement. The sphinx 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.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

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

Spellcasting. The sphinx is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It requires no material components to cast its spells. The sphinx has the following cleric spells prepared:

Cantrips (at will): *sacred flame*, *spare the dying*, *thaumaturgy*
1st level (4 slots): *command*, *detect evil and good*, *detect magic*

2nd level (3 slots): *lesser restoration*, *zone of truth*

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

4th level (3 slots): *banishment*, *freedom of movement*

5th level (2 slots): *flame strike*, *greater restoration*

6th level (1 slot): *heroes' feast*

ACTIONS

Multiattack. The sphinx makes two claw attacks.

Spectral Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) force damage.

Roar (3/Day). The sphinx emits a magical roar. Each time it roars before finishing a long rest, the roar is louder and the effect is different, as detailed below. Each creature within 500 feet of the sphinx and able to hear the roar must make a saving throw.

First Roar. Each creature that fails a DC 18 Wisdom saving throw is frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Second Roar. Each creature that fails a DC 18 Wisdom saving throw is deafened and frightened for 1 minute. A frightened creature is paralyzed and can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Third Roar. Each creature makes a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone.

LEGENDARY ACTIONS

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one claw attack.

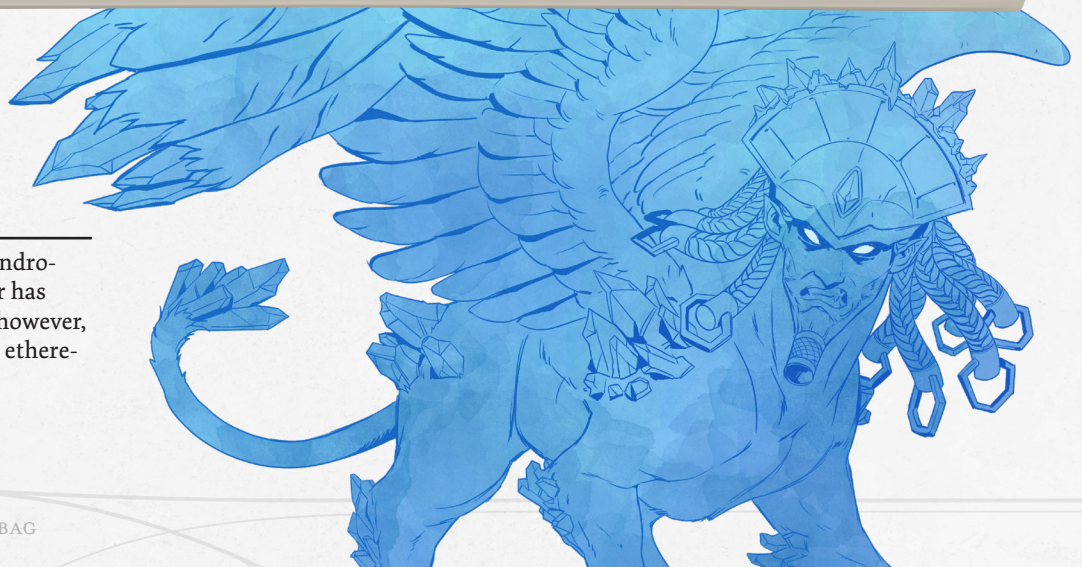
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The sphinx casts a spell from its list of prepared spells, using a spell slot as normal.

GHOST ANDROSPHINX

GHOST ANDROSPHINX

In life, Devamant was a mighty androsphinx. His cleverness and power has extended into the great beyond, however, allowing him to continue on and ethereally ward the island as a ghost.



GORILLA GARGANTUA

Gargantuan beast, chaotic evil

Armor Class 18 (natural armor)

Hit Points 277 (15d20 + 120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	19 (+4)	26 (+8)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Str +15, Con +14

Skills Athletics +15, Perception +10

Senses passive Perception 20

Languages —

Challenge 19 (22,000 XP)

Ground and Pound. When attacking a prone creature, Gorilla Gargantua's attack rolls score a critical hit on a roll of 19 or 20.

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

Magic Resistance. Gorilla Gargantua has advantage on saving throws against spells and other magical effects.

Magic Weapons. Gorilla Gargantua's weapons attacks are magical.

Standing Leap. Gorilla Gargantua's long jump is up to 60 feet and his high jump is up to 30 feet, with or without a running start.

ACTIONS

Multiattack. Gorilla Gargantua can use his Frightful Presence. He then makes two fist attacks.

Fist. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 100/400 ft., one target. *Hit:* 44 (10d6 + 9) bludgeoning damage and the target is knocked prone if it is Large or smaller.

Frightful Presence. Each creature of Gorilla Gargantua's choice that is within 120 feet of him and aware of him must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Gorilla Gargantua's Frightful Presence for the next 24 hours.

