



THE LIVING WALLS

Will you be able to beat the dangerous labyrinth without getting trapped in it?

5E COMPATIBLE ADVENTURE

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The shaft found in Herberwer's hidden bunk led to a passage that descended for two miles until it ended at the start of the largest cave the PCs have come across. Tracks on the ground pointed that Burroughs -the missing scion- had passed this way, and continued to the object of the party's admiration: the ancient Labyrinth located in the cave, and from whose center a gargantuan statue of a woman held the cave's ceiling with her hands.

INTRODUCTION

Welcome to *The Living Walls*, a 5e compatible RPG adventure by Cast n Play. Although it is a one-shot, it belongs to a saga by Cast n Play.

RUNNING THE ADVENTURE

The Living Walls is a 5e adventure meant for four to six 13th level player characters. The adventure takes place in an ancient magical labyrinth constructed to seal off a great danger.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

The Living Walls plot is as follows:

- The hatch in Herberwer's hidden bunk led to a passage that descended for two miles and ended at the start of the Labyrinth.
- After her escape, Burroughs entered the Labyrinth; her mind convinced that the artifact she sought was inside.
- The Labyrinth is thousands of years old and was built to seal off a chasm that led to an unknown place that terrified its builders.
- The builders belonged to the Polis of Etruz, an advanced civilization that added traps and creatures to the Labyrinth.
- The Master's beacon glows brighter than ever and points at the Labyrinth, making it clear that the missing scion is somewhere inside the mysterious structure.
- The only way outside the cave is by returning through the passage or by entering the Labyrinth.

ABOUT THE LABYRINTH

The Labyrinth belonged to the Polis of Etruz, the oldest and most advanced civilization to inhabit the region of what is now Thamarya. The structure is a marvel of magic and engineering - its creators hellbent that no creature or thing could cross it - the walls and rooms move around constantly, so there's no single designated path, and each journey is unique. Not content with this, the builders added deadly spells, traps, and vengeful apparitions to guard over their creation. Located in the Labyrinth's center is the chasm, a dark hole which is why the Labyrinth was built in the first place. To reach it, travelers must transverse three phases.

Because the Labyrinth changes constantly, maps and diagrams are pointless, and it has to be navigated via phases. Each phase comprises a series of conditions that have to be met, and once that is achieved, a door-wall or door-panel leading to the following phase will appear. Each phase has a table stating the conditions that have to be met.

The Labyrinth's walls are 60 feet high, and imbued with magic that generates negative side-effects on spells after they are cast. Furthermore, spells like flying and teleportation don't work inside the Labyrinth.

ABOUT THE GUARDIAN

One of the Labyrinth's builders was Andromede Guin, a formidable Medusa who spilled her essence into the structure, and became part of it.

Andromede is a spectator, making comments and issuing warnings to any unlucky intruders, imploring them to leave immediately. Conversations with her are not possible or are one way, as she will share her thoughts and digress whether or not others are paying attention. Andromede is cold, sarcastic, likes to poke but is not evil. She feels everything that happens inside the Labyrinth.



Andromede

ABOUT THE TRAIL

Burroughs, not bothering to hide her tracks, left a precise trail as she made her way down the passage.

The scion managed to navigate parts of the Labyrinth with success, even crossing some phases until she fell to one of the deadly defenses. She now lies close to the center, caught between life and death.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

No way back. “The only way forward is through the maze”

Curiosity killed the PC. Self explanatory
So Close. “We’ve never been so close to finding Burroughs, she is somewhere inside.”

The beacon’s vibration. The master’s beacon is not only glowing, but vibrating as well. It had not done so before.

PROLOGUE

Ten minutes have passed without a word being uttered or a single movement occurring, no matter how minuscule. The Labyrinth is impressive, awaking awe and dread simultaneously as if it were a superior being of infinite power. Without a doubt, it is the most magnificent edifice ever built by mortal hands.

The walls are high and flawless, the surface looks brand-new even though everything points to it has stood here a long time, belonging to an era long forgotten. It’s difficult to estimate its size because the cave itself is massive and makes the Labyrinth seem smaller by contrast, and the gargantuan statue holding the cave’s ceiling in the Labyrinth’s center adds to this optical effect.

And thus, here you are, witnesses to a legendary feat of engineering that has stood longer than most kingdoms or civilizations.

