

THE DM TOOL CHEST

# LEGACY OF THE MAD MARTYR



AN UNDERWATER TOMB HOLDS THE SECRET OF  
AN ANCIENT MARTYR AND THE KEY TO ENDING A CONSPIRACY



# LEGACY OF THE MAD MARTYR

**L**egacy of the Mad Martyr is a Fifth Edition adventure intended for **three to five characters of 10th to 12th level** and optimized for **four characters with an average party level (APL) of 11**. A young priestess has stumbled onto a conspiracy and is on the run from assassins sent by the Elder Keeper of her holy order. Can she track down the long-lost tomb of an ancient martyr and learn the truth she needs to expose the Elder Keeper as a fraud?

This adventure takes place in the Freelands campaign setting but fits into any existing campaign with only a few modifications and name changes.

## RUNNING THIS ADVENTURE

The 5th Edition core rulebooks are recommended to run this adventure. A free copy of the 5th edition System Reference Document (SRD) and basic rule set can be found online and can be used in place of the core books.

*Boxed descriptions like this are meant to be read aloud or paraphrased for the players. These suggested prompts may be used or disregarded at the GM's discretion.*

In this adventure are references that point to information presented outside this module. Magic items, spells,

and equipment are *italicized*, and their descriptions are located in the core rulebooks or the 5th edition SRD.

Bolded NPC and creature names are **bolded** when referenced for combat purposes. Their stat blocks are located in the core 5th edition monster guidebook, the 5th edition SRD, or presented in an attached Appendix.

## BACKGROUND

The Divine Preservers is a holy order who have dedicated themselves to the god of knowledge. Their purpose is to gather and preserve knowledge, building libraries worldwide to enlighten all who come through their doors. Tyrants have always attempted to suppress the education of the masses to control them, and the Preservers ensured that this knowledge would not be lost.

While many see the Preservers as little more than glorified librarians, the holy order is widely respected for its mission of providing schools and knowledge for all. Recently, however, something has changed. Armed guards now stand at the libraries, denying entry to those who cannot pay a fee. The schools are being shut down, and the teachers are starting to tutor exclusively to wealthy merchants and noble families. The once shining order has become stained in the eyes of the common folk as the librarians have turned into a military order bent on

protecting the knowledge from those it once gave to freely.

This change came at the directive of the Elder Keeper Kaus Phaedrus, who was appointed as head of the order by the last Elder Keeper, Luthari Plotonius, on his deathbed. Kaus emerged from obscurity a few years ago after discovering he was a descendant of Octavianus the Radiant, a holy martyr of the order also known as the Mad Martyr. Octavianus sacrificed himself in a spell cast to protect the first temple from being lost to those who would destroy its knowledge. As Elder Keeper, Kaus declared a new path forward for the Preservers to better protect and preserve their divine knowledge. Unbeknownst to all, Kaus is not a true descendant of the martyr, and he manipulated the former Elder Keeper to appoint him to the position while slowly poisoning him to death. He is a con man who rose to the highest ranks using magic and murder.

While some in the order question the aggressive direction they are headed, many feel the changes were necessary and enjoy the benefits of the influx of gold. However, Junior Keeper Malory Moonrun was not convinced and suspected the new Elder Keeper was a fraud. After catching Malory stealing a holy tome from Kaus's private library, he planted the poison he used in her belongings and accused her of murdering Luthari Plotonius. Malory is now on the run, using the knowledge she's gleaned from the book to find the Mad Martyr's tomb in hopes something within be used to expose Kaus as a charlatan.



MALLORY MOONRUN

## ADVENTURE SUMMARY

The characters find the cleric Malory Moonrun being set upon by assassins. After rescuing her and learning of her quest, she begs the party to escort her to the holy tomb she believes is hidden in an underwater cavern. After battling through the sea creatures and other denizens of the depths living in the sea cave, the party finds the hidden entrance to the long-lost tomb. After making their way past the traps and puzzles, they discover the resting place is a prison for a construct housing the soul of the Mad Martyr and learn the truth of his legacy. With undeniable evidence that Kaus is a fraud, they return to confront the con man and restore the order to its sacred path.

