

THE STREETS OF BLUUDKEEP

A 5E SUPPLEMENT FOR HEROES,
VILLAINS, AND MORE



CRITICAL CRAFTING

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CONNOR DEFORD, SEAN WALSH,
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CRAFTING NEW WORLDS, GAMES, AND MORE

THANK YOU FOR JOINING US!

First off, a HUGE thank you from our team for backing us. We appreciate every single one of you and hope you love this product as much as we loved making it.

If you haven't already, please do check out our Discord group, Facebook page, YouTube channel, and website for additional interaction with the team and Critical Crafting community.

MEET OUR TEAM

DILLON OLNEY

Team Lead, Writer, Creative Director, Formatter

Dillon has been playing Dungeons and Dragons for 18 years and is the "forever DM." He runs the Critical Crafting YouTube channel and has written professional third-party 5E content for *The Lost Dragons*, *The Lost Adventures Encounter Compendium*, *Uncharted Lands*, *Into the Greensea*, *Curse of the Usurper*, *Oblieg's Gallery of Grave Goods*, and more!

CAMERON DEFORD

Co-Writer, Marketing Director, Community Manager

Cameron has been playing in the hobby for 4 years and DM'ing for 3 of them. He wrote third-party content freelance for other content creators on Patreon before breaking into the professional third party market with The Lost Adventures Co. You can also find him hosting the Table Talk podcast a spin-off of the Critical Crafting network.

SARAH OLNEY

Product Manager, Editor

Sarah was introduced to the hobby through Dillon, and it has become a fantastic outlet for her mad administrative and editing skills.

CONNOR DEFORD

Additional Writer

Connor has been playing D&D for the past 5 years, and DM'ing for 3 of them. Connor has created various types of homebrew content for his different campaigns - everything from player races and subclasses, magic items and spells, and encounters and maps - and found himself pitching us ideas for various themes. It was only a matter of time before Connor officially joined the team, and the rest is now history!

SEAN WALSH

Additional Writer, Sensitivity and Creative Consultant

Sean has been so amazing at giving us feedback about our content and sharing fun ideas. Sean has provided some incredible ideas of his own that have helped us build our monthly releases, and also takes on some of the writing!

GIL TUCKER

Writing Consultant

Gil is an extremely talented writer and editor currently working for Arcane Minis. Gil has been kind enough to review some of our writing from time to time for balance and wording.

CAITLIN SMITH

Canon Language Consultant

Caitlin is an amazing editor that has worked on projects such as *The Lost Dragons*, *Lost Adventures Encounter Compendium*, *Into the Greensea*, *Uncharted Lands*, and *Curse of the Usurper*. Caitlin has been kind enough to answer some of Dillon's more complicated canon language questions.

THIS MONTH'S ARTISTS

Our product would not be what it is without the AMAZING artists that work with us. This month's artists include:

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For more information about us, our artists, or commissions, please check out our website www.critical-crafting.com And be sure to check out the [Patreon](https://www.patreon.com/criticalcrafting) if you aren't a patreon already!

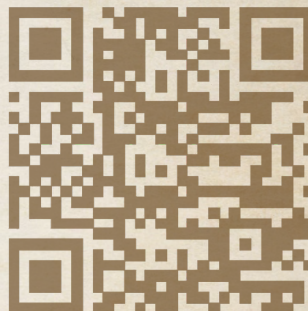
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THE STREETS OF BLUUDKEEP

BLUUDKEEP

Bluudkeep is an ancient, sprawling city built upon the bones of a long forgotten kingdom. Buildings are constructed one on top of the other, with rickety structures reaching to the skies and cramped streets thronging with common folk, soldiers, scholars, and salesmen far below. People from all over the far realms come to this city, which sports an extremely vibrant and diverse populace. The city is a hub of opportunity, but also rife with danger. Thieves and thugs, organized crime, corruption, and urban monsters all call this city home. While many come to Bluudkeep for its glittering promises of opportunity and riches, most find this promise of prosperity to be nothing but a fairytale.

GOVERNMENT

Bluudkeep is the capital city of an empire ruled over by the Rhal-kath house, an ancient family of nobles that has expanded their borders through the centuries. The capital is ruled over by this monarchy with the current queen Mara Rhal-kath controlling the city. Bluudkeep is a bastion of acceptance for people of all walks of life, and magic use is protected against zealots like the Order of the Blank, necromancy of even the darkest sort protected under law, and many activities thought blasphemous, excentric, or even inhumane are either permitted or protected legally in Bluudkeep. In many ways, the city allows for advancement for those willing to put aside moral qualms and act of their own self interest.

ECONOMY

Bluudkeep is positioned as an export city with access to a large ocean to the north, and a slew of rivers leading into and through the city, allowing for transport in all other cardinal directions. Bluudkeep sports all manner of trade, from blacksmiths to magic item dealers, black-market goods, ship builders, and more. If someone pays coin for it, you can guess it passed through this massive city.

CITY LIFE

For those within the city, their lives are determined mostly by their own abilities. While some cities may elevate someone to rule and wealth based on a birthright alone, in Bluudkeep anyone can rise to

"noble" status through work. If you have enough coin in Bluudkeep, you are, in effect, nobility. For many, this potential draws them to the city, but often larger companies, families, or other organizations keep the smaller businesses from growing, or stamp them out completely. Living conditions in the city vary greatly, the wealthy living in opulent mansions and castles, while the poor live in cramped or filthy hovels. Land is the most precious commodity in the city, with buildings and structures erected on every available space. Apart from the royal palace, there is little in the way of open space or green growing things in the smog-choked city.

SILHOUETTE SOCIETY

The Silhouette Society is an organization of thieves, rogues, and rebels. While many lower-ranking members of the society believe it exists only as a criminal organization for personal advancement, the society's mission is actually much more seditious. The society protects and provides resources for those within the city that need to steal to survive, and its true end goal is the destabilization of government within Bluudkeep and the fall of the Rhal-kath monarchy. Most members of the society are completely unaware of this goal, and simply take on what they believe to be common jobs any criminal organization would conduct, stealing a jeweled necklace from a noblewoman, committing arson to send a message to a rival organization, or otherwise commit illegal acts for pay or promotion, but all of these actions serve to bring the society closer to its goal...

THE DOOMGUARD

While much is permitted within Bluudkeep, not everything is considered decent, or legal, and the Rhal-kath royal family may at any time determine something not to their liking is now illegal (usually to benefit their own business interests, or silence rebellious voices). The city is patrolled by the Doomguard, a name adopted by many guards in other cities that have undergone intense magical and physical training, becoming deadly weapons to be wielded by governing bodies. In Bluudkeep, the Doomguard uphold the laws set in place by the Rhal-kath monarchy, putting down insurrection, rooting out spies, and administering justice to thieves and other criminals.

THE BRETHREN

The Brethren are an organization of blood mages practicing in Bluudkeep. It is thought that these mages have ties to the original builders of the city, a civilization of vampires that fell to ruin long ago. Some believe the blood mages are aiding the Rhal-kath family, specifically queen Mara, using dark practices to sustain her as this human woman has not apered to age for nearly five decades. While blood magic is one of the few forms of necromancy illegal in Bluudkeep in many cases a blind eye is turned to its practice, The Doomguard (supposedly incorruptible) refusing to intervene to halt this organizations practices.

HAZARDS

INTOXICATED

Condition

A common condition in the many bars, saloons, taverns, and brothels of any major city, a creature can become intoxicated by imbibing too much alcohol or other substance, or even from the abilities of certain creatures. An intoxicated creature is mentally impaired. The creature suffers disadvantage on all Intelligence and Wisdom-related skill checks, ability checks and saving throws as well as on attack rolls. The creature has advantage on Strength-related skill checks.

If the creature is subjected to the intoxicated condition and is already intoxicated (owed to drinking additional spirits or because of the ability or attack of another creature) it must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. Each time the creature takes damage, and at the end of each of its turns it can make a new saving throw, ending the unconscious condition (but not the intoxicated condition) on a success. The intoxicated condition can be removed by completing a short or long rest.

ACID RAIN

Acidic rain falls in this region, usually covering an area 15 miles in diameter. At the end of each hour a creature spends exposed to the elements in this area it must make a DC 13 Constitution saving throw, taking 1d6 acid damage on a failed save, or half as much damage on a successful one. Objects in the area are also effected, stone slowly eroding away, wood sizzling, and sailing ships slowly developing holes owed to this acidic rain.

TOXIC SMOG

Toxic, cloying smog permeates this region, usually covering an area 30 miles in diameter. The area is heavily obscured. The fog is dissipated via a wind of moderate or greater speed (at least 10 miles per hour) but returns to the area it has been removed from after the wind is no longer present. When a creature first enters an area of this smog, and at the end of each hour a creature spends breathing this toxic smog, it must succeed on a DC 16 Constitution saving throw or have its Constitution score reduced by 1 until it is no longer in the area of the smog, or some form of magic removes the reduction. A creature dies if its Constitution score is reduced to 0.

SEWER STENCH

Sewer Stench is a putrid smell that effects low-class
parts of many cities, and can also be found in stagnant
dungeons or subterranean passages. The stench is a
combination of rot, offal, and other refuse and can
effect areas from 500 feet to 1 mile in diameter, though
some horrid tunnels might be characterized by such a
stench for even greater distances. When a creature first
enters an area of this stench, and at the end of each
hour a creature spends breathing this horrid smell, it
must succeed on a DC 12 Constitution saving throw or
become poisoned until it is no longer in the area of the
stench or some form of magic removes the condition.

FILTH FEVER

Disease

This disease is often carried by rats, birds, and vermin in urban areas dominated by refuse and offal. A creature breathing the air that comes within 10 feet of a creature afflicted with this disease or bitten by a creature that has contracted the disease must succeed on a DC 11 Fortitude saving throw or contract the disease. Symptoms manifest 1d8 hours after infection and include fever, fatigue, aches, and a redness of the eyes. The infected creature's Dexterity and Constitution scores are reduced by 1d4 and it suffers one level of exhaustion. At the end of each long rest, the infected creature must make a DC 13 Constitution saving throw. On a successful save, the creature's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's exhaustion level below 1, the creature recovers from the disease. On a failed save, the creature's Dexterity and Constitution scores are reduced by an additional 1d4 and it gains one level of exhaustion. If this reduction causes the creature's Constitution score to 0, the creature dies. If it reduces the creature's Dexterity score to 0 it is paralyzed until it's Dexterity score is increased.



ENCOUNTERS

These encounters are designed to easily be dropped into any game or to create new mini adventures, sub plots, or even entire new campaigns!

Each encounter provides guidance as to what environment and character level it is best suited for. But some may fit in multiple environments or for just about any character level. Feel free to use the Character Level and Environment sections as suggestions.

Unlike a generic "you encounter 1d6 kobolds" each encounter is filled with character and utilizes the monsters from our latest release (and occasionally references to previous releases).

In these encounters you will find puzzles, traps, intrigue, combat, roleplay, and much more, providing amazing experiences for every style of Game Master and player at the table.

These encounters are great as a filler for when you may have run out of prepared content mid-session or need a springboard for creativity to begin your next adventure.

Encounters also provide roleplaying tips for NPC's as well as loot in areas and other tips for Game Masters to quickly and easily introduce the encounter with as little preparation as possible.



THE STREETS OF BLUUDKEEP

ALMS, LEGS, AND MORE FOR THE POOR?

CHARACTER LEVEL: 4-6

ENVIRONMENT: URBAN

Walking along a normally well-traveled street you hear a pitiful voice issuing from a dark alley. Turning toward the voice, you can see a beggar dressed in rags shaking an old tin back and forth, causing the few coins within it to jingle, "Alms, alms for the poor..." the beggar pleads, lying in the squalid alleyway.

An **alley crawler** disguised as a beggar is attempting to trick one or more of the characters into fall for its trap, luring them closer to the alley where it can swallow them and clamber away.