THE MARBLE TABLET

Standing in front of the Labyrinth’s outermost walls is a grand marble tablet protruding from the ground. Its surface is filled with stains and dust, but the text is in perfect condition. A successful DC 25 Intelligence (History) check reveals that the language is Hesin, an old common, and one of the oldest languages, mostly used by individuals researching ancient magic or ruins.

Great danger lies ahead, enter at your own peril.

The tablet is a couple of feet from the Labyrinth’s entrance, a massive gap on one of the walls. Once the PCs cross it, the gap will fade away behind them, and become another standard wall.

CHARACTERISTICS OF THE LABYRINTH

Locations in the Labyrinth obey certain rules because of the magic imbued in them when they were created. The following characteristics are common to all areas unless otherwise noted:

THE LABYRINTH’S RULES

- All spells cast inside have adverse or curious side effects. The GM decides which.
- The Labyrinth changes constantly.
- The sound of dead whispering is constant and can drive feeble minds mad.
- All locations are lit.
- All undead enemies are invisible and can only be seen with the Goggles of Minos.
- There are four main types of locations inside: chambers, passages, bronze walls, and blue walls.
- Remains of intruders are scattered throughout the entire Labyrinth.
- A timer appears every time the PCs begin a new phase.
- Each phase is like a pocket dimension, and an exit to another phase will appear when the conditions are met.
- Travel spells like *arcane gate*, *teleportation circle*, or *fly* don’t work.

CHAMBERS AND PASSAGES

These two types of locations can take different forms. The chambers, for example, can take the form of a room, cell, pit, or any other the GM sees fit. Likewise, passages can take the form of a staircase, tunnel, etc.

BRONZE AND BLUE WALLS

Two types of walls, bronze and blue, make up the majority of the Labyrinth. The first are the majority and are the ones that move around constantly. The blue walls are scarce, and never move. When a creature touches one, a wave of healing energy extrudes from the wall in a 30 ft. area, healing 5d8 + 5 hp to all creatures inside it.

However, it comes with a prize as 1d4 undead will appear and attack whoever used the wall. Furthermore, the number of undead will increase each time a blue wall is used by +1.

NAVIGATION AND KEYWORDS

Since the Labyrinth changes constantly, there's no map, nor is there a defined number of locations; that is up to the GM to decide. Instead, the Labyrinth is divided into phases, each one with a set of conditions that have to occur before the party can progress towards the next phase until they reach the center. To recreate the travel, have the party do two DC 22 Wisdom (Perception) group checks in a row, with success revealing a condition required, like an encounter or a trap.

As a GM, it will be challenging, and feel free to decrease the checks or apply a homebrew solution. Also, don't forget to use other words to avoid repetition. Here's a list of keywords: section, move, backtrack, passage, corridor, tunnel, hall, room, chamber, hatch, pit, gate, door, wall, panel, path, etc.

TIMER

Each time the PCs begin a phase, one of the floor's tiles will start to glow with a neon-blue tone. Soon after, a number appears, and a count-down begins. If the timer reaches 0, and the party is still in the same phase, the Devourer's avatar appears and attacks them. The avatar is inferior in power to the real deal, but the objective is to harass and weaken the PCs so that they arrive at the final fight significantly depleted.

INTERACTION WITH THE GUARDIAN

The guardian's voice can emanate from any place or thing that forms part of the Labyrinth, and it will say something like: "The living are not welcome," "You cannot see," "Do not proceed," "Can you hear the whispers?" etc.

THE LABYRINTH

The chasm lies in the center of the structure, and to reach it, the party must get past through phases before the final door leading to the center appears. The place is inhabited by undead apparitions that were created with the purpose of destroying any wandering creature inside.

The Labyrinth's builders created creatures of great power and resolution, who would never waver from this mission and would exist as long as the structure existed. Although the place should stem the same energy as a cemetery or another place where undead creatures gather, the magic that engulfs the whole Labyrinth absorbs it, leaving only the whispers of the dead that can be heard continuously throughout.

Underneath is a table to assist in creating an ambiance of tension that highlights the contrast between the living structure that is the Labyrinth and the presence of the undead.

D4 Attack

- Old hag's curse.** The sinister cackling of an old crone chills your warm heart. You look for the source. All perception rolls for one phase are done with a -2.
- The dead soldiers' chant.** The undead are your fallen comrades, and you are the last survivor. All attacks against the apparitions are done with disadvantage for the next combat.
- The sobbing child.** The sob pierces your mind, and a feeling of dread invades you. Character is unable to speak or cast spells for 1d4 hours.
- Lost friend.** You hear the voice of an old comrade in the distance making you run towards it, and fall into a trap. Creature receives 3d6 necrotic damage.