## ADVENTURE HOOK

Mallory Moonrun (see "Mallory Moonrun" sidebar, page 4) has been chased by the Elder Keeper's soldiers for the past week, barely escaping as she continues to work towards Beverpar Bay. She believes the Mad Martyr's tomb is hidden in an underwater sea cave off the coast. Unfortunately, her luck has run out, and she now finds herself surrounded and crying out for help.

To kick off the adventure, read aloud or paraphrase the following:

*The sky is clear on a beautiful sun-filled day as the journey continues through the countryside. Birds are singing, and a cool breeze blows when the peace is shattered by a scream of terror just ahead. A glance reveals a brown-robed priest surrounded by a trio of uniformed soldiers. She is frantically tugging at a satchel clutched in a soldier's gauntleted fist, her face flush with anger. "Let go! He's a fraud, and I will prove it!" she cries as the leather rips open, spilling its contents and the surprised priestess onto the dirt road. "Murderer! Your heresy will not go unpunished!" the soldier spits back as he lifts his spear.*

**Encounter: Thug Knights.** Surrounding the priest are three human soldiers (**gladiators**) wearing white tunics emblazoned with the open book and quill crest of the Divine Preservers. The Elder Keeper ordered the soldiers to kill the "heretic" and return with the stolen tome. If taken captive, they repeat the story that Malory is a heretic who betrayed the order, murdered the former Elder Keeper, and stole a sacred tome. Mallory interjects if the characters attempt to kill them, claiming they're not evil and just ignorant of the truth. Any knights that escape swear to get vengeance and leave to return with reinforcements.

## MALLORY MOONRUN

Mallory Moonrun (LG half-elf **priest**) wears large, thick-rimmed glasses that give her an owl-like appearance. She is meticulously clean and constantly worrying about the safety of her books. The ordinarily shy young woman prefers the company of bookshelves more than other people, and her current predicament has driven her out of her shell and into the world outside her library.

The awkward priest is nervous but determined in her quest, believing it to be a divine mission for the truth. She is hesitant when faced with challenging tasks but always rises to the occasion. Mallory is motivated to discover the truth behind the Elder Keeper's past and restore the order to its sacred duty.

## THE QUEST BEGINS

Once the knights are defeated, Mallory explains why she was attacked (as detailed in the Background) and asks if they would join her on her quest. She points to a passage in the tome that supports her theory that the tomb is hidden in the Beverpar Bay that reads, "Beneath the waves and Beverly's watchful gaze lies the Radiant's final reflection." A successful DC 13 Intelligence (History) check recalls that the village of Beverpar was once known as Beverly's Park when Octavianus the Radiant was alive.

Mallory promises the order would be in the party's debt for their assistance, particularly pleading with any characters with religious affiliations. She is hesitant but willing to promise payment for their help if they indicate the need for a reward—although she cannot specify a sum and is adamant any holy relics in the tomb belong to the order.

## BEVERPAR BAY

This small bay on the Breakwater Coast is barely large enough to support its single fishing village but boasts stunning sea cliffs that provide a beautiful view of the coast and Sapphire Sea. A small chapel at the top of the cliffs dedicated to the god of the sea is a popular destination wedding venue that provides some extra income for the temple. Anyone visiting the altar feels a sense of inner peace and gains advantage on Performance ability checks for 24 hours. Anyone granted the effect must wait a year to be given another blessing.

The fishing village is modest, with a single simple tavern and attached inn available for travelers and little else outside the heavy fishy smell permeating everything. Characters who spend time talking to the locals can learn of a series of underwater caves not too far offshore. It's a tradition that local men sometimes dive there to retrieve the occasional pearl for their sweethearts. The caves are said to contain a variety of dangerous creatures, and some divers never return to the surface. A local fishing vessel can take the characters to the

sea cave diving spot for 1 gp each. Mallory has a *potion of underwater breathing*, but the characters must determine their way of getting to the underwater cave.

## SEA CAVE

Just shy of one hundred feet below Beverpar Bay is a sea cave home to a small tribe of merrow and their pet sharks. The tomb of Octavianus the Radiant has been hidden in this cave for centuries, protected by the ocean's wrath behind a divine field of magic. The entrance to the cave lies just beyond an oyster bed that locals take daring attempts to harvest, occasionally becoming shark food if they come too close.