EXAMINING THE ALLEY CRAWLER

If any of the characters finds the alley crawler suspicious, have them roll a **Wisdom (Insight) check** against the alley crawler's **Charisma (Deception) check** if the alley crawler is telling a lie, or have them roll a **DC 18 Intelligence (Investigation) check**, determining the beggar is a monster in disguise on a success.

If a character succeeds on an Intelligence (Investigation) check to determine the true form of the alley crawler read the following aloud:

Looking more closely at this beggar you notice something off... the draped cloths and blankets around their form reveal multiple hands, and the heavy hood and hat their wear only partially shadow a skeletal face. This is no beggar at all, but a strange, almost insectile creature hiding beneath the sheets, dozens of arms sporting spidery fingers weaving beneath them.

ROLEPLAYING THE ALLEY CRAWLER

If the characters refuse to approach, the alley crawler might use its Compulsive Beg action to try and draw them to it. Otherwise, the alley crawler continues to plead for coin or aid, and it might reveal "wounded" limbs, "blinded" eyes, or other debilities to encourage their compassion.

The alley crawler attempts to ambush prey, swallowing a creature and then scurrying away as quickly as possible, likely climbing up walls and onto roofs at night, or clambering down dark alleys into subterranean passages away from the sun during the day.

Loot

Alley Crawler

200 sp

Trenchcoat (50 gp)

Street urchin's tools (5 gp)

Beggar's tin (1 cp)

CONTINUING THE ADVENTURE

Some Game Masters may wish to continue the events of this encounter into a larger adventure. A few suggestions for continuing the adventure are provided here:

- The alley crawler might escape, and the characters could learn it has been devouring citizens all over the city.
- The characters get reports that an entire family has gone missing, vanishing from the street outside their home. An alley crawler has been tricking the family members into believing it is one of their relatives that it previously devoured, and has successfully eaten the whole of the family.
- The local doomguard wants all the alley crawlers removed from the city, and offers to pay the characters for their aid in removing beggars and alley crawlers alike from the streets... you can never be too careful.



THE GREAT BAKE SALE

CHARACTER LEVEL: 3-4

ENVIRONMENT: URBAN

This encounter begins as the characters enter the shop of Gerdy, a plump and very flustered pâtissier dragon in the throes of a baking catastrophe.

When the characters enter the shop, read the following aloud:

Entering this shop you are surprised to see a tubby little dragon, no larger than a cat scrambling about the room, flapping tiny wings that somehow carry her aloft. The shop is obviously a bakery, with loaves of bread, cakes, and other confectionaries stacked high, a large brick fire oven rests behind a counter and the dragon (and most of the area) is covered in flour. As you enter, the dragon looks at you with sad if not desperate eyes, "Oh, I'm so SO sorry, I can't bake you anything today, I have a massive order to bake and everything has been going wrong, I am so, SO behind! How will I ever prepare everything for the bake sale for the orphanage at this rate... unless..." The dragon looks at you, and you can see her eyes tearing up a bit with tentative hope, "Could you... would you help me? I'd offer you free bread or cakes for life, and a cut of the bakery's profits over the next week, I just can't do this on my own!"

Gerdy, a pâtissier dragon, is attempting to prepare a massive order for the town orphanage's annual bake sale. Gerdy has a multitude of problems that mean the sale will likely not happen, and she is in desperate need of help. Even with her magical abilities, Gerdy can't conjure enough food for the sale.

Gerdy's shop is called "The stuffed Crust".

ROLEPLAYING GERDY

Gerdy is a kind-hearted pâtissier dragon that is constantly seeking to help others no matter the cost to her. She regularly gives away bread to the poor of the community, and commonly keeps her shop open late to serve those who can't make it to her shop during normal hours. Gerdy spends a great deal of time creating elaborate cakes for children's birthdays, and of course, puts on the annual bake

sale for the local orphanage, offering her time and goods for free to raise funds for the little ones.

GERDY'S PROBLEMS

Gerdy has several problems that the characters can help her resolve in order to save the bake sale which takes place in the next 10 hours.

OVEN MISHAP

Gerdy's oven is raging out of control and needs to be brought to an appropriate temperature. Characters can use any method they can think of to reduce the heat. Pulling logs out of the fire, dousing it with water, or otherwise controlling the flames. A creature that touches the fire takes 3 (1d6) fire damage.

A creature can determine the best way to use any method of taming the fire with a successful **DC 13 Wisdom (Survival) or Intelligence check**. On a failure, the creature causes the fire to roar more fiercely or douses it completely.

The fire must be lit and kept at the right temperature for at least 4 hours. Once the fire is reduced to the appropriate temperature, maintaining the temperature requires a successful **DC 7 Wisdom (Survival) or Intelligence (Performance) check** to stoke or douse the flames, as well as adjust any of the bread baking within at the end of each hour.

On a failure, the bread is ruined and the process must be started over again.

MISSING RECIPE

Gerdy cannot find the recipe for her most famous baked good, a cake of epic proportions. If the recipe is found, Gerdy can prepare the cake herself but she doesn't have the time to look for it. A creature can find the recipe by searching the area, finding clues to where the recipe might be. A **DC 12 Intelligence (Investigation) check** reveals a set of tracks in the flour of the bakery leading to a back closet.

Investigating the closet, a creature can find a trail of cookie crumbs leading to a tin with a successful **DC 14 Intelligence (Investigation) check**.

Within the tin is the crumpled recipe, stained with what looks to be jelly filling.

RUINED CONFECTION

This confection is completely ruined, the wrong ingredients in the wrong amounts stirred into it but Gerdy is sure the recipe can be repaired. The characters can place whatever they believe will fix the confection into the mix potentially salvaging it. A **DC 12 Intelligence check** reveals an ingredient (determined by the Game Master) that will fix this confection. The ingredient might be located within Gerdy's spice cabinet, but it could also be a rare herb or other ingredient located elsewhere, sending the characters on a side quest to obtain it in time for the bake sale.

FOOD SHORTAGE

The greatest issue Gerdy has is a shortage of food in general. Characters can help her cook more food or they might find alternative methods of gathering food for the bake sale. Characters can aid in the cooking with a successful **DC 13 Intelligence (Performance) check**, or they can summon food via magic or even steal food from nearby, sneaking into houses or other establishments. Gerdy needs at least 45 lbs. of baked goods to make up for the shortage.

Loot

Characters might wish to steal (or eat) the goods available in Gerdy's shop. In this case the items available for theft are up to the discretion of the Game Master.

CONCLUSION

If the characters solve none of Gerdy's problems:

The bake sale is ruined, and Gerdy (having spent much of her savings and income on putting on the charitable sale) will soon go out of business, the townsfolk complaining she put this sale on as a publicity stunt and then abandoned the orphans.

Gerdy is ruined, she can't offer the characters anything.

If the characters solve one of Gerdy's problems:

The bake sale has some measly products, not enough to do much for the orphanage, but Gerdy at least keeps the good will of the people but her business doesn't fare well.

Gerdy offers the characters free baked goods for life, but can only afford to make them a single loaf of bread per day. She also offers 1 gp of her weekly profits to the characters.

If the characters solve two of Gerdy's problems:

The bake sale seems to go off without a hitch, not much money is made but the orphanage operator seems satisfied, and a few townsfolk thank Gerdy for her service, though most ignore her charity completely.

Gerdy offers the characters free baked goods for life, and can offer them the equivalent of 2 meals worth of baked goods per day. She also offers 10 gp of her weekly profits to the characters.

If the characters solve three of Gerdy's problems:

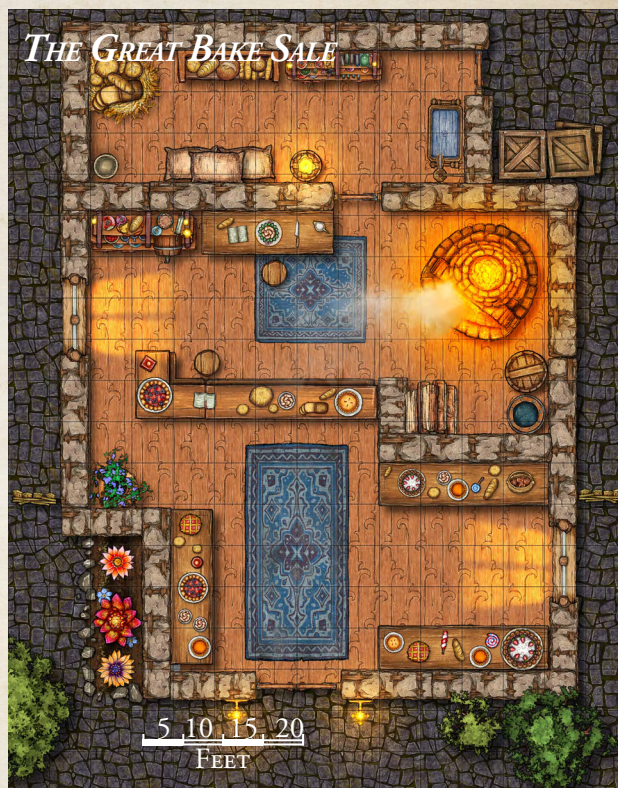
The bake sale is a success, a decent amount is raised for the orphanage, and Gerdy is praised by the townsfolk for her generosity.

Gerdy offers the characters free baked goods for life, and can offer each of them a meal of baked goods per day. She also offers 20 gp of her weekly profits to the characters.

If the characters solve all of Gerdy's problems:

The bake sale is a huge success, a massive amount of funds are raised for the orphanage, and Gerdy receives an influx of orders because of her service to the community potentially requiring the help of the characters yet again.

Gerdy offers the characters free baked goods for life, and can offer each of them three meals of baked goods per day. She also offers 50 gp of her weekly profits to the characters.



THE STREETS OF BLUUDKEEP

SERVICES RENDERED

CHARACTER LEVEL: 3-4

ENVIRONMENT: URBAN

This encounter can be used any time all of the characters are knocked unconscious (especially as the result of damage), and serves as a way to save a party from a total party kill or simply advance the plot when the characters would be captured or slain.

The characters are rescued by either a group of criminals or friendly folk, taking them to a “physician” to patch them up. The encounter begins as the characters awaken in a ramshackle building, one of them being worked on by a back alley surgeon.

At the Game Master’s discretion, the characters might have been kidnapped while they slept (rather than saved when falling unconscious), and taken to Jeffrey “The Butcher” Orville in order for him to harvest limbs or organs from them, the encounter taking an even more sinister twist.

As the encounter begins, have each character roll a d20, the character that rolls the lowest has had a limb determined by the Game Master amputated by the back alley surgeon upon waking. If characters roll the same number, have them reroll until there is a clear loser.

You blink weary eyes open, looking around a dilapidated shack of a building. Your arms and legs appear to be bound to the bunk you are lying on but you can hear people milling about outside, and a few torches shed dim light in this room which appears to be a makeshift healer’s facility. Bunk beds sporting filthy sheets are strewn about, and the rusty red of old blood stains most of the surfaces of this building. Peering around you see a humanoid in filthy robes sporting a plague mask and carrying a large bone saw examining (insert character that lost the d20 contest here). Tilting your head you can see that your companion has completely lost their (insert limb here), a cauterized stump peeking out from under sheets where the limb should be. Several unscrupulous-looking individuals stand around the room, surveying the strange “surgeon”.

The room is an area of dim light.

Here **Jeffrey Orville, a back alley surgeon**, and **5 bandits** are tending to the characters. Jeffrey has just removed one of the limbs of one of the characters in an attempt to save their life after the grievous injury they suffered (or he might have removed the limb for a more sinister purpose).

The characters awaken without any of their equipment, naked, and covered by a scratchy white sheet partially stained in dried blood.