PHASE ONE

The first phase represents the outermost chambers and passages of the Labyrinth. All of the locations, unless pointed otherwise, are in perfect condition, demonstrating not only the skills and abilities that built it but the magic that has kept it running all these years. As with the other phases, certain conditions have to be met before the party can make it to the following phase.

Fear manifested itself as the gate disappeared behind and only tall walls and long passages lay in front. Strangeness does not even begin to describe the sensations the Labyrinth awakens, a structure that feels alive, unspoiled by the hunger of time and its cannibalistic effects. However, deep down, the gut points at another element, that feeling of being watched, as if the Labyrinth knows you are inside it and uninvited, something corroborated by the number that just formed on the floor beneath your feet...

Development. As soon as the past text is read aloud, the timer begins. This is the first condition that occurs in this phase. The others - the order up to the GM- are: Burrough's chain must be found, the party must realize that the Labyrinth's panels/walls are moving, PCs must interact with one blue wall, two specific traps (detailed below) must be bested, spells have unforeseen side effects, and one specified (also detailed below) combat has to take place. Once the party goes through all of these conditions, they will be allowed to proceed to the following phase.

Cursed Item Trap. The party comes across a chamber that holds one powerful item for each of them - preferably one that is native to their class- but is cursed. Each PC must make a DC 21 Charisma saving throw. PCs that were successful deactivate their item's curse. The curses are undetectable except via the players' observation and deduction.

Cursed Item A. Enemies' first attack targets PC.

Cursed Item B. All of the PC's liquid's go bad.

Cursed Item C. First attack in combat is an automatic botch.

Cursed Item D. Everytime time the PC touches an ally their belongings are switched.

Blinding Sculptures Trap. The PCs find a chamber filled with the busts of hundreds of other adventurers and medium-sized rocks. Located on one of the walls is the engraved face of an old man with a beard. If any of the players stand in front of it, the face's eyes will give out a bright white flash that will blind all PCs inside the room that fail a DC 16 Constitution saving throw. Immediately after this, dozens of tools made of energy will manifest, and start sculpting the PCs' busts. The tools will move around indiscriminately, causing 3d8 bludgeoning damage to any creature that doesn't succeed a DC 19 Dexterity saving throw. Blinded creatures have disadvantage.

Treasure. Located inside a room that looks like a wine cellar are the following items: 20 gp, and two old wines worth 500 gp each.

Combat. A chamber packed with tracks and platforms made of energy where walls and panels float in different directions until they vanish, having been teleported to another section of the Labyrinth. It is a special room where walls pass through and a temporary new location is assigned to them. Inside are three **apparitions** that will attack the party.

The Devourer's shadow. If the timer runs out and the party has still not met all the conditions needed to move to phase two, the Devourer's avatar will manifest and attack them. Check appendix A to see the avatar's stats and specific rules for this combat.

BURROUGH'S CHAIN

The chain the scion took from Herberwer will be on the ground in a random passage. A success in a DC 14 Wisdom (Perception) roll will disclose an unusual glittering on the ground.

A medium chain on the ground. The links are thick, and have a bronze color, their surface smooth and without a blemish. It then becomes obvious, it shares the same color with the Labyrinth's walls, and it somehow...



Burrough's Chain

JUMPING PHASE ONE

Once the conditions are met, a line of pure magic starts to form the shape of a gate on a wall, creating an exit that leads to Labyrinth's next phase.

A gate forms on a wall's surface, but the view is blocked by a mysterious mist. What lies beyond it?

PHASE TWO

Closer to the Labyrinth's center but still far off, the second phase operates in the same manner as the first and looks identical, except for the chambers or passages that the GM decides to incorporate.

Crossing the gate felt like falling from the skies and crashing on the ground. It lasted for only an instant, but there's the impression that a considerable distance was covered. However, the surroundings look similar to where you were, the same kind of walls and floor making up the environment.

Development. During this phase, the following conditions have to be met: The party has to use Burrough's chain to activate the goggle mechanism, they must get past two specific traps, they have to find Andromeda's mural, and they must survive one particular combat. As with phase one, when all the conditions are met, the PCs can pass to the next phase.

Fake Blades Trap. A narrow silver passage with sharp blades sticking out from the walls. The only way forward is through the passage since the walls behind have now moved, and it's a dead end. The passage is 150 feet long, and 10 ft. wide. However, because of the blades, only one medium-sized creature at a time can stand in the middle. A ball of necrotic energy will appear when the party is halfway through and roll down the passage.

