



WAX ELEMENTAL:
FLYING

ENEMIES

The wax elementals (see “Wax Elementals” sidebar) appear in advantageous locations to attack the party. The level of the adventure determines the makeup of each wave.

Level 4. At 4th level, the wave 1 enemies are:

- 1 **Pontiff Poco*** (CR 3; in a protective sphere and takes no actions)
- 2 wax elemental **animated armors** (CR 1)
- 4 wax elemental **magma mephits** (CR ½)

Level 9. At 9th level, the wave 1 enemies are:

- 1 **Pontiff Preceptor*** (CR 7; in a protective sphere and takes no actions)
- 4 wax elemental **knights** (CR 3)
- 3 wax elemental **gargoyles** (CR 2)

Level 14. At 14th level, the wave 1 enemies are:

- 1 **Pontiff Candela*** (CR 13; in a protective sphere and takes no actions)
- 1 wax elemental **stone golem** (CR 10)
- 2 wax elemental **shield guardians** (CR 7; ignore Bound and Spell Storing traits)
- 2 wax elemental **shambling mounds** (CR 5)

WAX ELEMENTALS

The Pontiff used special wax to create magical elementals spread throughout the cathedral and disguised as statues. When a wax elemental is referenced in the adventure text, it uses the statistics of the referenced monster with the following modifications:

- It is an elemental.
- It is **immune** to the charmed, exhaustion, frightened, paralyzed, petrified, and poisoned conditions as well as poison damage.
- It is **immune** to any spell or effect that would alter its form.
- It has **advantage** on saving throws against spells and other magical effects.
- Its weapon attacks are magical.
- Whenever the construct is subjected to fire damage, its weapon attacks deal **Vdam** additional fire damage on a hit until the end of its next turn.
- Whenever the construct is subjected to cold damage, its speed is halved and it can't take reactions until the start of its next turn.

APPENDIX C - CREATURES

WAX ELEMENTALS

A demiplane bridging the Material Plane and Elemental Chaos, the Plane of Wax is called home by a curious array of lipid-based creatures. It is said that every living creature of the Material Plane has a waxen analogue, a doppelgänger with an eerily-fixed smile and glossy skin. Referred to as waxkin, these elementals can draw on the thoughts and memories of their material analogue, though without the same moral and ethical restraints.

PONTIFF

The Pontiff began life as an ancient elemental bound to the service of the Empyrean Solar. Upon being infused with divine energy, this elemental's new-found sentience focused on the tenet to which it had been exposed for centuries: enlightening others. As is the case with creatures from the Plane of Wax, the creature took this as a literal instruction detached from moral and ethical restraints, and melted the congregation, adding their fat to its own body.



PONTIFF POCO

Large elemental (shapechanger), lawful neutral

Armour Class 12 (natural armour)

Hit Points 75 (10d10 + 20)

Speed 30 ft.

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

Saving Throws Con +4, Cha +5

Skills Deception +7, Religion +3

Damage Immunities poison

Condition Immunities blinded, frightened, poisoned

Senses blindsight 120 ft., passive Perception 11

Languages Celestial, Common, Ignan

Challenge 3 (700 XP) **Proficiency Bonus** +2

Heated Body. A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes 2 (1d4) fire damage. If the Pontiff takes fire damage, this trait deals 5 (2d4) fire damage until the end of its next turn instead.

Heated Weapons. When the Pontiff hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal 7 (2d6) extra fire damage until the end of its next turn instead.

Illumination. The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

Legendary Resistance (1/Day). If the Pontiff fails a saving throw, it can choose to succeed instead.

Regeneration. The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Stained Glass Armour (Recharges after a Short or Long Rest). If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **75** hit points, its Thurible recharges, it regains any expended use of Legendary Resistance, and, for the next **hour**, it can use its Mythic Actions alongside its Legendary Actions. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. Award a party 1,100 XP (1,800 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

ACTIONS

Burning Crosier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Thurible (Recharge 6). The Pontiff lights the incense in its thurible and a **15-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 12 Constitution saving throw**, taking 5 (2d4) poison damage and becoming **poisoned for 1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes 2 (1d4) poison damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

LEGENDARY ACTIONS

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

Pack Thurible. The Pontiff rolls to recharge its Thurible.

Tactical Retreat. The Pontiff takes the Disengage action and moves up to half its speed. This movement cannot be toward an enemy.

Wax Splash (Costs 2 Actions). The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 12 Dexterity saving throw** or become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 12 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

Shard Spray (Costs 2 Actions). The Pontiff releases a blast of glass shards in a **20-foot cone**. Each creature in that area must make a **DC 12 Dexterity saving throw**, taking 9 (2d8) slashing damage on a failed save or half as much damage on a successful one.

PONTIFF PRECEPTOR

Large elemental (shapechanger), lawful neutral

Armour Class 13 (natural armour)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	14 (+2)	12 (+1)	20 (+5)

Saving Throws Con +7, Cha +8

Skills Deception +11, Religion +5

Damage Immunities poison

Condition Immunities blinded, frightened, poisoned

Senses blindsight 120 ft., passive Perception 11

Languages Celestial, Common, Ignan

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Heated Body. A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes 4 (1d8) fire damage. If the Pontiff takes fire damage, this trait deals 9 (2d8) fire damage until the end of its next turn instead.

Heated Weapons. When the Pontiff hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal 10 (3d6) extra fire damage until the end of its next turn instead.

Illumination. The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

Legendary Resistance (1/Day). If the Pontiff fails a saving throw, it can choose to succeed instead.