The characters are all bound to the bunks and cots they are lying on, and are restrained. A bound creature can be freed by using its action to make a successful **DC 14 Strength check**. A creature within reach can also use its action to remove the bindings from a creature, unbuckling the bindings as an action, or making a successful **DC 14 Strength check** to tear the bindings away. The bindings can be attacked and destroyed by a creature within reach. The bindings have AC 8, 5 hit points and immunity to bludgeoning, poison, and psychic damage.

The character that has had its limb amputated is still unconscious and can make a **DC 10 Constitution saving throw** at the start of each of their turns, waking on a success.

ROLEPLAYING JEFFREY “THE BUTCHER” ORVILLE

Jeffrey “The Butcher” Orville was once a surgeon of great renown but happened to have a propensity for amputating limbs that could have been salvaged. After his fall from grace, Jeffrey became a back alley surgeon, performing services for anyone that required them for the right amount of coin.

Jeffrey occasionally amputates limbs from patients that do not need an amputation, selling the body parts to local necromancers and mages for experiments. He has also been known to occasionally “accidentally” kill a patient and sell the corpse to local necromancers and pawn their belongings to gravediggers.

Jeffrey is not an evil man, but does what he must to survive.

If asked about the removal of the limb, or at a time of the Game Master's choosing Jeffrey responds:

"The limb had to be removed, it was a ruination you see. Of no use to anyone, please be calm, this is all for the best. I can help you, I can apply a new limb... If you have the coin for it."

If asked about repairing or restoring the limb that is missing in its original form, or at a time of the Game Master's choosing, Jeffrey responds:

"I really would love to reapply your limb, but you see, I already sold it this morning, it was of little use to you or anyone else, I sold it to a necromancer... they can use just about anything!"

OBTAINING A GRAFT

Jeffrey offers to apply a graft of the character's choice to replace the missing limb but charges twice the normal price for the replacement. It is suggested the Game Master select a graft replacement that the characters can't afford, forcing them to seek out additional funds or adventure in order to replace the limb, alternatively, the characters might "hold up" the surgeon, forcing him to apply the limb without pay or for a greatly reduced rate. Characters could also convince Jeffrey to apply the graft with the right amount of persuasion or intimidation.

Characters can convince Jeffrey to reduce the cost of the graft to ½ its usual cost (Jeffrey breaks even) with a successful **DC 19 Charisma (Intimidation or Persuasion) check**.

ROLEPLAYING THE BANDITS

These bandits are all indebted to Jeffrey for patching them up at one time or another, they serve him as nurses and reap the benefits of providing Jeffrey with protection from more dangerous clients.

Loot

10 sp
Glass cutter (25 gp)
Medic's multitool arm, uncommon

Jeffrey "The Butcher" Orville

Plague mask (100 gp)



SHUSH!

CHARACTER LEVEL: 5-7

ENVIRONMENT: URBAN / DUNGEON

This encounter begins as the characters enter a library or other repository of tomes, poems, and knowledge. The characters might be searching this library for an ancient text, information on a monster's weakness, or might be seeking a valuable item hidden within the library's depths. The library is protected by a rather obsessive tome golem that despises sound of any kind. At the Game Master's discretion, the golem might also be dealing with a problem in the library, a cursed book slaying those that open it.

When the characters make a loud noise in the library, or at a time of the Game Master's choosing, read the following aloud:

A hulking form emerges from the rows of books, a creature seemingly made of tomes holding candles aloft. The massive creature glowers at you, holding a finger comprised of a scroll to its "lips" "shhhhhhhhhhh" the creature whispers. Its gaze lingers on you for a time, before it turns and begins patrolling the halls of the library once more.

Once the characters have been shushed, any sound they make might cause the golem to grow furious at their lack of decorum, attacking them or silencing them magically.

ROLEPLAYING THE TOME GOLEM

This particular tome golem is especially sensitive about sound in the library, growing frustrated or enraged by sound within its silent halls.

The golem can speak many languages but always speaks in a whisper.

If the characters are polite or speak to the golem in a whisper, it can easily aid them in finding texts, charts, or other information that they seek within the library, ushering them to the items that they seek.

A GOLEM'S REQUEST

The tome golem is exceedingly disturbed as one of the books in the library appears to have become cursed and is killing those who touch it. If the characters are polite, the golem asks that they investigate the book and attempt to remove the curse upon it, offering a rare tome from the library in exchange for their services.

CURSED BOOK

This cursed book is warded, any creature that opens it before the ward is removed becomes the target of the *power word kill* spell.

When a character examines the book read the following aloud:

This black leather book is tattered and worn. The heavy tome's pages appear waterlogged and an inscription is written on the cover whose title has faded away. The inscription reads "To open the pages of this tome ye need be wise, speak not, sound not, for the tome must be bathed in this in order for the curse upon it to be unwrought"

The tome must be in an environment of complete silence (likely created by a silence spell) in order to be opened and the curse removed. The tome golem can cast such a spell if it becomes aware of the requirement.

The ward on the tome can also be disabled with a successful **DC 19 Intelligence (Arcana) check**, on a failure, the creature attempting to disable the ward becomes the target of the *power word kill* spell.

Loot

Books and scrolls of a number and value determined by the Game Master

Reward from the Tome Golem

Book of ancient knowledge. This book contains four 2nd-level spells determined by the Game Master. (450 gp)

STOP! YOU VIOLATED THE LAW!

CHARACTER LEVEL: 1-20*

ENVIRONMENT: URBAN

*Options are provided for characters levels 1-20, but the encounter is designed to be deadly.

The encounter begins after one of the characters has committed a crime, the doomguard stopping them in the street and demanding they pay for their crimes.

A number of doomguards determined by the average party level arrive at the scene of the crime to confront the characters.

Use the doomguard patrol table to determine the number of guards that arrive.

A doomguard can also be accompanied by regular guards as determined by the table.

DOOMGUARD PATROL

CHARACTER LEVEL	DOOMGAURDS	GUARDS
1st-11th	1	0
12th-16th	2	1
17th-18th	3	2
19th	3	2
20th	4	0

When the encounter begins, read the following aloud:

Exiting the scene of your crime you are surprised to find a guard clad in gleaming armor, accentuated with gold and dressed in midnight blacks and bloody reds stands before you in the street. The guard grimaces at you, holding aloft a hand that glows with a violent red light as they approach. "Stop! You violated the law, pay the crown a fine or be taken in to serve your sentence... criminal scum!" The guard says, the very stones under their feet crackling with energy as they move forward.

The characters have been caught by a doomguard on patrol.

ROLEPLAYING THE DOOMGUARD AND THEIR ALLIES

The doomguard is incorruptible and demands justice. If the characters attempt to flee the scene of the crime the doomguard uses deadly force if they have committed a more heinous crime, or attempts to stop them if at all possible if their crime is of a more petty nature.

Loot

Doomguard (each)
+1 magic longsword, uncommon





RACES

DREGS

They're our own fault, the Dregs. Right in the name, innit? Didn't wanna look at the poor an' unwashed, so we pushed 'em underground. Now look at the mess we made. I've seen one skulkin' about at night, crawlin' up the city walls with the tentacles of one'a those beasts they fish up off the coast. Gods only know what other mutations are walkin' around beneath our feet. If we don't figure somethin' out, it might not be too long before we're the ones living underground.

-Siennica Liveoak, Bluudkeep dock worker

Dregs are a race of Humanoids that are more likely to be found in larger, developed cities rather than smaller, more rural villages. Dregs' appearances are unusual - thanks in part to their unique physical mutations - and as such, they live their lives in the shadows and bowels of civilization, frequently keeping to themselves.

MANGLED MUTATIONS

In cities and other areas of large population density, disposal of vast amounts of refuse often leads to subterranean sewers and aqueducts becoming ripe with fumes, waste, and other noxious substances, some of them magical, or (in regions occupied by the Order of the Blank) arcanhile infused. In many cases, the poor and unwanted of cities find themselves living amidst this squalor. Over time, extended exposure to these toxic conditions can result in physical mutations on these denizens. The most well-

known example of this mutation occurred in the sewers and passages beneath Bluudkeep, a sprawling urban center, the poor souls residing there becoming the first dregs.



THE STREETS OF BLUUDKEEP

LOW SOCIETY

Mimickin love adventure. Some would even say they While dregs are generally treated as the lowliest of the low by those who live on the surface, they tend to form hierarchies of their own inside of their little pockets of civilization. On the surface, it's often the wealthiest who control the most influence. Since the dregs normally have little of value, it's often the most cunning or altruistic of dregs who take positions of power. One common belief amongst dregs is that one shares what they can with another. As such, dregs rarely go to bed hungry or cold.

EMERGENCE

Despite the fact that most dregs live in tight-knit and generally peaceful communities, young dregs often find themselves going stir-crazy - either with curiosity or malcontent. These urges lead to these particularly brave dregs venturing out to the surface world, seeking adventure and new experiences. These dregs are certainly strangers in a strange land, but those that return to their damp, musty colonies are seen as heroes, with all manner of wild tales to tell the dregs who fought the urge and continue living a life out of sight.

DREGS NAMES

Dregs names sometimes take inspiration from the physical manifestation of that particular dregs, and often include guttural syllables. Dregs do not normally use familial names, as they generally see everyone in their community as one communal family.

Male names: Bartok, Calloper, Drung, Frek, Norven, Okk, Smallhead, Threefoot, Yüg

Female names: Belloz, Druz'l, Egglayer, Fronda, Ick, Spindleleg, V'rella, Urgle, Yingling, Zzerg

DREGS TRAITS

As a dregs you have the following racial traits:

(Optional) Adjusted Ability Scores. Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

(Optional) Alignment. Dregs tend toward chaotic or neutral alignments, being more focused on survival than concepts of law, good, or evil. Some dregs are bitter towards those who

drove their ancestors below ground, thoughts of retribution driving them towards evil alignments.

Creature Type. You are a Humanoid. You are also considered a Monstrosity for any prerequisite or effect that requires you to be a Monstrosity.

Age. Dregs mature at the same rate as humans, but due to the typical dreg's living conditions, their lifespan is decreased. On average, dregs live about 60 years.

Size. Dregs vary greatly in form and size, but almost all fall between short and tall human heights. Your size is Medium.

Speed. Your walking speed is 30 feet.

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Filth Dweller. Your race has lived in filth and toxic conditions for generations. You have advantage on saving throws against poison, and you have resistance against poison damage.



Mutation. Thanks to generations of ancestors spent below ground and in putrid and toxic conditions, you have developed several mutations. Choose four mutations, three from the Evolutionary Mutation list and one from the Devolutionary Mutation list. You may choose additional mutations from the Evolutionary Mutation list, but for every Evolutionary Mutation option chosen, you must also choose a mutation from the Devolutionary list. You can have no more than six total mutations from the Evolutionary Mutations list.

EVOLUTIONARY MUTATION

Acid Spit. You can spit acid in a 30-foot line that is 5 feet wide. When you do, each creature in the area of the spit must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th level. After you use your breath weapon, you can't use it again until you complete a short or long rest.

Arm Suckers. Tentacle-like suckers line your arms. You have a climbing speed equal to your walking speed, as well as advantage checks made to grapple a target.

Cannibal. You have developed the ability to regenerate health by eating the flesh of deceased Humanoids. When you eat a Humanoid corpse, you regain hit points equal to your level + your Constitution modifier. You can use this trait a number of times per long rest equal to your proficiency bonus.

Echolocation. You have grossly overdeveloped ears. You have blindsight with a range of 5 feet. You cannot use your blindsight while deafened.

Extra Limb. You have an extra limb and can interact with one additional object on your turn per extra limb (you may take this mutation multiple times).

Gills. You have a set of gills on your neck, face, or chest. You can breathe underwater and you gain a swimming speed equal to your walking speed.

Lagomorphic Legs. You have strong, multi-jointed legs that allow you to spring into the air with ease. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Massive Arm. You can wield a single two-handed weapon with one hand.