Hurl. Gorilla Gargantua attempts to grapple one creature within 10 feet of him. If the grapple is successful, he can then throw the target up to 60 feet in a direction of his choice, knocking it prone. If the thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

LEGENDARY ACTIONS

Gorilla Gargantua can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Gorilla Gargantua regains spent legendary actions at the start of his turn.

Leap. Gorilla Gargantua jumps up to 60 feet in any direction.

Pounce (Costs 2 Actions). Gorilla Gargantua moves up to 30 feet straight toward a creature. If he ends this move within 10 feet of the creature, he can use his Hurl on that creature or make a fist attack against it, knocking it prone on a hit.

Quake (Costs 2 Actions). Gorilla Gargantua repeatedly pounds his fists into the ground, sending shockwaves through the surrounding area. Each creature on the ground within 120 feet of Gorilla Gargantua must succeed on a DC 19 Dexterity saving throw or fall prone; creatures within 60 feet of him make this saving throw with disadvantage. A creature that fails its saving throw and is concentrating on a spell must also succeed on a DC 15 Constitution saving throw or lose concentration.

GORILLA GARGANTUA

The fearsome, unstoppable apex predator that ultimately led to Devamant's untimely death. Gorilla Gargantua has a tremendous legion of followers on the island, and lives in solitude at the peak of its mountain. He is brutally strong and seemingly unkillable in his current state.

GORILLA GARGANTUA



that only you have noticed. Regardless, you now exist in a reality whose very fabric you can see the stitching of.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Arcana and History skills if you don't already have it.

BORROW TIME

Also at 3rd level, when you take the Attack action, you can choose to draw from the future to hasten the present. Your attack moves at supernatural speed, granting you advantage on the attack roll. On a hit, the target can't use its bonus action or reaction until the start of your next turn. On a miss, you draw from your own future instead: you can't use your normal bonus action on your next turn.

Hit or miss, you can use a second bonus action until the end of your current turn: this bonus action can't be the same as the first one you used on this turn.

You can use this feature four times, and you regain all expended uses of it whenever you finish a short or long rest.

A creature with the Legendary Resistance trait is more solidly anchored in time. When you use this feature and hit a creature that has this trait, that creature must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier). On a failed save, it's affected by the feature as normal. On a success, you treat the effect as if you missed with the attack.

TIME WARP

By 9th level, you can begin to rearrange the sands of time in your favor. When you roll initiative, you can immediately expend a use of your Borrow Time feature to switch your position in the initiative order with another willing creature that you can see within 10 feet of you.

In addition, you can hasten a creature's short rest by letting it partially slip through time. When you and up to five other willing creatures within 5 feet of you begin a short rest, you can cause yourselves to slip through time and arrive at the end of your rest. You and each other creature then fall unconscious for 10 minutes, or 1 minute if you are the only target. At the end of that time, each affected creature snaps back to consciousness and gains the benefit of a short rest. A creature returns to consciousness early, without gaining this benefit, if it takes any damage for the duration. Once you use this feature, you can't do so again until you finish a long rest.

QUICK THINKING

Starting at 13th level, you can use the bonus action granted by your Cunning Action to make an Intelligence check, make a Wisdom (Perception) check, take the Help action, or take the Use an Object action.

When you make one of these checks as the second bonus action on your turn (after using your Borrow Time feature), you can roll a d6 and add it to the total of the check.

TIME STOP

By 17th level, you can move through time where others cannot. You can use an action to cast the *time stop* spell, without



STITCHER

NEW ROGUE ARCHETYPE

Dexterous fighters and brigands are full of surprises. Trained assassins, spies, and cutpurses are classic rogues, but where there are new dangers and rewards to be gained, so too are the kinds of people seeking to subvert and claim them. Whether they slink through shadows to avoid detection or walk harmlessly through danger, every rogue has trained to develop their own methods of handling life's threats.

STITCHER

Your mastery of theft extends beyond the simple physical and into the temporal. You have a magical knack for spotting and collecting stray moments of time: fragments of potential events that never come to pass. In practice, these collectibles, or "stitches," are almost always harmless to take—after all, any event too important is already cemented in time. Only especially powerful forces, like a deck of many things, have the power to move an event such as that.

Your talent for temporal theft may have been thrust upon you: perhaps you were struck by a strange ripple through time or are trapped in inexplicable time dilation, causing your appearance to hardly age. Repeated trips to and from the realm of the fey could have enlightened you to the nature and slipperiness of time itself. Stranger yet, perhaps you come from a parallel timeline where almost everything was exactly the same as it is now, except for a select few details

expending a spell slot. This version of the spell is special: if the spell ends early as a result of you attacking a creature, and you hit with the attack, that creature takes an extra 10d6 psychic damage as the stress of time suddenly resuming shatters its psyche. The attack roll is always made with advantage.

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

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