The tomb is a prison for a construct that houses the soul of the Mad Martyr. The scripture scrubbed the truth of his story in that he sacrificed himself to become an eternal guardian for his temple but went mad from being trapped inside the machine over time. The order imprisoned him in the tomb and left him there until they could determine a way to free the soul trapped within. The Divine Preservers failed, and the truth was forgotten as those who knew passed away.

## GENERAL FEATURES

These general features are prominent throughout the sea cave unless otherwise noted in the area descriptions.

**Ceilings, Floors, and Walls.** The rocky underwater sea cave is covered in coral and various plants. The remains of the destroyed temple that once stood within the cave lay scattered about the ground. The magically protected portion of the cave is dry and built from smooth stone blocks and pillars.

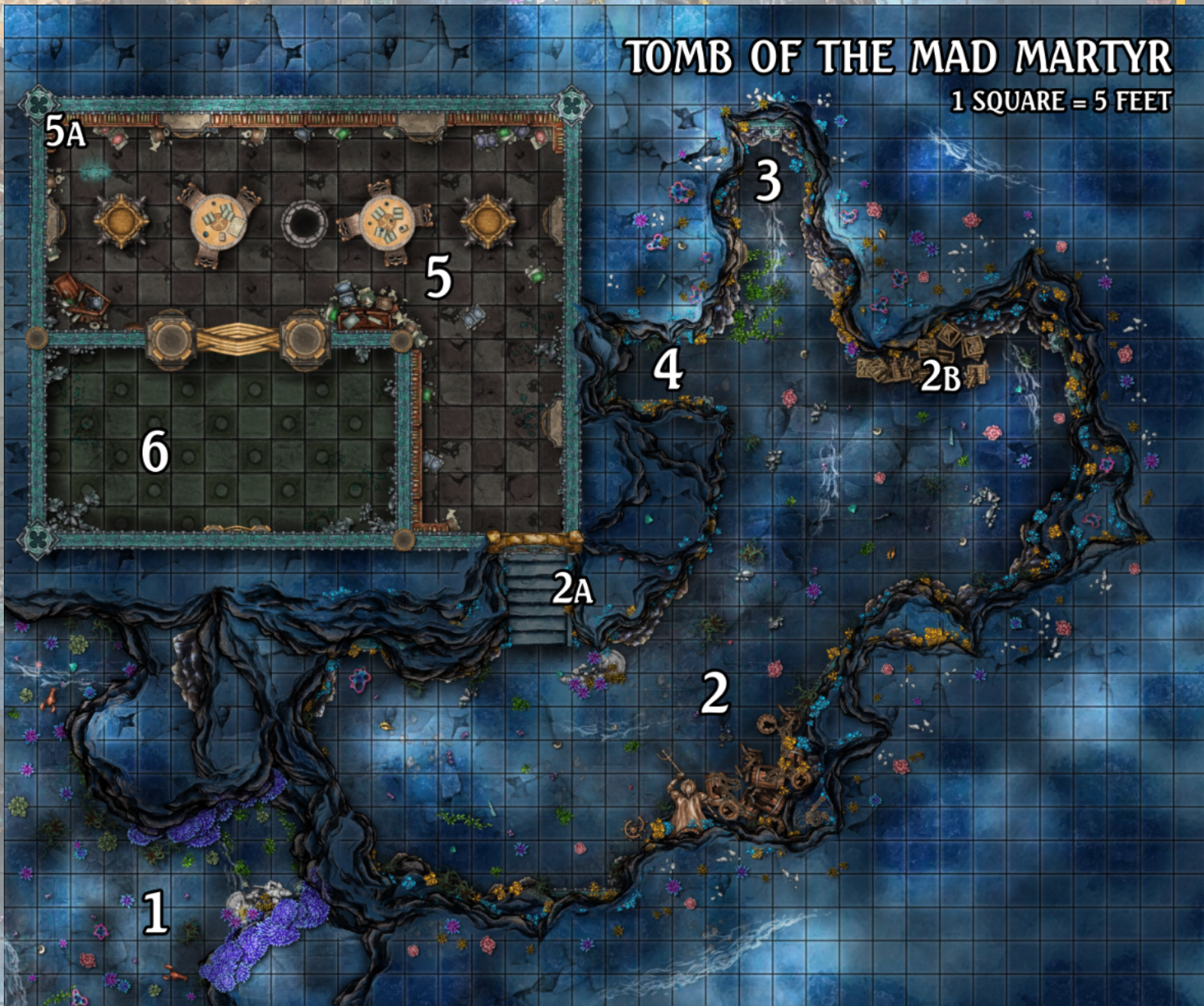
**Lights.** Phosphorescent plants growing in the caves provide dim light throughout the entire location. There are no light sources in the magically protected portion, and the descriptions provided assume the characters have a light source or assisted vision.