Soft-Bodied. You lack bones, and your skeletal structure is formed of flexible cartilage. You can squeeze through a space as narrow as 1 inch wide, provided you are not wearing or carrying anything that cannot fit through the space. You also have advantage on ability checks you make to escape a grapple.

Spiked Barb. You can shoot a spiked barb from your wrist up to 30 feet away. Making a ranged weapon attack. You are proficient with the attack. On a hit, the target takes 1d4 piercing damage and must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, the target is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After you use your spiked barb, you can't use it again until you complete a short or long rest.

Wrist Bones. Your wrists contain retractable, razor-sharp bones that function as natural weapons. As a bonus action, you can extend or retract the bones, taking 1 damage when you extend them. When extended, you can use the bones to make unarmed strikes. When you hit with them, the bones deal 1d6 + your Strength or Dexterity modifier (whichever is higher) piercing damage, instead of the bludgeoning damage normal for an unarmed strike.

DEVOLUTIONARY MUTATION

Asthmatic Lungs. You suffer from debilitating asthma. As such, you are only able to take the Dash or Disengage actions once per short rest each, and the amount of time you can hold your breath is reduced to half.

Arthritic Appendages. Your limbs are horribly crippled with arthritis. You make all Strength and Dexterity-related skill checks with disadvantage.

Atrophied Vocal Cords. Your vocal cords are weak and you have a hard time speaking or making noise. You make all Charisma-related skill checks with disadvantage. In addition, your spell attacks with verbal components are rolled with disadvantage and your spell save DC for spells that require verbal components is decreased by 1.

Clouded Eyes. Your eyes are milky with cataracts. You make Wisdom (Perception) checks with disadvantage and distances beyond 30 ft are considered lightly obscured for you.

Compromised Immune System. Your immune system has been completely ravaged. All saving throws you make to resist contracting a disease are made with disadvantage, and you lose the resistance to poison damage granted by your Filth Dweller trait (but do not lose your advantage on saves to resist poison granted by that trait).

Enlarged Ears. Your larger-than-normal ears are extra sensitive to loud noise, piercing sounds, and other aural maladies. You have vulnerability to thunder damage and disadvantage on saving throws against becoming deafened.

Festering Sores. Your flesh rebels against you, covering you in open sores. When a creature scores a critical hit against you, you take an extra damage die worth of damage of whatever damage type is dealt by the attack. In addition, you have vulnerability to either piercing or slashing damage (the damage type chosen by you).

Hideous Visage. Your face is a horrid wreck. You have disadvantage on Charisma (Persuasion) checks and Charisma (Deception) checks, and your Charisma score reduces by 1 (to a minimum of 1).

Vestigial Legs. You have short, stubby, additional legs. Your base walking speed is reduced by 10 feet.

Vestigial Twin. You have a vestigial twin attached to you, entwined to vital organs. The vestigial twin has an opposing alignment to yours. If you have a lawful alignment, it has a chaotic alignment; if you have a good alignment, it has an evil alignment; if you have a neutral alignment it has a random

alignment that is closest to opposing yours. At the end of each long rest, roll a d100. On the result of a 10 or below, the twin is in control of your body until the next long rest is over.

Languages. You can speak, read, and write Undercommon and one additional language of your choice.





CLASSES/SUBCLASSES

ROGUE ARCHETYPE- TRACEUR

Leaping from rooftops, diving from the highest of ledges, running on walls and other amazing feats are all characteristics of rogues of the traceur archetype. It is not uncommon to see shadowy figures leaping from rooftop to rooftop in major cities, rogues trained in this archetype putting their skills to good use. These rogues are often part of a shadowy community of similarly skilled individuals using their talents to further their cause in many larger cities throughout the realm either to gain power, perform jobs as a part of a thief or assassins guild, or simply gain access to additional contacts and resources. The most infamous of these communities is known as the Silhouette Society one of the most powerful factions in all of the Bluudkeep, ensuring other criminal organizations can operate even with the threat of the Doomgaud looming overhead.

ROOFTOP RUNNER

3rd-level Traceur Feature

You gain almost preternatural speed and reflexes. Your speed increases by 5 feet and you can jump twice as far and as high. In addition, you can make a long jump or a high jump with or without a running start.

You can use your Dexterity or Strength modifier (whichever is higher) when determining how far you can jump.

In addition, you gain proficiency in Dexterity (Acrobatics). If you are already proficient with this skill, you instead gain expertise with it, which means your proficiency bonus is doubled for any ability check or skill check you make with it.

When you reach 9th level, the distance you can jump increases to 3 times as far and as high, when you reach 17th level the distance increases to 4 times as far and as high. This movement is still restricted by your total move speed.

MAGIC LEAP

3rd-level Traceur Feature

You can to cast the *jump* spell a number of times equal to your proficiency modifier, requiring no material components. You regain all uses after you finish a long rest.

LITHE

9th-level Traceur Feature

Your movement has greatly quickened. Your speed increases by an additional 10 feet.

In addition, you gain the ability to move a number of feet along vertical surfaces equal to your Dexterity score if you move at least 10 feet immediately before. At the end of your movement, you can push off the surface, making a second jump equal to half your jumping distance. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after you finish a short or long rest.

BRACE FOR IMPACT

13th-level Traceur Feature

The scraped knees and broken bones as you slammed into the ground from great heights have taught you to master the art of tucking and rolling. When you would suffer bludgeoning damage from a fall, you take half the damage. In addition, if you would land on a space occupied by another creature, you can attempt to transfer the full damage to it. Make a Dexterity (Acrobatics) check against the target's AC, on a success, the target takes the full bludgeoning damage, on a failure, you still take only half the bludgeoning damage from the fall. If you are hidden at the start of your turn and land on a creature or end a jump and attack on the creature, you can deal your sneak attack damage to it, and your sneak attack damage increases by 1d6.

UNTETHERED LEAP

17th-level Traceur Feature

You have become so well attuned to your body that you are no longer tethered by normal limitations. Your movement speed is considered to be doubled when jumping.





FEATS

CAT BURGLAR

You are exceedingly adept at picking locks and breaking into places you aren't supposed to be. You gain the following benefits:

- Your Dexterity, Intelligence, or Wisdom score increases by 1, to a maximum of 20.
- You have a +2 to all Dexterity checks made to pick locks.
- You have advantage on all Wisdom (Perception) and Intelligence (Investigation) checks made to determine if a lock is trapped.
- You can cast the *skeleton key* spell, requiring no material components. Once you have used this feature, you cannot use it again until you finish a long rest.

CONNECTED

You have made friends, *very* influential friends. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- When you find yourself in legal trouble, perhaps as the result of committing a crime, besmirching a noble, or defying a king, your friends can help you, convincing guards to look the other way, spring you from jail, or replace you at the gallows with a rather unfortunate double, negating any sentence your crimes or insurrection might normally carry. Once you have called in such a favor, you cannot do so again for another 1d10 weeks.
- Merchants, shopkeepers, bar owners, and other business owners in a city or settlement of your choice know of your connections and grant you special favors, offering you discounts of 10% on goods and services.

FRIENDS IN LOW PLACES

You have friends in seedy bars, underground associations, and criminal gangs. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.

- You gain proficiency with the Charisma (Deception) skill. If you are already proficient in this skill, you gain expertise with it, which means your proficiency bonus is doubled for any ability check or skill check you make with it.
- Your underworld contacts can get you information, send you supplies, and help you get out of trouble. Once each week at a time of your choosing, your underworld contact provides you with either one piece of information you have requested to know the previous week (sent via a method determined by the Game Master), 10 gp worth of gold or supplies, or sends 1 bandit to attempt to aid you in breaking out of prison, combatting a foe, or otherwise get you out of a tough spot. When you reach level 5, you receive three pieces of information requested instead of one, the value of gold or supplies sent increases to 50 gp, and the associate sent is a bandit captain rather than a bandit.
- You always know where to find an underworld contact no matter where you go, and are usually accepted into dens of thievery, illicit trade, or otherwise illegal activities without issue.

ONE WITH THE CROWD

You can easily blend into a crowd of people and are adept at ducking out of busy bars, and even cramped battlefields. You gain the following benefits:

- Increase your Dexterity or Charisma bonus by 1, to a maximum of 20.
- While you are within 5 feet of at least two creatures you can take the Hide action as a bonus action, moving into, and occupying the same space as one of these creatures.
- You can move through occupied enemy spaces, you still provoke an attack of opportunity when moving through such a space.
- While in a crowded space, such as a bar, marketplace, battlefield, or other area characterized by a large number of creatures

you have advantage on Charisma (Deception) checks made to disguise your identity.

URBAN EXPLORER

You are adept at weaving through crowds, squirming through sewers, clambering through windows, and otherwise navigating tight spaces. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You ignore difficult terrain that is not the result of magic or nature in addition you can squeeze through spaces that are large enough for a creature up to two sizes smaller than you. If you are squeezing through a space that is large enough for a creature one size smaller than you you do not have to spend extra movement to move through the space.
- You can occupy the same space as creatures that are the same size as you or smaller.

URBAN RESILIENCE

You have become accustomed to the squalor of the city, eating tainted meat, drinking polluted water, and breathing acrid air. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have advantage on all saving throws made to resist the poisoned condition and contracting disease.
- You have resistance to poison damage.
- You can eat rotten food and drink polluted water without having to make any kind of check, treating the food and drink as safe for consumption.

DEFICIENCIES

Deficiencies are a new optional gameplay aspect that can help enhance character building.

Deficiencies serve two purposes: they give your player characters more opportunities to gain feats without having to sacrifice a coveted Ability Score Increase, and (more importantly) they help act as a catalyst for roleplaying and fleshing out player characters.

With this variant rule, the trade-off of each deficiency is the option to gain one feat. One deficiency can be selected at levels 1, 4, 8, 12, 16, and 19. You cannot choose a feat that increases an ability score.

Deficiencies can never be used to cancel out something from a feat or racial ability.

- Example 1: If you have a feat that grants you resistance to cold damage, you cannot also select a deficiency that grants you cold vulnerability nor can you use a deficiency that grants cold vulnerability and select a feat that grants cold resistance.
- Example 2: Races with damage resistances (such as fire resistance) cannot select a deficiency that grants fire vulnerability.

DANDY

You have developed a love for finery, snobbish talk, and pomp attitude. You disdain violence and have become rather cowardly. You suffer the following drawbacks:

- Decrease your Charisma score by 1, to a minimum of 1.
- If you are not wearing clothing (not armor) worth at least 100 gp you have disadvantage on all skill checks.
- You have disadvantage on saving throws to resist the frightened condition.

SHELTERED CITY DWELLER

You are accustomed to a life of bustling streets, crowds of people, and towering buildings. You are not comfortable in natural environments and gain the following drawbacks:

- Decrease your Wisdom score by 1, to a minimum of 1.
- You have disadvantage on Wisdom (Survival) and Intelligence (Nature) checks.
- While in natural environments, such as a cavern system, forest, mountain, lake, tundra, or another natural setting you have trouble sleeping without the constant hustle and bustle of the city. Each time you take a long rest roll a d4. On a 1 you gain no benefits from your long rest. On a 2-3, you gain the benefits of a short rest instead of a long rest. On a 4 you rest normally.

URBAN INFIRMITY

You have breathed the polluted air and drank the poisoned water of the city for far too long. You gain the following drawbacks:

- Decrease your Constitution score by 1, to a minimum of 1.
- You have vulnerability to poison damage.
- You have disadvantage on all checks and saving throws made to resist the poisoned condition or contract a disease.



BACKGROUNDS

THE WRONGED

You've been gravely mistreated. You may not know the how or the why, but you certainly know the who. It's only a matter of time before you track them down and exact your revenge. The question is: how far are you willing to take your mission for vengeance?

PROFICIENCIES AND EQUIPMENT

Skill Proficiencies: Charisma (Deception), Wisdom (Survival)

Tool proficiencies: Disguise kit, one musical instrument

Languages: You learn one of the languages of the creature or creatures that wronged you.