There's no way to stop or block the ball of energy. The key to the trap is to jump to the sides towards the blades. Any creature that does this will discover that as soon as they make contact with the blades, they contract back into the walls. The blades only contrude once the ball appears, and any creature that remains in the middle of the passage must roll a DC 24 Dexterity saving throw and take 6d8 necrotic damage, or half as much with a successful one.

Divide and Conquer Trap. A square chamber with an area of 250 ft. The floor is made of a strange blue alloy with blue spheres protruding from it.

Once the PCs are inside the chamber, they must all roll initiative. Once that is done, a door will appear at the opposite end of the chamber, and 2d8 spheres will rise from the floor, and start shooting bolts of force energy against the PC with the lowest initiative, ignoring all the others. The target must succeed on a DC 20 Dexterity saving throw or take 5d12 energy damage. The spheres will continue attacking until the target is dead or has exited the chamber. If any other creature tries to assist the target, the spheres get an extra attack and focus on it instead while the damage increases by one die. Each sphere has 90 hp and AC 18, and if one is destroyed, the whole trap is disabled.

Goggle Mechanism. Situated in a room with a lot of mechanisms, there's a goggle mechanism which is the only one that isn't working. A successful DC 18 Intelligence (Investigation) reveals that its chain is missing some links. If the party places Burrough's chain in the mechanism, it will infuse with it, and a hidden compartment will open inside the room. Inside it are 1d6 bronze goggles that give +2 AC and allow the wearer to see Labyrinth's ghosts and the magic symbols written on all panels and walls. These are the *goggles of minos*, which allows the wearers to see all the apparitions, canceling their invisibility.

Andromede's Mural. An hexagonal room made of pink and white marble. Etched on the floor and following the shape of a spiral are a series of pictograms. A successful DC 21 Intelligence (History) check discloses that it tells the Labyrinth's origin, including Andromede's story, who was a medusa, and one of the builders who spilled her essence into the structure, and became part of it.

Trasure. The Party finds a chest that contains the following items: one *boots of speed*, one *belt of hill giant strength*, one *staff of swarming insects*, and 9 *gems* (each worth 130 gp).

Combat. A chamber that is a large field filled with the remains of dozens of adventurers. A successful DC 17 Intelligence (History) check reveals that they belong to different cultures from different periods. Some are so old that they are unknown. As the party investigates, four apparitions encircle them before attacking from the walls and ground.

The Devourer's shadow. If the timer runs out and the party has still not met all the conditions, a second avatar will manifest and attack them. Check appendix A.

Once more, another gate forms on a wall followed by the strange mist.

PHASE THREE

The final phase before the Labyrinth's center. As with the former phases, this one operates in the same way unless specified otherwise or if the GM includes unique chambers or passages.

Development. The conditions that have to be met during this phase are the following: the party has to come across a grand arc honoring the dragons that helped build the Labyrinth, they must beat the abyss trap, find the invention workshop, receive one final warning from the guardian, and one combat.

Grand Arc. A grand arc made of molten gold and other precious metals. A successful DC 24 Intelligence (History) check unearths that it was built honoring the dragons who helped the Polis of Etruz build the Labyrinth once they heard about the chasm's existence. Sculpted beautifully, it shows several different dragons but all ancient, and at least five great wyrms judging from their size.

Abyss Trap. A passage opens to a colossal pit, with the exit located beyond it. The pit is bottomless, and any creature that falls inside is lost forever. The party is free to find a method for crossing it. However, no matter which one they choose, they must roll a DC 22 Charisma saving throw, taking 8d8 energy damage or half as much with a successful roll. If any of the PCs are wearing the *goggles of Minos*, they see a **phantom carriage** on the edge of the pit, with a **coachman** sitting idly. If they approach it, it will be surprised that they see it. If the PCs give him a personal-valuable object from the living world, he will take them to the other side.

Invention Workshop. A wooden chamber filled with tables holding decaying ancient artifacts. None of them work anymore, and they are worthless, except as an antique. A successful DC 16 Perception (Wisdom) check reveals that there's no dust in a part of one of the tables, meaning that an artifact was recently taken from it. The missing object is the *aludel of Tesebus*, the artifact that Burroughs was ordered to find.