**Climate.** The underwater portion of the cave is under the effects of extreme cold weather due to the depths. A creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do those wearing cold weather gear or naturally adapted to cold climates.

**Divine Bubble.** Part of the temple and tomb are protected by a divine bubble that mimics a permanent private sanctum spell with all attributes activated and a wall of force spell that blocks physical movement. The area is marked on the accompanying map and encompasses areas 5 and 6, preventing them from being flooded and completely collapsing. This bubble was

# TOMB OF THE MAD MARTYR

1 SQUARE = 5 FEET



designed to protect against any who would free the construct imprisoned within the tomb. The bubble can be bypassed using the owl statue found in area 3 or destroyed with a wish or disintegrate spell. If destroyed, areas 5 and 6 flood with seawater.

## KEYED LOCATIONS

The following descriptions correspond to the keyed locations on the provided map of the sea cave.

### 1. ENTRANCE

*After passing a thick oyster bed, you will find a shallow coral cave filled with colorful plant life and waving sea fronds. It ends abruptly after just twenty feet at a rough rock wall. Broken fragments of stone pillars and a shattered statue peak through the sandy seabed.*

A successful DC 15 Wisdom (Perception) check reveals the wall at the back of the cave is an illusion (see “General Features” section) and can be swum right through. A casual search of the area uncovers a fallen stone pillar lying nearby on the ground etched with the book and quill crest of the Divine Preservers.

**Treasure.** For every 10 minutes the characters spend harvesting oysters, there is a 25 percent chance they find one that contains a pearl worth 100 gp. Only three pearls can be found in the bed currently, and one has a 5 percent chance of being a black pearl worth 500 gp.

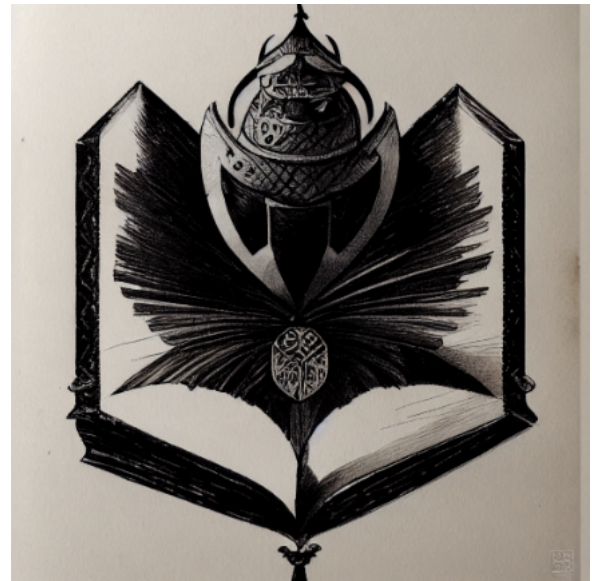
### 2. MAIN CAVERN

A group of merrow and their pets lived in this 40-foot-high cavern and made it their home. While passing fishing vessels are attacked and the occasional diver who slips past the cave wall illusion, the villagers are generally left alone.

*The water temperature drastically drops as you enter a cavern with softly glowing plant life gently waving in a slight current. Bits of shipwrecks are pushed together and decorate the walls. Suddenly the shadows move and form into a group of large, harpoon-wielding humanoids with slick skin and a grinning shark that looks right at you.*

The casual search of the cave reveals broken pillars and other indications that this used to be a temple. Mallory points to specific architectural features and symbols that confirm this was once dedicated to her god.