Equipment: A dagger, disguise kit, a memento of home (a trinket), a casebook on those who wronged you, a set of traveler's clothes, and a pouch containing 5 gp.

FEATURE - THE FACE THAT WRONGED YOU

You know who it is that ruined you. In any city, you can find the right palms to grease or the correct doors to knock on in order to gather information on your quarry with ease.

TRAGEDY

In an instant, your life was irrevocably changed. The traumatic event that has shaped you clings to you like a second skin, never far from the forefront of your mind. But what was it, exactly, that transformed you into this vessel for vengeance? Choose the tragedy that defines you, or roll one on the Tragedy table.

d6 Tragedy

- | | |
|---|--|
| 1 | Your father took the wrong business opportunity, leaving your family destitute. The one who swindled him lives in the lap of luxury. |
| 2 | Your family was caught in the crossfire of an assassination attempt. You were the only survivor. |
| 3 | Raiders sacked your village and left no survivors. Except for one. |
| 4 | A random act of violence claimed your parents, leaving you orphaned in an alleyway. |
| 5 | The local noble's physician could've saved your lover. He decided they weren't worth his time. |
| 6 | You were framed for a crime you didn't commit. They took everything from you. |

SUGGESTED CHARACTERISTICS

The wronged can be anybody; rich or poor, betrayal and misfortune are not picky. Most of those who have been wronged burn with a fiery vengeance, hold dear what was lost, and keep their eye on the prize at all costs.

d8 Personality Trait

- | | |
|---|---|
| 1 | My scowl lines are really setting in. |
| 2 | Yes, I sleep in my armor. |
| 3 | I fidget with my memento to clear my head. |
| 4 | The only thing I put my faith in is myself. |
| 5 | I have false identities for my false identities. |
| 6 | The ones I'm after have eyes everywhere. |
| 7 | I don't like to talk about what happened, but it was a dark and stormy night... |
| 8 | Let me buy you a drink. We may die tomorrow, after all. |

d6

- 1

d6

- 1

d6

- 7





STAT BLOCKS

ALLEY CRAWLER

Distant relatives to changelings and doppelgangers, alley crawlers are cunning urban hunters that lurk within darkened streets frequently disguising themselves as beggars and drawing in potential prey. In many cities, offering beggars coin or food is outlawed for the protection of the people. One may never know when a wounded man begging in an alley is secretly a monster waiting to pounce.

Cunning Shapechangers. Alley crawlers are able to disguise themselves as Humanoid creatures, clambering down walls and lying in wait in darkened alleys, covering their form in scraps and blankets to aid in their disguise. The creature's will then use their magical abilities to compulse other creatures to approach, or simply beg for food or coins. Once a creature approaches, the alley crawler pounces, grabbing and swallowing the creature. What is more terrifying is the alley crawler's ability to take on the form and memories of creatures it has eaten, allowing it to trick the friends and family of a former victim into thinking it is their lost loved one. Alley crawlers have been known to creep along streets to lurk outside the homes of their victim's families, taking on their forms and begging for help, calling from a dark alley and devouring entire families, one helpful fool at a time.

Urban Menace. Alley crawlers usually make their homes in large cities, places where victims are plentiful and their presence might go unnoticed for a time. The presence of an alley crawler in a city is taken very seriously, as the cunning creatures are capable of reproducing asexually, spreading quickly and killing civilians with ease. City guards, pest control, and elite doomguards are often called to locations where beggars are present, carting a beggar to prison or slaying an alley crawler, either way, the people are protected in the eyes of the law.

I thought it was my Serai, she lay crippled in the alley behind our house, begging for coin. It had been months since she went missing. I could hardly believe my eyes!... and I should not have. Entering that dark alley to hold her in my arms I was instead embraced by dozens of arms, slimy, clinging things... the fingers far too long and groping.... I sketched the creature, after the encounter, after it was no longer wearing the face of my Serai...
-Unknown



-NOT Serai

ALLEY CRAWLER

Large Monstrosity, Typically Neutral Evil

ARMOR CLASS 15

HIT POINTS 159 (29d10)

SPEED 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	10 (+0)	16 (+3)	8 (-1)	16 (+3)

SKILLS Deception +9, Sleight of Hand +11, Stealth +8

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES poisoned

SENSES darkvision 120 ft., passive Perception 9

LANGUAGES the alley crawler can speak any language it hears for 24 hours after hearing it, and can indefinitely speak any language of a creature it has stolen the memories of using its Steal Likeness reaction

CHALLENGE 7 (2,900 XP)

PROFICIENCY BONUS +3

Bright Light Sensitivity. While in bright light, the alley crawler has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Low Light Creeper. While in dim light or darkness, the alley crawler has advantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Many Arms. The alley crawler can interact with multiple objects on its turn, it can take the Use Object action to interact with Small or smaller items up to six times in a single turn.

Reactive. The alley crawler can take one reaction on every turn in a combat.

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

ACTIONS

Multiattack. The alley crawler makes five Slam attacks and one Grab attack.

Slam. *Melee Weapon Attack:* +8 To hit, reach 5 feet, one target. *Hit:* 7 (1d4 + 5) bludgeoning damage.

Compulsive Beg. The alley crawler begs for aid, pleading in the voice of a debilitated or elderly creature. Each creature of the alley crawler's choice that is within 60 feet of it and can hear it must make a DC 14 Wisdom saving throw or become charmed by the alley crawler. While charmed by the alley crawler, a target is incapacitated and ignores the Compulsive Beg of other alley crawlers. If the charmed target is more than 5 feet away from the alley crawler, the target must move on its turn toward the alley crawler

by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the alley crawler, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it. A target that successfully saves is immune to the Compulsive Beg of this alley crawler for the next 14 hours.

Grab. The alley crawler attempts to grapple a creature within 10 feet of it, making its grapple check with advantage. On a success, the alley crawler can use its Swallow action as a bonus action.

Swallow. The alley crawler swallows a Medium or smaller creature it is grappling, or that is dead, restrained or incapacitated within 10 feet of it. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the alley crawler, and it takes 10 (3d6) acid damage at the start of each of the alley crawler's turns. If the alley crawler takes 15 damage or more on a single turn from a creature inside it, the alley crawler must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the alley crawler. If the alley crawler dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

BONUS ACTIONS

Disguise. The alley crawler disguises itself as a Medium or smaller Humanoid, using cloths, blankets, and bits of clothing to comprise its disguise, or doffs its disguise, revealing its true form. While disguised, the alley crawler resembles a beggar or creature it has slain and stolen a likeness from using its Steal Likeness reaction but still occupies the space of a Large creature. Other creatures can enter the alley crawler's space while it is disguised and vice versa. A creature can use its action to make a DC 18 Intelligence (Investigation) check, determining the monstrous form of the alley crawler on a success.

Scitter (Recharge 5-6). The alley crawler takes the Disengage action.

REACTIONS

Steal Likeness. In response to slaying a Medium or smaller Humanoid as a result of acid damage from its Swallow attack, or devouring a dead creature, the alley crawler contorts its face and body into the likeness of that creature and assumes its voice and memories. The alley crawler can utilize this likeness as part of its Disguise bonus action until it is slain.



BACK ALLEY SURGEON

Not everyone can afford the services of a renowned cleric or medicinal practitioner, and sometimes, one might not want to have their identity or the circumstances of their injury disclosed to law enforcement. That is where back alley surgeons come in, failed clerics, disgraced doctors, and self-taught physicians making up their ranks. In almost any major city one can find a back alley surgeon, willing to treat any patient no questions asked... for the right price.

Grafters. Back alley surgeons are often extremely capable at applying grafts to other creatures, replacing lost body parts or simply augmenting the bodies of those that want to “enhance” themselves. Many a criminal in the Bluudkeep and cities beyond sport such augmentations, sometimes accompanied by disease owed to the squalid conditions most back alley surgeons work in.

Lawless. Back alley surgeons operate outside the law, often setting up their “facilities” in wretched sewers, dank alleys, or dilapidated buildings. Some criminal organizations have these surgeons “on staff” but many back alley surgeons operate their own practice in secret, fleeing the scene if law enforcement ever discovers their location or the unsanctioned services they provide.

BACK ALLEY SURGEON

Medium Humanoid (Any), Typically Chaotic Neutral

ARMOR CLASS 12

HIT POINTS 99 (18d8 + 18)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	12 (+1)	12 (+1)	16 (+3)	10 (+0)

SAVING THROWS Dex +4, Wis +5

SKILLS Deception +2, Medicine +7, Stealth +4

DAMAGE RESISTANCES necrotic, poison

SENSES passive Perception 13

LANGUAGES any one language, usually Common

CHALLENGE 2 (450 XP)

PROFICIENCY BONUS +2

Back Alley Plague Mask. The back alley surgeon has advantage on saving throws made to avoid contracting a disease or becoming poisoned, and is immune to poisons or diseases that must be inhaled.

Grafter. The back alley surgeon can apply any graft to a willing creature without the need to make a skill check or ability check, regardless of the graft's usual prerequisites for application, and reduces any costs and time for the application of the graft by ½. When the graft is applied by the back alley surgeon, roll a d4. On a 1, the graft infects a creature it has been applied to with a disease chosen by the Game Master.

ACTIONS

Bonesaw. Melee Weapon Attack: +4 To hit, reach 5 feet, one target. *Hit:* 15 (2d12 + 2) slashing damage.

Amputate. The back alley surgeon spends 1 minute cutting off the limb off a creature that is incapacitated or unconscious. The creature permanently loses the use of that limb unless it is healed by a regeneration spell or similar magic. If the creature is no longer incapacitated or unconscious part way through the procedure, the creature must be incapacitated or unconscious again before the back alley surgeon can continue.

Hack Job Healing (1/Day). The back alley surgeon makes a Wisdom (Medicine) check, targeting a willing creature other than itself that does not have all its hit points within 5 feet of it. The DC for the check equals 10 or ½ the number of hit points the creature is missing (whichever is higher). On a success, the target regains ½ the total hit points it has lost, on a failure, the creature takes damage equal to twice the number of hit points it has lost.

BONUS ACTIONS

Flee the Law. The back alley surgeon takes the Dash action.

Diagnose. The back alley surgeon makes a Wisdom (Medicine) check, targeting a creature it can see. The DC for the check equals 10 + the creature's CR or level. On a success, the back alley surgeon determines one disease or condition affecting a creature, or one of its vulnerabilities.



DOOMGUARD

Doomguards are elite soldiers trained both in the art of hand-to-hand combat and the use of magic. These guards serve as the protectors of kings, captains of the city watch, generals, and (in some major cities) as ordinary guards, ensuring that even the most powerful mage, accomplished fighter, or stealthy rogue entering a city thinks twice before breaking the law.

Special Training. Doomguards are trained almost from birth and imbued with magical abilities and resistances through special rites and rituals. A doomguard has trained to fight blind as if they can see, be immune to the effects of a bard's seductive charm, be devoid of fear, resistant to magical effects, and detect invisible or sneaking

criminals wherever they go. Some view the doomguard as more than human, or perhaps devoid of humanity itself, their incredible abilities and unyielding resolve often meaning they show little mercy or remorse when upholding the law of their region.

Zealots. Doomguards are not easily corrupted, dedicated to rooting out lawbreakers wherever they go. The very name "doomguard" strikes fear into the hearts of criminals, for with the spells and frightful abilities of the doomguard, when one begins to track down those that broke the law, their doom is almost assured. Doomguards do not always serve in "good" cities, some serve as guards in cities controlled by vampires, liches, or tyrants, serving as powerful sentinels of lawful evil.