Combat. Four **apparition warriors** are standing by, guarding a staircase behind them. One of them will ask the party to retreat, for nobody is allowed to descend the stairs. This is the only phrase they know and will repeat it as many times as it takes. They cannot be convinced or persuaded to let anyone pass. If the PCs don't retreat, one of the foes will sound a horn, and five more **apparitions** will manifest behind the party.

The Devourer's shadow. If the timer runs out and the party has still not met all the conditions, a second avatar will manifest and attack them. Check appendix A.

Final Warning. Just as all conditions are met, a mythrill wall will appear from nowhere, with a bronze door in the center leading to the Labyrinth's center. Once the party is about to open the door, the guardian will give its final message.

This is your final opportunity, go back! Only certain death awaits you if you cross this door.

THE HEART OF THE LABYRINTH

The door leads to the center of the Labyrinth, also known as the heart. The party will arrive at a great square measuring 790 feet. Situated in the center is the chasm, an unfitting name for the opening that is barely 10 ft. wide, and is covered by a semi-translucent force field made of bronze.

However, the most majestic sight is the colossal statue overlooking the square; its two feminine feet indicate the area's borders, as the rest of the figure rises all the way to the cave's ceiling, which is held in place by the statue's hands.

Burroughs is lying on the floor a couple of feet from the chasm, and on her hands, gripped firmly, is the artifact she was sent by Mansol to find.

The last moments have been like an illusion, for nowhere in Eluan is there such a sight. The exquisite statue of a maiden holding the cave dwarfs any on the surface, and the level of detail beats the work of any master sculptor of renown. Who were the people that built this? And what happened to them? Did they die off because of time, or were they victims of a malevolent pestilence? Or worse, prey to another people or creatures? The notion of the scale of power required to annihilate the Labyrinth's builders confounds the mind...

Because of the scale of the grandeur and mystery of the scenery, all PCs must succeed on a DC 24 Wisdom saving throw or become frightened for two minutes. Soon after that, a loud wail emanates from inside the chasm, followed by a tremor.

After the disturbance, the howling of apparitions explodes in the entirety of the square as hundreds of them manifest on the boundaries. Howbeit, they are different from the others guarding the Labyrinth, these belong to the adventurers and intruders that ventured into the Labyrinth and fell to its traps and creatures throughout the years.



They have no eyes; their sockets are hollow as the deepest cavern. Suddenly, and without warning, the deafening howling stops as if the beasts had been commanded into silence like a whipped animal. A group of them make way for a vast shape ambling towards you. Eacstep resounding like a huge tree collapsing in a forest.

Development. The shape is the **Beast of the Labyrinth** (the Devourer), created by the builders as the ultimate safeguard against intruders. It is a beast with no other purpose than to fulfill its aim, although it does take pleasure in the numerous opponents it has defeated throughout the ages, and feeds off their trapped souls. The creature will summon three **apparitions**, teleport behind the party's highest-level spellcaster, and attack.

The Beast of the Labyrinth is linked to the field that seals the chasm from the Labyrinth. When it is reduced to 0 hp, the Beast will take the shield's 70 hp and give one final grand attack.

Burroughs. The scion is dead, and cannot be resurrected inside the Labyrinth because of how magic works there.

Treasure. *The Aludel of Tesebus*, a bronze wicker net and the *Morning Star of Myrim*, a +2 weapon that has heals 5d4 hp once a day.

Ending. When the combat ends, the force field disappears, all lights inside the Labyrinth will cease to function, and the apparitions will vanish, generating a sepulchral silence, which will be interrupted by the guardian's footsteps as a cloaked shape approaches the chasm. The magical field and the Beast were an advanced defense designed to be the first and the last of the Labyrinth's barriers. When the Labyrinth was finished, Andromede realized that for the chasm to be securely closed-off, they needed to use something from beyond the chasm.

And so, one last excursion was made, which included the medusa, who returned with the beating heart of a beast, which she used in creating the Beast of the Labyrinth and the field. By annihilating the Beast, the PCs destroyed the field and made the Labyrinth obsolete.

The Guardian will take out a bronze wicker net the size of a fist and show it to the party.

"You have destroyed that which could not be defeated, and now, the horror will spread, and time will end as we are all engulfed by dreams."

The cloaked figure utters those words and then points at some of your belongings. You look with fright, and you notice that something is off; the magic that flowed through them is fading. The shape then pretends it is caressing an unexisting mane, and by instinct, you stretch out your hands to grasp yours and discover that it's gray or falling. Finally, the creature holds out its two fingers and, exerting an invisible pressure, closes your eyelids, and you see...