**Encounter: Home Invaders.** There are four **merrow** and a **giant shark** in this cavern. They fight to the death to defend their territory. If captured and interrogated, the merrow knows little about the temple other than they haven’t been able to bypass the enchanted door (area 2a) and have been content to leave it be as they mostly want to be left alone. A successful DC 15



CREST OF THE DIVINE PRESERVERS

Charisma (Persuasion) check can convince them to reveal the location of the hidden trunk (area 2b), but they keep quiet about the poison trap.

**Treasure.** A search of the main chamber and a successful DC 15 Intelligence (Investigation) check uncovers an adamantine figurine (500 gp) of a robed and hooded figure holding an open book in a three-fingered and clawed hand. Mallory requests that the figurine is returned to her temple as an artifact of her faith.

### 2A. ENCHANTED DOORS

*A set of rough stone steps can be seen faintly through the coral along the cave floor. They lead to an intricately carved set of doors, surrounded by but mostly untouched by softly glowing plants. Elaborate carvings of priests are embossed on each side of the doorway, one holding a set of artifice tools while the other has an open book. Runes and divine symbols are etched along the outer edges, and a large golden owl’s head peers from the center.*

These doors are part of the enchantment that protects the temple and tomb from flooding (see “General Features” section). The door is locked with an *arcane lock* spell and can be opened using thieves’ tools with a successful DC 25 Dexterity check. A *dispel magic* (DC 20) successfully cast on the door removes the *arcane lock*, but not the divine bubble. If the doors are opened, the red-glowing divine bubble blocks the way until destroyed, or the owl statue (see area 3) is used to allow passage.

A successful DC 13 Intelligence (Arcana or Religion) check deciphers the runes on the doors as part of a protection ward to shield an area with divine protection similar to a *wall of force* spell. If the check succeeds by 5 or more, it also determines that a resonance suggests a key exists that allows safe passage through the spell. This resonance is due to the owl statue in area 3.

**Trap.** A creature that touches the door while the divine bubble spell is still active must make a DC 15 Wisdom saving throw, taking 18 (4d8) radiant damage on a failed save or half as much damage on a successful save.

## 2B. TRAPPED STOCKPILE

A stockpile of crates and barrels is shoved into this cave section. Each bears a merchant's mark of a growling bear that can be recognized with a successful DC 15 Intelligence (History) check as belonging to a wealthy dwarven merchant named Olyan Bearsdottir in Hopewell Harbor. There are 200 pounds of steel ingots worth 1,000 gp, which the merchant pays half as a reward if the characters manage to return the goods. Attempts to sell the steel while still in the marked crates could result in Olyan learning of the sale and hostilely confronting the characters with backup.

**Trap & Treasure.** Hidden beneath some stones in the corner is an iron lockbox filled with 300 gp that is found with a successful DC 17 Intelligence (Investigation) check. The chest is trapped with a poison needle. When the trap is triggered, the needle extends 3 inches straight from the lock. A creature within range takes 1 piercing damage, and 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be Poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the lock to accommodate the needle. A successful DC 15 Dexterity check using thieves' tools disarms the trap, removing the needle from the lock. Unsuccessfully attempting to pick the lock triggers the trap.

## 3. SIDE CHAPEL

*Fallen pillars and statues lay across the piles of rubble that was once a small altar. The glint of gold flashes from something buried under the rocks. Corded strings of seaweed and driftwood partition off the chamber's far end.*

**Encounter: Sleeping Merrow.** There are two merrow sleeping in the northern part of the room. Any loud noises, such as attempting to move the rubble to get to the gold-chased statue, wakes them. Characters who move stealthily and succeed on a DC 15 Dexterity (Stealth) check can take the merrow by surprise.

**Treasure.** A five-pound marble statue of an owl with gold feathers and studded with sapphires lies buried under the rubble. It survived the collapse without damage and is worth 200 gp. When the owl is near the divine bubble (see "General Features" section), it begins to vibrate and glow. Touching the divine bubble while holding the statue turns the bubble from glowing red to green, allowing living creatures to pass through unharmed for 10 seconds.

## 4. COLLAPSED HALL

*Faded murals peek through the coral and plant life covering the walls of this short tunnel. It ends abruptly at a blank wall of solid smooth stone. Glints of metal embedded in the walls surround a small, empty niche in the wall.*

This hallway was used by the ancient acolytes to quietly move between the areas when others used the library in the main temple (area 5). The empty niche once held the owl statue found in area 3, and it perfectly fits if placed inside, but nothing else happens.