DOOMGUARD

Medium Humanoid (Any), Typically Any Lawful Alignment

ARMOR CLASS 18 (plate)

HIT POINTS 170 (20d8 + 80)

SPEED 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	19 (+4)	20 (+5)	10 (+0)	13 (+1)

SAVING THROWS Str +8, Dex +6, Con +8, Int +9

SKILLS Insight +8, Intimidation +5, Perception +8

CONDITION IMMUNITIES blinded, charmed, frightened

SENSES truesight 30 ft., passive Perception 18

LANGUAGES any six languages

CHALLENGE 11 (7,200 XP)

PROFICIENCY BONUS +4

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

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

ACTIONS

Multiattack. The doomguard makes six Magic Longsword attacks or two Destructive Ray attacks.

Magic Longsword. *Melee Weapon Attack:* +9 To hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage. The slashing damage is magical.

Destructive Ray. *Melee or Ranged Spell Attack:* +9 to hit, reach 5 ft., or range 120 ft., one target. *Hit:* 31 (4d12 + 5) force, fire, or radiant damage (the doomguard's choice).

Spellcasting. The doomguard casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *mage hand*, *true strike*

3/day (each): *alarm*, *fly*

2/day (each): *counterspell*, *hold monster*

1/day (each): *banishment*, *disintegrate*, *freedom of movement*, *greater invisibility*

BONUS ACTIONS

Mark for Justice (1/Day). The doomguard targets a creature that it can see, marking it for swift justice. For the next 24 hours, the doomguard can magically sense the location of the creature so long as it is within 1 mile of it, can see the creature normally even if it is invisible, and automatically succeeds on Wisdom (Perception) checks made to detect that creature.

REACTIONS

Parry. The doomguard adds 4 to its AC against one melee attack that would hit it. To do so, the doomguard must see the attacker and be wielding a melee weapon.





PÂTISSIER DRAGON

Pâtissier dragons are small dragons that commonly frequent urban areas, accompany small-town chefs and bakers, or otherwise set up their own shops for selling their baked goods. Pâtissier dragons are exceptionally good at creating baked items, and are also talented cooks in many other areas of culinary expertise. For a pâtissier dragon there is nothing more satisfying than pulling a cake out of the oven with their bare claws, pressing cookies out of dough, rolling flour, or lighting the candles on a celebratory cake.

Kind-Hearted. Pâtissier dragons are exceedingly kind individuals, constantly baking cookies, bread, or preparing meals for those less fortunate. Poor folk will flock to a shop occupied by a pâtissier dragon as it commonly hands out free goods and delights in the warm smiles of those it helps. To a pâtissier dragon, nothing is more satisfying than a warm meal, soft bread, and the sound of laughter shared around the table. Among dragons they are unusual, in their love of community, charity, and service to others.

Tubby. Pâtissier dragons have one vice. They love to indulge in their own creations, often leading to obesity or at the very least a rather pronounced pot belly.

Unusual Hoard. A pâtissier dragon hoards recipes. The dragons delight in coming up with new recipes to add to their “hoard” as well as learning recipes from others. A pâtissier dragon guards its recipe book fiercely, and only the most trusted of professional bakers and chefs are ever allowed to view the hoard of such a dragon. Pâtissier dragons are always experimenting and will often befriend talented cooks, chefs, and bakers to help enhance their product as well as grow their own expertise and recipe book. Many a famous chef or baker has risen as the result of a pâtissier dragon peering over their shoulder and giving advice.

REGIONAL EFFECTS

The region containing a pâtissier dragon’s lair is warped by the dragon’s magic, which creates one or more of the following effects.

Baker’s Boon. Bakers and cooks within 1 mile of the dragon’s lair produce double the usual amount of goods.

Boon de Chef de Cuisine. All food within 10 miles of the dragon’s lair tastes exquisite. Plain pasta tastes as though it has been seasoned with sauces fit for kings, steaks are juicy and succulent, bread is a perfect blend of crispy and soft, etc. This change in the quality of food is easily noticed.

Soup’s On, Come Get It. If the dragon chooses, each creature within 1 mile of its lair must succeed on a DC 12 Wisdom saving throw at the end of each week or become incredibly famished. A creature that fails its saving throw must consume four times the usual amount of food to avoid exhaustion and starvation. A creature that fails its saving throw can make a new saving throw at the end of its next long rest, ending the effect on itself on a success.

A PÂTISSIER DRAGON’S LAIR

A pâtissier dragon’s lair is usually a baker’s pantry, a bakery, a warm hearth for making food, a tavern, or other establishment associated with creating or distributing foodstuffs.

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

Big Bread. The dragon magically causes all food within its lair to grow in size. The resulting cascade of bread, dough, pastries, and other foodstuffs causes the ground of the dragon’s lair to become difficult terrain. The growth lasts until the next initiative count 20.

Drowsy Dining. Each creature of the dragon’s choice that has eaten food within the last 24 hours must succeed on a DC 12 Constitution saving throw or fall unconscious 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.

Out of the Frying Pan. The dragon magically causes flames to roar more powerfully than usual, magically enhancing them. Until the dragon uses a different lair action, fire damage in the dragon’s lair is tripled.



PÂTISSIER DRAGON

Small Dragon, Typically Neutral Good

ARMOR CLASS 13 (natural armor)

HIT POINTS 78 (12d6 + 36)

SPEED 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	16 (+3)	11 (+0)	10 (+0)	15 (+2)

SAVING THROWS Con +5, Cha +4

SKILLS Insight +2, Perception +4, Performance +6, Persuasion +4

DAMAGE IMMUNITIES fire

SENSES darkvision 60 ft., passive Perception 14

LANGUAGES Common, Draconic

CHALLENGE 1 (200 XP)

PROFICIENCY BONUS +2

Culinary Mastermind. All non-hostile creatures within 5 feet of the dragon have advantage on checks made to produce food, or performance checks pertaining to creating a dining experience or the presentation of food, such as twirling a pizza, lighting candles on a cake, or presenting an elaborate feast for nobles.

Cutlery Weapons Master. The dragon can use spoons, spatulas, bowls, frying pans, pots, and other kitchen utensils as if they were weapons it has proficiency with, and adds double its proficiency bonus to attacks with such weapons, in addition, it deals 1d8 bludgeoning damage with these weapons instead of the damage normal for an improvised weapon.

ACTIONS

Multiattack. The dragon makes two Bite attacks and two Rolling Pin attacks.

Bite. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d8 - 1) piercing damage.

Rolling Pin. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) bludgeoning damage.

Bakery Breath (Recharge 5-6). The dragon breathes forth a cone of sweet-smelling air in a 15-foot cone. Each creature in that area must succeed on a DC 13 Wisdom saving throw or be charmed by the dragon for 1 minute, overwhelmed by the sweet-smelling air. Creatures that do not have a sense of smell are unaffected by this attack. While charmed by the dragon, a target is incapacitated and ignores the Bakery Breath of other pâtissier dragons. A creature can repeat the saving throw at the end of each of its turns, and each time it takes damage, ending the effect on itself on a success.

Candlelight Breath. The dragon breathes forth a

small burst of concentrated flame into a space it can see within 5 feet of it, targeting a creature or item. The target must make a DC 13 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, and half as much damage on a successful one. The produced flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet and ignites flammable objects that aren't being worn or carried. The dragon can use this action to set candles, wicks, lanterns, or hearths and other objects alight.

Conjure Foodstuffs. The dragon magically conjures a single cake, loaf of bread, pastry, or other confectionary. The food appears in an unoccupied space in the air within 50 feet of the dragon that it can see. The food falls to the ground at the end of the dragon's turn. The food occupies a 5-foot space. A creature in the area of the food when it falls must make a DC 12 Dexterity saving throw, taking 14 (4d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The food instantly rots away and vanishes after it falls.

Spellcasting. The dragon casts the following spell requiring no material components and using Charisma as the spellcasting ability modifier.

At will: purify food and drink

1/day: create food and water



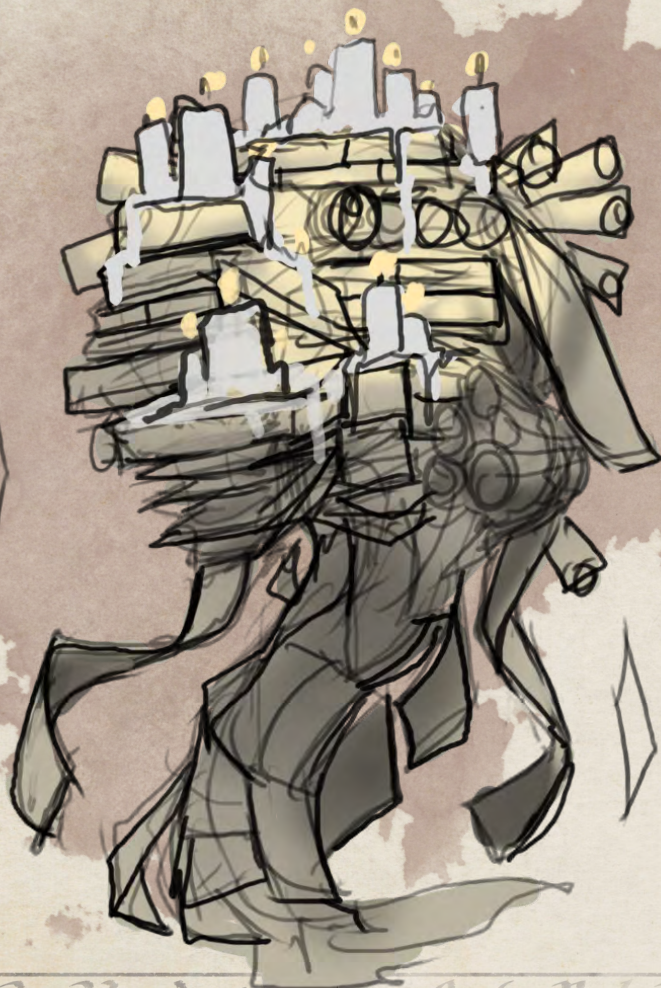
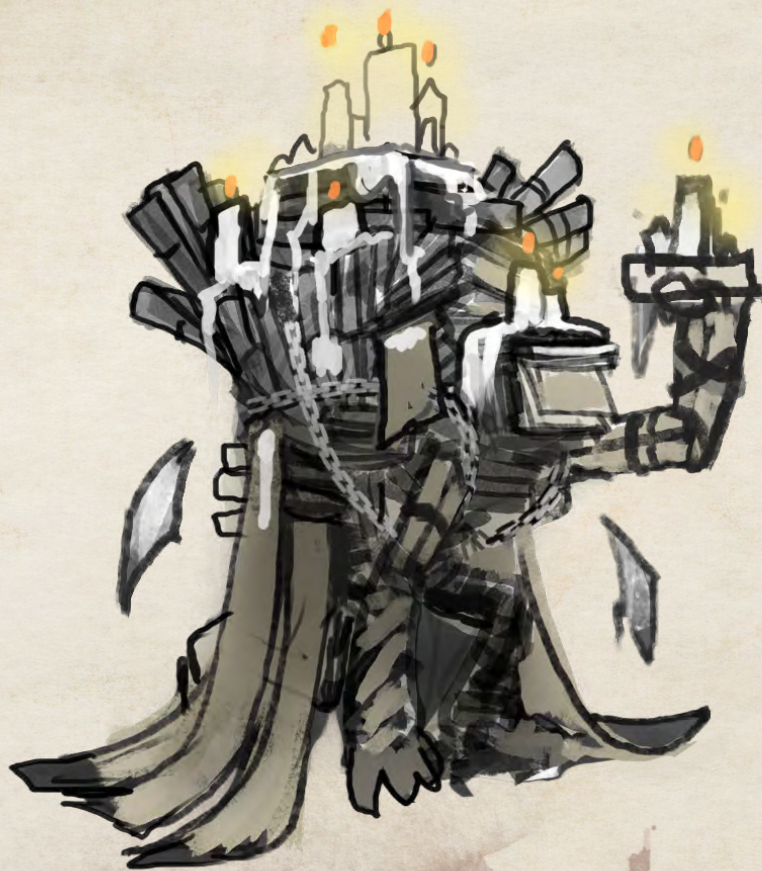
TOME GOLEM

Tome golems are keepers of libraries, ancient sites of knowledge, and everything from a collection of children's books, the scribbles of a secretive book club, or the personal collection of a mage of terrifying might. These golems are comprised of books, scrolls, and missives and their personalities are determined by the tomes they are formed from. For instance, a golem formed from histories of pain and suffering might have a pessimistic or sadistic outlook, while a golem formed from children's books might be inquisitive, friendly, or innocent. Most often, these golems consist of a variety of books carefully chosen to make up their personality and geared towards their purpose as stewards of forbidden libraries or more open, public repositories of knowledge.