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

Regeneration. The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Stained Glass Armour (Recharges after a Short or Long Rest). If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **114** hit points, its Thurible recharges, it regains any expended use of Legendary Resistance, and, for the next **hour**, it can use its Mythic Actions alongside its Legendary Actions. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. When the Pontiff takes spell damage, the effect of a 3rd-level *color spray* spell instantly bursts from the Pontiff in a **20-foot-radius sphere** centred on the Pontiff. Award a party 2,900 XP (5,800 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

ACTIONS

Multiattack. The Pontiff makes two Burning Crosier attacks.

Burning Crosier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, or 10 (1d10 + 5) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Thurible (Recharge 6). The Pontiff lights the incense in its thurible and a **15-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 15 Constitution saving throw**, taking 14 (4d6) poison damage and becoming **poisoned** for **1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes 3 (1d6) poison damage at the start of each of its turns, and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

LEGENDARY ACTIONS

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

Pack Thurible. The Pontiff rolls to recharge its Thurible.

Tactical Retreat. The Pontiff takes the Disengage action and moves up to half its speed. This movement cannot be toward an enemy.

Wax Splash (Costs 2 Actions). The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 15 Dexterity saving throw** or take 7 (2d6) fire damage and become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 15 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

Shard Spray (Costs 2 Actions). The Pontiff releases a blast of glass shards in a **30-foot cone**. Each creature in that area must make a **DC 15 Dexterity saving throw**, taking 13 (3d8) slashing damage on a failed save or half as much damage on a successful one.

PONTIFF CANDELA

Large elemental (shapechanger), lawful neutral

Armour Class 14 (natural armour)

Hit Points 168 (16d10 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Con +10, Cha +12

Skills Deception +17, Religion +8

Damage Immunities poison

Condition Immunities blinded, frightened, poisoned

Senses blindsight 120 ft., passive Perception 12

Languages Celestial, Common, Ignan

Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Heated Body. A creature that touches the Pontiff or hits it with a melee attack while within **5 feet** of it takes **5 (1d10)** fire damage. If the Pontiff takes fire damage, this trait deals **11 (2d10)** fire damage until the end of its next turn instead.

Heated Weapons. When the Pontiff hits with a metal melee weapon, it deals an extra **7 (2d6)** fire damage (included in the attack). If the Pontiff takes fire damage, its attacks deal **21 (6d6)** extra fire damage until the end of its next turn instead.

Illumination. The Pontiff sheds bright light in a **20-foot radius** and dim light for an additional 20 feet.

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

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

Regeneration. The Pontiff regains **10** hit points at the start of its turn. If the Pontiff takes cold or thunder damage, this trait doesn't function at the start of the Pontiff's next turn. The Pontiff dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

Stained Glass Armour (Recharges after a Short or Long Rest). If the Pontiff would be reduced to 0 hit points, its current hit point total instead resets to **168** hit points, its Thurible recharges, it regains **1** expended use of Legendary Resistance, and, for the next **hour**, it can use the options in the "Mythic Actions" section. In addition, the Pontiff emits a blast of energy that shatters the stained glass windows of its lair and draws the shards into its wax body to form a protective armour. When the Pontiff takes damage from a spell, the effect of a 5th-level *color spray* spell instantly bursts in a **20-foot-radius sphere** centred on the Pontiff. Award a party 10,000 XP (20,000 XP total) for defeating the Pontiff after it uses Stained Glass Armour.

ACTIONS

Multiattack. The Pontiff makes two burning Crosier attacks.

Burning Crosier. *Melee Weapon Attack:* **+11** to hit, reach 5 ft., one target. *Hit:* **15 (2d8 + 6)** bludgeoning damage, or **17 (2d10 + 6)** bludgeoning damage if used with two hands to make a melee attack, plus **7 (2d6)** fire damage.

Thurible (Recharge 5-6). The Pontiff lights the incense in its thurible and a **20-foot-radius sphere** of poisonous orange smoke pours out, centred on the Pontiff. The smoke lightly obscures its area, spreads around corners, and moves with the Pontiff. It lasts for **1 minute** or until strong wind disperses it, ending the effect.

When a creature enters the area for the first time on its turn or starts its turn there, it must make a **DC 18 Constitution saving throw**, taking **18 (4d8)** poison damage and becoming **poisoned** for **1 minute** on a failed save, or half as much damage and not becoming poisoned on a successful one. A creature poisoned by the smoke takes **7 (2d6)** poison damage at the start of each of its turns and can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature can avoid the effects of the smoke if it holds its breath while in the area or doesn't need to breathe.

LEGENDARY ACTIONS

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

Pack Thurible. The Pontiff rolls to recharge its Thurible.

Tactical Retreat. The Pontiff takes the Disengage action and moves up to half its speed.

Wax Splash (Costs 2 Actions). The Pontiff splashes hot wax at a creature within **10 feet** of it. The target must succeed on a **DC 18 Dexterity saving throw** or take **7 (2d6)** fire damage and become **restrained** in the hardened wax. A creature can take an action to attempt a **DC 18 Strength** check, freeing itself or another creature within its reach and ending the restrained condition on a success.

MYTHIC ACTIONS

If the Pontiff's Stained Glass Armour trait has activated in the last hour, it can use the option below as a legendary action.

Shard Spray (Costs 2 Actions). The Pontiff releases a blast of glass shards in a **40-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**, taking **18 (4d8)** slashing damage on a failed save or half as much damage on a successful one.