**Murals.** Clearing away the plants to expose enough of the murals on the walls takes 10 minutes of work and creates enough noise to wake and alert the merrow sleeping in the Side Chapel (see area 3). Mallory explains they depict the everyday life of the priests that lived here but is confused at one scene depicting a strange owl-like mechanical creature she's never seen before. A character that succeeds on a DC 17 Intelligence (Religion or History) check recognizes the image as a mechanical construct used by other religions as protectors and guardians. Mallory confesses that she has never heard of the Divine Preservers ever using these guardians in their temples.

**Secret Tunnel.** The secret tunnel leading into the well in area 5 that bypasses the magically locked door (area 2a) can be discovered with a successful DC 17 Intelligence (Investigation) or Wisdom (Perception) check while examining the blank wall. There is a small engraved image of an open book on the wall that clicks when pressed, and water rushes through an unsealed trap door. The stone wall can be broken with an hour of hard labor, but the red-glowing divine protection spell (see "General Features" section) still blocks the path to area 4. The bubble can be bypassed using the owl statue found in area 3.



OWL STATUE KEY

## 5. BROKEN TEMPLE

Unless destroyed, this chamber is protected by the divine bubble (see “General Features” section). If the characters entered this area by the secret tunnel in area 4 or used the owl statue from area 3 to bypass the divine bubble, this area would be dry. Otherwise, if the bubble has been destroyed, the location is flooded with seawater that destroys the books, scrolls, and other paper documents stored here.

If the area is dry when the characters enter this chamber, read aloud the following:

*The walls of this large chamber are covered in dusty bookshelves filled with crumbling tomes and scrolls. A salt-water well sits in the center of two owl-shaped pillars that hold even more dusty documents. A bronze book-shaped doorway sits on the southern wall with three dials and a handle embedded on its front. A stone plaque is carved above the bronze door and etched with the words, “Here lies Octvanias the Radiant. His sacrifice saved us all.” Just beneath the words are a series of runes and sigils.*

This temple was the pride of the Divine Preservers before they had to abandon the location. Hundreds of books on various topics fill the shelves. Mallory is elated at the discovery and runs around the room wide-eyed and exclaiming as she finds books thought to no longer exist. The total value of the library is 5,000 gp, but Mallory insists the books be returned to the order.

**Treasure.** A character searching through the bookshelves for at least 10 minutes who succeeds on a DC 17 Wisdom (Perception) check notices a spellbook tucked under some papers. Tucked inside is a *spell scroll of private sanctum* as a bookmark. The spellbook also includes all the spells that a **mage** has memorized. If the area is flooded, the spellbook and scroll can be found with separate successful DC 20 Intelligence (Investigation) checks to sort through the flotsam and jetsam floating around.

### PUZZLE DOOR

Three spinning dials are set into the door leading to the tomb (area 6). Each dial has letters of the Celestial alphabet etched onto them with the F, T, and P currently showing. A successful DC 15 Intelligence (Religion or Arcana) check recognizes the angel alphabet. If flood waters have not destroyed the documents in the room, a text translation from Celestial to Common can easily be found on the bookshelves.

**Puzzle Solution.** The key phrase is “OWL,” and the handle easily twists to open the door when the dials are appropriately aligned. Once opened, proceed immediately to the Tomb (area 6).

## 5A. ESCAPE SHAFT

If the chamber floods, the water pressure bursts through the weakened ceiling, revealing a tunnel that leads into the ocean above. The unbroken tunnel can also be found with a successful DC 17 Wisdom (Perception) check by the small puddle pooling beneath it from water seeping through the stone. A successful DC 15 Strength (Athletics) check breaks the rock, flooding the chamber with seawater from above.

## 6. TOMB

The door to this cavernous chamber is locked (see “Puzzle Door” section, area 5), and the location is protected by the divine bubble (see “General Features” section) unless it has been destroyed. If the characters destroy the protective bubble before opening the door, this location instantly floods when opened.