Magical Knowledge. Tome golems are capable of magically imparting knowledge, whether to crush the minds of lesser creatures or bestow knowledge on others, reading stories or psychically imparting overwhelming mysteries meant to overwhelm enemies. They are also known to “shush” creatures that making loud noises in the halls they protect, magically silencing them to protect the sanctity of their reading spaces. Tome golems footfalls are also magically silenced, allowing them to move about the halls they guard without making noise to alarm readers.

Protectors. All tome golems serve the purpose of protecting a collection of knowledge, and are frequently found patrolling libraries late at night, stalking halls in the dark and sporting candles held aloft, the golems magically protected against the flame (a rather clever defense for a creature formed primarily of paper).

Unusual Golems. These golems are incredibly intelligent, and able to speak multiple languages, unlike ordinary golems, they rarely are bound to a set of instructions, rather, once created they assume a role or personality associated with the books they are formed from, and defend nearby literature out of a sort of instinctual protection.



TOME GOLEM

Huge Construct, Any Alignment

ARMOR CLASS 16 (natural armor)

HIT POINTS 85 (10d12 + 20)

SPEED 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	18 (+4)	16 (+3)	14 (+2)

SKILLS Arcana +10, History +10, Investigation +7, Nature +10, Perception +6, Religion +10

DAMAGE RESISTANCES fire

DAMAGE IMMUNITIES poison; bludgeoning, piercing, and slashing from nonmagical attacks

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, petrified, poisoned

SENSES darkvision 120 ft., passive Perception 16

LANGUAGES any 5 languages

CHALLENGE 8 (3,900 XP) **PROFICIENCY BONUS** +3

Absorb Spell. When the golem would be affected by a spell, roll a d4. On a 1, the spell is absorbed by the golem, has no effect, and the golem can cast the spell once using its Spellcasting action. On a 2-4 the spell functions normally.

Constructed Nature. The golem does not require air, food, drink, or sleep.

False Appearance. If the tome golem is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the tome golem move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the tome golem isn't an ordinary stack of books and scrolls.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

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

Silent Footfalls. The tome golem has advantage on Dexterity (Stealth) checks made to conceal the sound of its movement but not to conceal itself visibly.

ACTIONS

Multiattack. The golem makes one Papercut attack and one Candle attack.

Overwhelming Intellect. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft., or range 120 ft., one target.

Hit: 53 (9d10 + 4) psychic damage. If a creature is reduced to 0 hit points by this attack and survives, its Intelligence score becomes 18 for the next 24 hours. If the creature's intelligence score was 18 or higher, it instead increases by 2 for the next 24 hours.

Papercut. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Candle. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft., or range 50 ft., one target. *Hit:* 30 (4d12 + 4) fire damage.

Impart Knowledge. The golem imparts knowledge to a willing creature within 120 feet of it that can hear it. The target's intelligence score increases by 4 for the next 24 hours. This action can cause a character's ability score to exceed 20.

Spellcasting. The golem casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability modifier (spell save DC 15).

At will: *message*

1/day each: *counterspell, silence, slow*

Tell a Story (Recharge 5-6). The golem reads a story from one of the books comprising its form at breakneck speeds, choosing from one of the following books and effects. These stories have no effect on the golem:

Erwin's Tale of Debauchery. This story holds the illicit tales of a rather prolific bard. Each creature of the golem's choice within 30 feet of it that can hear it must succeed on a DC 15 Wisdom saving throw or be charmed by the golem for 1 minute. Although the target isn't under the golem's control, it takes the golem's requests or actions in the most favorable way it can. Each time the golem or the golem's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success.

Dhelvous's Tales of Terror. This story contains tales of the travels of a fabled necromancer. The story is sickening and terrifying even for the most stalwart adventurer. Each creature of the golem's choice within 30 feet of it must succeed on a DC 15 Wisdom saving throw or become frightened of an object or creature of the golem's choosing 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.

The Loss of Talion (1/Day). This story tells the tale of a heroic ranger sacrificing himself to save his friends sent careening through the planes as a result of his sacrifice. One creature of the golem's choice within 30 feet of it must succeed on a DC 15 Charisma saving throw or be teleported instantly to a random plane of existence in a random location.

Ol' Chap Ettercap's Guide to Transactions. This is not a story at all, but a rather dry compendium of business dealings, financial reports, and a guide to making money. Each creature of the golem's choice within 10 feet of the golem that can hear it gains advantage on all Charisma-related skill checks for the next 24 hours, as well as a 10% discount on purchased items.

Princess with a Capital P. This story tells of a wondrous princess, and is designed for children, but heartwarming to all who hear it. Each creature of the golem's choice within 5 feet of it gains a d12 lore die, which can be added to an attack roll, ability check, skill check, or saving throw of its choice. The creature can wait until after it rolls the d12 before deciding to use the lore die, but must decide before the Game Master says whether the roll succeeds or fails. Once the lore die is rolled, it is lost. A creature can benefit from only one lore die at a time.

Translate. The golem can magically translate a language it does not understand, taking 1 minute to translate up to 1 page of text, or up to 450 spoken words.

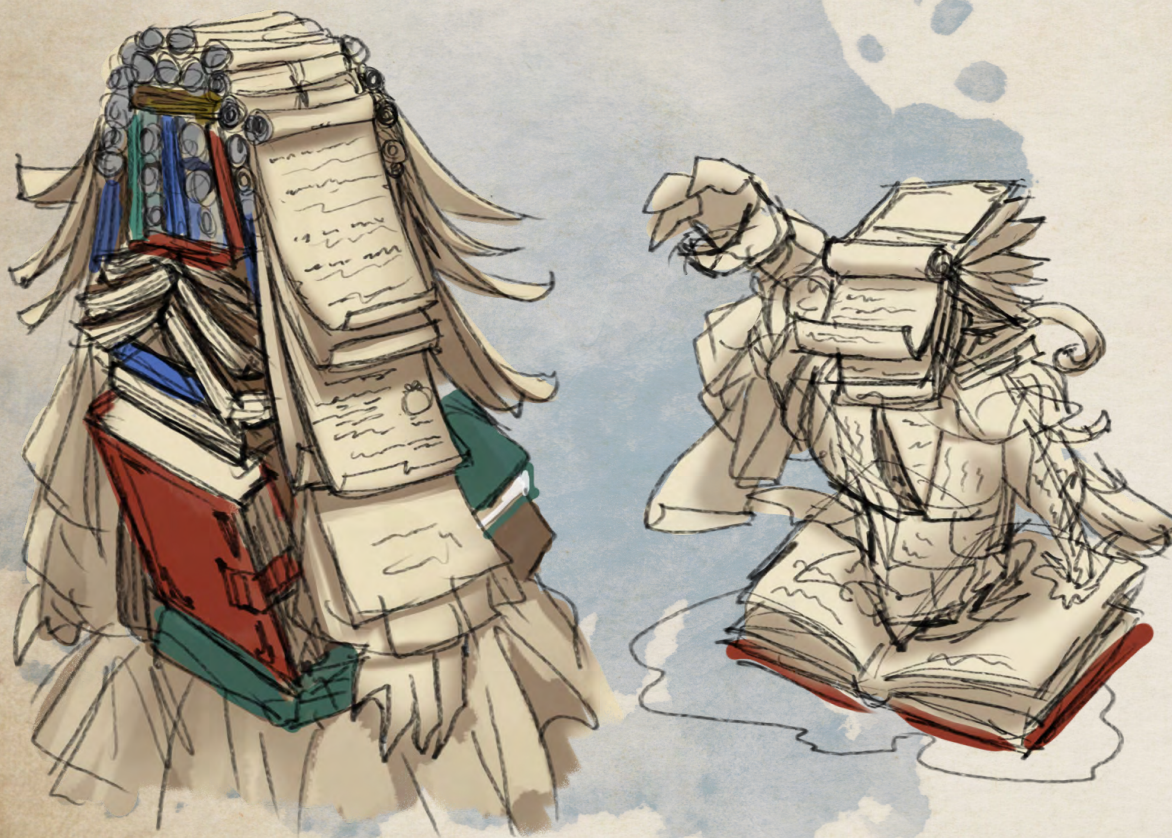
BONUS ACTIONS

Bookworm. The golem travels through books that are within 120 feet of each other, magically teleporting between one book and another by touching the first book and exiting from the other book.

Study. The golem studies a creature, making an Intelligence check. The DC for the check equals the creature's CR or character level + 10. On a success, the Tome Golem learns one of the creature's traits, feats, actions, vulnerabilities, resistances, or immunities as well as its type.

REACTIONS

Shhh We're in a Library! In response to hearing a creature speak, the golem holds a finger to its mouth, targeting a creature it can see within 120 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be silenced for 1 minute. While silenced the creature cannot speak, and casting a spell that includes a verbal component is impossible. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



THE STREETS OF BLUUDKEEP





ITEMS / EQUIPMENT

GLASS CUTTER

Tool

Cost: 75 gp

Weight: 1/4 lbs.

This small handheld tool is often used by rogues to quickly enter through locked windows. As an action, you can make a DC 15 Dexterity check to cut a hole big enough for a Medium or smaller creature to enter. On a failure, the glass is not cut but creates a loud grating noise that can be heard up to 100 feet away.

HORN OF SNOOPING

Wondrous item, common

While held up to your ear, you can hear noises as soft as creatures whispering up to 100 feet away as if the sound was being generated next to you, so long as there are no walls or other obvious obstacles to your hearing.

In addition, the *horn of snooping* can be placed against a wall or other solid surface in an attempt to hear sounds on the other side. If the wall or solid surface has a depth of 5 feet or less, and the source of the sound is within 100 feet, you hear the sounds as if they were being generated next to you.

The *horn of snooping* does not work if it is impeded by a *silence* spell or similar magic.

FAKE JEWELRY

Adventuring gear

Cost: 5 gp

Weight: 1/4 lbs.

This piece of jewelry is made of cheap glass and common metal, but is disguised to look like an expensive piece that is set with real gemstones and made of precious materials. You have advantage on Charisma (Deception) checks made to pass it off as the real thing.

MASK OF THE SILHOUETTE SOCIETY

Wondrous item, uncommon (requires attunement)

This is the signature mask of the mysterious Silhouette Society, a criminal organization known for creeping along balconies and leaping across rooftops. While wearing this mask you have advantage on Dexterity (Acrobatics) checks. In addition, your jump distance increases by 10 feet, ignoring the limitations of your normal movement speed. Lastly, you have advantage on skill checks made to disguise your identity.

MASK OF THE ASSASSIN

Wondrous item, rare (requires attunement by a rogue or creature that can deal sneak attack damage)

This mask is formed of overlapping metal creating a fierce visage. While wearing this mask, your sneak attacks deal an extra 3d6 damage. In addition, you have advantage on skill checks made to disguise your identity.



THE STREETS OF BLUUDKEEP

MASK OF THE NEVER KNOWN

Wondrous item, legendary (requires attunement)

While wearing this mask you can reshape the memory of anyone that sees you, replacing yourself in the creature's memory with any other creature that is the same size as you. When a creature sees you, it can see the mask clearly, the memory only modified after you are no longer in sight. When a creature sees you, you can feel the creature's gaze and can determine what you wish to replace yourself with in the creature's memory once you are no longer in its presence. This is far more than an illusion or disguise, modifying the creature's memory with the body and voice of a new creature in your place. You cannot modify the creature's memory of events, only the creature it sees and voice it hears. A creature that sees you must make a DC 19 Intelligence saving throw (at your discretion) or have its memory modified when it can no longer see you.