The Guardian will grant the party visions of the great terrors beyond the chasm: shadows of all shapes and sizes, and proceed to explain that it must be closed again or that all life as it is known would be over. The Guardian will then give the bronze wicker net to them and explain that they must descend down the chasm and find a creature from it, and take its heart or a new age of darkness and entropy will devour Eluan.

EPILOGUE

When the exchange between the party and the Guardian ends, the cloaked figure will click its fingers, and a ladder made of silk rope will appear on the chasm's mouth, glowing with magic. The Guardian will then stand next to it.

"You are free to decide. I cannot force you. I do promise that I will stand here and guard the ladder and block anything from exiting the chasm until you return".

Milestone. All surviving players receive an automatic long rest.

WHAT'S NEXT?

What lies inside the chasm? Will the PCs venture inside?

- Is the chasm somehow related to what happened to the Polis of Etruz?
- What is to be done with Burroughs?
- What does the Aludel of Tesebus do?
- Does the Rat King know?



APPENDIX A: NPCs AND MONSTERS

APPARITION SPELLCASTER

Medium undead, Neutral

Armor Class 15 (Mage Armor)
Hit Points 39 (8d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Int +4, Cha +5

Skills Arcana +4, History +5

Damage Resistances Necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities Poison

Condition Immunities Exhaustion, poisoned

Senses Darkvision 60 ft., passive Perception 14

Languages Unknown

Challenge 4 (1,100 XP)

Innate Spellcasting. The apparition's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *detect magic, disguise self, mage armor.*

Spellcasting. The apparition is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its extended spell slots when it finishes a short or long rest. It knows the following warlock spells:

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

1st-3rd level (2 3rd-level slots): *arms of Hadar, dispel magic, dissonant whispers, dominate person, phantasmal force, sending, Tasha's hideous laughter.*

Turn Resistance. The spellcaster has advantage on saving throws against any effect that turns undead.

ACTIONS

Deathly Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 9 (2d6 + 5) necrotic damage.



Apparition
Spellcaster

THE BEAST OF THE LABYRINTH (THE DEVOURER)

Huge monstrosity, neutral

Armor Class 19 (Natural Armor)

Hit Points 194 (15d12+87)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	11 (+0)	8 (-1)

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

Condition Immunities Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands all languages but can't speak

Challenge 14 (11,500 XP)

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

Unusual Nature. The beast doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The beast makes three slam attacks.

Claw. *Melee Attack:* +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 +5) slashing damage plus 14 (3d10) necrotic damage.

Paralyzing Breath (Recharge 5-6). The beast releases a paralyzing gas in a 30-foot cone. Each creature in that area must make a successful DC 18 Constitution saving throw or be paralyzed for 1 minute. A paralyzed creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success.

The Devourer

APPARITION LIFE STEALER

Medium undead, Neutral

Armor Class 13
Hit Points 72 (9d8+30)
Speed 0 ft., Fly 60ft. (Hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Damage Resistances Acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities Poison, necrotic

Condition Immunities Charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses Darkvision 60 ft., passive Perception 12

Languages Unknown

Challenge 5 (1,800 XP)

Incorporeal Movement. The apparition 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 apparition makes two life drain attacks.

Life Drain. Melee Weapon Attack: +6 to hit, range 5 ft., one target. Hit: 18 (4d8 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the end of the combat. The target dies if this effect reduces its hit point maximum to 0.

APPARITION WARRIOR

Medium undead, Neutral

Armor Class 16
Hit Points 50 (6d8+0)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +4

Damage Resistances Bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities Poison, cold, necrotic

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

Senses Darkvision 60 ft., passive Perception 12

Languages None

Challenge 3 (700 XP)

Incorporeal Movement. The apparition 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.

Spectral Armor. The warrior's AC accounts for its spectral armor and shield.

ACTIONS

Multiattack. The warrior makes two attacks with its spectral weapon.

Spectral Weapon. Ranged Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) force damage.

THE DEVOURER'S SHADOW

Huge monstrosity, neutral

Armor Class 16 (Natural Armor)
Hit Points 60 (15d12+10)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	21 (+5)	9 (-1)	11 (+0)	8 (-1)

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

Condition Immunities Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., passive Perception 10

Languages Understands all languages but can't speak

Challenge (N/A)

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

Unusual Nature. The avatar doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The avatar makes two slam attacks.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) slashing damage plus 14 (3d10) necrotic damage.



Adventure Designers

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