Once the characters enter the open the tomb, read aloud the following:

*In the center of this chamber is a massive mechanical owl built of brass and steel. Deeply scarred murals cover the walls, and a steel vault door sits in the center of the southernmost. The metal owl’s eyes suddenly flare with a golden light as its wings snap open to expose razor-sharp feathers.*



BRASS & STEEL MECHANICAL OWL



**Encounter: Octavianus the Martyr.** The Mad Martyr **Octavianus** (see “Octavianus the Radiant” stat block) soul inhabits a mechanical owl golem built to protect the temple from its ancient enemies. He sacrificed himself to be the eternal guardian but eventually went mad over time, resulting in the need to be imprisoned. The order hid the truth behind the martyr’s myth to save his legacy and the Order from embarrassment. The golem fights until it’s destroyed and cries with a human-like voice when damaged. Once the golem is reduced to 0 hit points, it collapses and begins to leak a stream of blood just as a broken machine would leak oil.

**Murals.** The murals on the walls tell the true story of how the temple was under siege by a marauding force when a brave member of the order sacrificed himself and became the mechanical owl to defeat them all. Mallory recognizes the tail as a variation of Octovanius’ legend and scrambles to collect the leaking blood, intent on using it to prove Elder Kaus as a fraud.

**Treasure.** The small vault in the southern wall is unlocked and contains the dust of scrolls that crumbled away due to time. Underneath that dust are twenty gold bars (100 gp each), a sapphire-encrusted silver dagger (400 gp), and a *candle of invocation*. The only surviving book is a journal from the martyr and his decision to use the spell and transfer his soul into the golem. In the last entries, he explicitly states that he does this because he has no children or living relatives. Octavianus was the last of his family to live; in his mind, his greatest sacrifice was that his family name died with him.

## CONCLUSION

With the successful retrieval of Octovanius’s blood from the owl golem, Mallory uses a spell to determine that Elder Kaus is not related to the ancient martyr. Armed with this proof and the journal in the martyr’s words, she returns to the temple to confront the Elder Keeper. If the characters choose to accompany her, they find little resistance from the Order guards. While the accusation initially causes concern, the proof is undeniable, and the con man is quickly imprisoned for murder and deceit. A new Elder Keeper is raised who wishes to bring them back to the old ways, but the damage is already done. A schism forms, and those who still believe Kaus decide to break away from the Divine Preservers, stealing as much as they can before disappearing to form a new sect and plotting to have the fraud released from custody. It’s only a matter of time before tensions rise between the factions, and action must be taken before a holy war begins. But that is an adventure for another day. Ω

## OCTAVANIUS THE RADIANT

Large construct, chaotic neutral

**Armor Class** 18 (natural armor)

**Hit Points** 157 (15d10 + 75)

**Speed** 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

**Saving Throws** Dex +5, Con +10, Cha +8

**Skills** Perception +11, Religion +7

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren’t adamantite

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses blindsight** 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common

**Challenge** 13 (10,000 XP)

**Proficiency Bonus:** +3

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

**Flyby.** The Octavianus doesn’t provoke opportunity attacks when it flies out of an enemy’s reach.

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

### ACTIONS

**Multiattack.** The Octavianus can use its Psychic Blast. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

**Razor Feather.** *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. *Hit:* 7 (2d6) slashing damage.

**Psychic Blast.** Each creature of Octavianus’s choice that is within 120 feet of the Octavianus and aware of it must succeed on a DC 16 Wisdom saving throw or become stunned 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 Octavianus’s Psychic Blast for the next 24 hours.

**Breath Weapons (Recharge 5-6).** Octavianus uses one of the following breath weapons.

**Fire Breath.** Octavianus exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

**Tornado Breath.** Octavianus exhales a blast of air in a 30-foot cone. Each creature in that area must succeed on a DC 18 Strength saving throw. On a failed save, the creature is pushed 60 feet away from Octavianus.

### LEGENDARY ACTIONS

Octavianus 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. Octavianus regains spent legendary actions at the start of its turn.

**Detect.** Octavianus makes a Wisdom (Perception) check.

**Feather Attack.** Octavianus makes a razor feather attack.

**Wing Attack (Costs 2 Actions).** Octavianus beats its wings. Each creature within 10 ft. of Octavianus must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Octavianus can then fly up to half its flying speed.

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