Cursed. This mask is cursed and attuning to it extends its curse to you. While cursed you cannot remove the mask, your voice is altered so that you sound like a different person, and you are unrecognizable to friends, family, and others, your original identity erased until the curse is removed.

PLAGUE MASK

Adventuring Gear

Cost: 100 gp

Weight: 1/2 lbs.

While wearing this peculiar looking mask, you are immune to poisons and diseases that must be inhaled, as well as other effects that must be inhaled. In addition, you have advantage on saving throws to resist all diseases.

POISON OF SLUMBER

Poison

Type: Ingested

Cost: 50 gp

Weight: –

This poison is often used to kidnap creatures, especially nobles. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failure, the creature takes 1d12 poison damage. In addition, the creature falls unconscious for the next 1 hour, as it feels a wave of drowsiness overcome it. On a success, the creature takes half damage and does not fall unconscious. An unconscious creature can make a new saving throw at the end of each minute, waking up on a success.

RING OF HUSTLE AND BUSTLE

Wondrous item, uncommon

This ring depicts a bustling crowd, the heads of the people in the crowd made of small multicolored gemstones. These rings are worn by those in a hurry to get to their destination. While wearing this ring, you can pass through a space that another creature occupies without squeezing through.

SHACKLES

Adventuring Gear

Cost: 5 gp

Weight: 10 lbs.

These metallic restraints are specifically designed to be latched around the ankles of a creature, and are sometimes used in conjunction with manacles. As an action, you can place the shackles on the ankles of an incapacitated Small or Medium creature. Once placed on a creature, the creature cannot take the Dash action, and moves at half its walking speed. If the creature has a climbing, burrowing or swimming speed, it cannot use these forms of movement. A creature with a flying speed can still fly while shackled, but its flying speed is halved. Escaping the shackles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of shackles comes with one key. Without the key, a creature proficient with thieves' tools can pick the shackles' lock with a successful DC 18 Dexterity check. Shackles have 20 hit points.

SNUFFER

Wondrous item, common

This device looks like a small metallic tube with a switch on one end and an obsidian stone on the other. Using a bonus action, you can flip the switch, extinguishing one non-magical light source within 60 feet of you.

STREET URCHIN'S TOOLS

Tool

Cost: 5 gp

Weight: 5 lbs.

These special tools include torn-tattered clothes, a tin can, a small wooden crate, a makeshift hand-held drum or other instrument, and a set of juggling balls. Proficiency with street urchin's tools allow you to add your proficiency bonus to any ability checks or skill checks you make to beg for money from others.



TRENCH COAT

Adventuring Gear

Cost: 50 gp

Weight: 2 lbs.

This oversized coat is made for Medium or Small creatures and can fit the wearer and an additional creature of Small size or smaller inside. While wearing this coat, you and a Small creature can occupy the same space, so long as you are both “wearing” the coat. While wearing the trench coat, a Small creature wearing the coat can take the Hide action to conceal itself inside the coat. While hidden inside, the creature has disadvantage on Wisdom (Perception) checks to see things happening outside the coat and has advantage on Dexterity (Stealth) checks. The lining of the trench coat is stitched with many pockets and the trenchcoat can hold 1/4 cubic foot/ 5 pounds of gear.



GRAFTS

Grafts are items that are magically or surgically fused to one's body. A creature can have up to 6 grafts at any time and only one graft per body slot.

Body Slots. Each graft is associated with a particular part of the body. A creature can have 1 head graft, 2 arm or hand grafts, 2 leg or foot grafts, and one body graft. Some grafts may take up more than one slot.

A graft becomes a physical part of the creature's body. Grafts can only be removed by surgical or magical means.

DISCERNER'S EYES

Graft, very rare

Body Slot: head

These dark black or bright golden eyes are surgically installed in your head, replacing your mundane eyeballs. The eyes grant you the ability to determine the alignment of any creature you see. You

immediately know the alignment of any creature you can see unless its alignment is magically concealed. The graft can be applied or removed by a spellcaster spending 1 hour chanting arcane phrases while touching the graft and succeeding on a DC 18

Intelligence (Arcana) check. On a failed check, the caster and creature the graft is being applied to take 2d10 psychic damage, and the creature the graft is being applied to or removed from is blinded for 1d4 days.

MEDIC'S MULTITOOL ARM

Graft, common

Body Slot: arm

This arm sports a variety of syringes, saws, needles, salves, and other devices in a multitool that allows you to more easily treat wounds. You have advantage on Wisdom (Medicine) checks while the arm is grafted. You can also use the mechanisms of the arm to save a creature from death. If you are within reach of a creature that is making death saving throws you can use your action to operate on the creature, causing it to become stable. You can use the arm a number of times equal to your proficiency bonus, regaining all uses after a long rest. Given 12 hours, a creature that has proficiency with a healer's kit can surgically replace an arm with this graft, or remove the graft with a successful DC 15 Wisdom (Medicine) check. Hurrying the process to only 8 hours increases the DC of the Wisdom (Medicine) check to 18. On a failure,



SPELLS

ART CRAWL

4th-level conjuration

Casting Time: 1 action or 1 hour

Range: 500 feet

Components: V, S, M (a paintbrush)

Duration: Concentration up to 1 minute

Classes: Bard, Sorcerer, Wizard

You can touch a piece of art such as; a painting, a mural, graffiti etc, disappearing into the artwork and exiting from another piece of art within range using 5 feet of movement. The artwork you enter and exit through must occupy a space large enough for you to squeeze through using 5 feet of movement (or 10 feet of movement if squeezing). When you touch a piece of art, you instantly know the location of all other artwork that you could fit through within 500 feet. If there are no pieces of art you can fit through (or at your discretion), you instead vanish into the piece of art you touched for 1 minute, until the artwork is destroyed, or until you use an action to exit the artwork using 5 feet of movement. While inside the piece of artwork you have total cover against effects outside of the artwork, and a 2 dimensional version of yourself is visible, incorporated into the artwork. You can see and hear events occurring outside the artwork as if peering through a window. If the artwork is destroyed, you exit it in an unoccupied space within 5 feet of the artwork.

You can use this transportation ability once per round for the duration.

If you cast this spell over 1 hour, the duration increases to 8 hours.

FLASHBANG

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Classes: Bard, Paladin, Ranger, Sorcerer, Wizard

You target a 5 foot space within range, causing a loud boom and intense light to erupt simultaneously in this space. All creatures within 10 feet of the space must succeed on a

Constitution saving throw or be blinded and deafened for 1 minute. A creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

INTOXICATE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (small tankard)

Duration: 10 minutes

Classes: Bard, Cleric, Warlock, Wizard

A creature of your choice within range feels a nauseating drunkenness begin to overcome it. The creature must succeed on a Constitution saving throw or become intoxicated for 10 minutes. The creature can make a new saving throw at the end of each of its turns, ending the effect on itself on a success.

LOCKED POCKETS

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: S, M (a small button)

Duration: 8 hours

Classes: Bard, Ranger, Paladin, Wizard

You create a magical ward over your worn or held valuables. For the duration, creatures attempting to pickpocket or steal from you must make a Dexterity (Sleight of Hand) check against your spell save DC, setting off a magical alarm in your head on a failure, in addition to the usual Dexterity (Sleight of Hand) check against your Wisdom (Perception) checks or passive Wisdom (Perception) score. The thief rolls with disadvantage. If a thief fails on its check, at your discretion the creature takes 2d10 psychic damage. On a success, the creature is able to pickpocket or steal the desired valuable or item from you as usual.

At Higher Levels: For each level you cast this spell above 1st the duration increases by 1 hour.

PLAGUE

7th-level necromancy

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (a maggot)

Duration: Instantaneous

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

All creatures of your choice within 1 mile of you must succeed on a Constitution saving throw or contract a disease of your choice. The disease can be transferred normally if contracted.

REPLACE

9th-level necromancy

Casting Time: 1 action

Range: Touch

Components: S, M (a lock of the target's hair, or other body part, a black gemstone worth 100 gp)

Duration: Instantaneous

Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

Death envelopes your fingers springing forth from your hand to deliver a deadly blow to a creature you touch. The creature must make a Constitution saving throw. On a failure, the target takes 15d10 necrotic damage. If this damage reduces the creature to 0 hit points, you can summon a perfect copy of the creature. The copied creature has the same memories of the original creature, but its alignment is chosen by you upon creation. At creation, you can issue a set of commands to the creature, which it follows to the best of its ability. This copy is alive for 1d4 + 1 years after creation, dissolving to an amorphous goo at the end of the duration or if it is reduced to 0 hit points.

The copy is an Aberration with its AC, hit points, attacks, and ability scores determined by its size. Its Constitution, Intelligence, Wisdom, and Charisma scores are 10 and it has a walking speed of 30 feet.

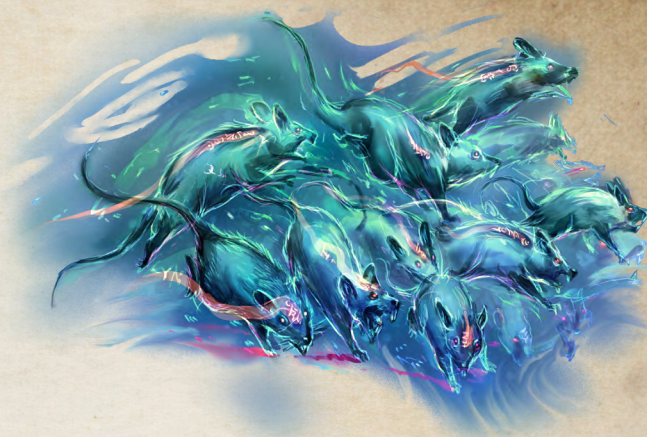
COPY STATISTICS

Tiny-Medium: 40 hp, AC 13, Str 10, Dex 12, Attack: +5 to hit, 2d6 + 1 bludgeoning damage.

Large-Huge: 50 hp, AC 12, Str 15, Dex 10, Attack: +8 to hit, 2d10 + 2 bludgeoning damage.

Gargantuan: 80 hp, AC 10, Str 18, Dex 6, Attack: +10 to hit, 3d12 + 4 bludgeoning damage.

On a success, the creature takes half damage and no copy is created if the damage drops it to 0 hit points.



SUMMON SPECTRAL RATS

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: S, M (a rat's tail)

Duration: Concentration up to 1 hour

Classes: Bard, Druid, Ranger, Sorcerer, Wizard

You call forth a spectral swarm of rats that occupies a 5-foot diameter space. It manifests in an unoccupied space that you can see within range.

You can use a bonus action to move the rats up to 60 feet. When you cast the spell, you must decide how your spectral rats will be used selecting from the following options:

Attack. If the swarm is moved into another creature's space, or a creature ends its turn in the space occupied by the swarm, the creature must make a Dexterity saving throw, taking 4d10 necrotic damage on a failed save, or half as much damage on a successful one.

Devour. If the swarm is moved into a space occupied by a dead creature the spectral rats devour the creature's corpse, leaving no remains of the body behind. The swarm devours Large or smaller creatures in a single turn, if the creature is Huge it takes the swarm 2 turns to devour it, if the creature is Gargantuan it takes the swarm 4 turns to devour it.

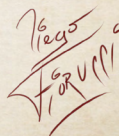
Perceive. You can see through the swarm's eyes and hear through its ears. You can make Intelligence (Investigation) and Wisdom (Perception) checks when using the swarm's senses, rolling with advantage.

Retrieve. You can use the spectral rat's to retrieve or carry an item that weighs up to 20 pounds, moving the swarm into the space of the item. The item must not be affixed or attached to any surface and cannot be held or worn by a creature.

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