



Bestiary of



Benevolent Monsters



A collection of good-aligned creatures for the
5th Edition of the world's greatest roleplaying game

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Introduction

When it comes to Fifth Edition monsters, there's more bad than good. The forces of evil swell with all manner of creatures to spread chaos and destruction, and it is the task of heroes to stem the tide.

But they're not all malevolent and nefarious.

Angels, unicorns, couatls, metallic dragons and a handful of other goodly creatures fight the good fight, often aiding and supporting adventurers in their struggles against the darkness.

Sometimes even the best intentions can lead to conflicts between heroes and the creatures of good.

Have you ever created a dungeon or keep ruled by a good creature, but the players intrude on it unknowingly?

Bestiary of Benevolent Monsters presents a selection of good-aligned creatures for your Fifth Edition games.

Monsters in this book

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Generic Adventure Hooks

- The Throne card from the Deck of Many Things indicates you gain rightful ownership of a small keep in the hands of monsters. The keep in question is inhabited by these good monsters. They don't care that you have the deed.
- Rumors speak of an abandoned castle, temple, mine complex, dwarven hold, or other structure. The adventurers are sent retrieve an item from it. The owners are good monsters. They will defend their home from invaders.
- The city has a zoo with some new additions — baby good monsters. Things turn ugly when mommies and daddies show up.
- Local villagers go missing and all signs point to monster attacks. This leads adventurers to the lair of a good monster that seems to be the guilty party.
- A good monster sure isn't behaving good. Oops! It's been possessed by a ghost or fiend.
- Madness overtakes a normally good creature. Cure or kill it seem to be the only options available.
- A good monster is under the magical control of another creature.
- Another creature or person has leverage over the good monster, whether through a lover, child, important object or something else. It's using this to exert control over it.
- A cursed magic item changed a good creature's nature and/or alignment.
- A bad version of normally good creature is causing trouble. There's a bad apple in every bunch.

Bulbitid

Bulbous creatures not native to this plane, naturally these creatures resemble jellyfish but their bodies are partially ethereal clinging to the water of this world.

They are seen most often by sailors on the high seas and often mistaken for normal jellyfish or seafoam. While they resemble jellyfish in many regards, they are spotted in a variety of different hues.

Their appearance is further confused by their innate ability to project images of benign creatures into the minds of sentient creatures under stress.

A drowning sailor might think they are being rescued by a mermaid or dolphin.

Some people see them and assume they are nothing but regular jellyfish, while others think they are elementals or aquatic oozes.

In fact they are aberrations. Cast off from another plane of existence they find themselves adrift in the ocean of the prime material plane.

They possess a bizarre desire to help those who find themselves out of their element in the water.

Bulbitids have a strange relationship with those who are native to the seas.

Not all denizens of the deep are comfortable with land dwellers being in the ocean and when such creatures need help, bulbitids rush to their aid.

This can cause an increase in ire and strained relationships with those of this particular mindset.

Their natural inclination to help goes above and beyond the individual they are helping.

There are tales of evil pirates thrown overboard and rescued by bulbitids so their pirating days can continue.

These types of situation have caused sailors to have different opinions on bulbitids.

Bulbitid Pod

Small aberration, neutral good

Armor Class 8

Hit Points 3 (1d6)

Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	7 (-2)	10 (+0)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities Psychic

Senses Blindsight 60 ft. (blind beyond this radius)

Darkvision 60 ft., Passive Perception 11

Languages Understands Common and Aquan, but cannot speak (does not understand complex concepts)

Challenge 0 (10 XP)

Amphibious. The pod can breathe air and water.

Psychic Absorption. Whenever the pod is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Project Illusion. Creature must make a DC 13 intelligence saving throw or see the bulbitid as a normal jellyfish. Creatures that pass see the bulbitid's true form, a psychic aura surrounding their body. Creatures that pass their saving throw can't be affected by this ability for 24 hours.

Actions

Tentacles. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and 2 (1d4) psychic damage and the target is grappled (escape DC 10). Until this grapple ends, the pod can't use its tentacles on another target.

Aquatic Affinity. The pod targets one creature it can see with 5 ft., magically enhancing the physical abilities of a chosen creature to increase its chances of surviving at sea. The target gains advantage on any Strength, Dexterity or Constitution saving throws or ability checks made to deal with aquatic hazards and environments for 1 hour.

Bestow Breath. The pod envelops the head of a large size or smaller humanoid or beast. While the pod remains in contact with the creature, they can breathe normally underwater.



Lore

Intelligence (Arcana or Nature)

- DC 5** This looks like seam foam or maybe a jellyfish
- DC 10** This is clearly nothing but a normal jellyfish even if a bit big
- DC 15** While this looks like a jellyfish it is actually an aberration that can help sailors who have gone overboard
- DC 20** This aberration is called a bulbitid and has the ability to grant water breathing to those who are lost at sea
- DC 25** These aberrations live in colonies, and a group of them together is a cluster. Multiple clusters makes a colony which grants it extraordinary intellect.

Bulbitid Cluster

Medium aberration, neutral good

Armor Class 12

Hit Points 37 (5d10 + 10)

Speed 0 ft., Swim 40 ft.

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

Damage Immunities Psychic

Senses Darkvision 60 ft., passive Perception 12

Languages Understands Common and Aquan, but cannot speak

Challenge 3 (700 XP)

Amphibious. The cluster can breathe air and water.

Psychic Absorption. Whenever the cluster is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Project Illusion. Creature must make a DC 13 intelligence saving throw or see the bulbitid as a normal jellyfish. Creatures that pass see the bulbitid's true form, a psychic aura surrounding their body. Creatures that pass their saving throw can't be affected by this ability for 24 hours.

Actions

Tentacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) bludgeoning damage and 3 (1d6) psychic damage and the target is grappled (escape DC 13). Until this grapple ends, the pod can't use its tentacles on another target.

Mind Zap. *Melee Spell Attack:* +4 to hit, range 10 ft., one target. *Hit:* 10 (3d6) psychic damage.

Psychic Jolt (Recharge 5–6). Each creature within 15 feet of the cluster must make a DC 13 Intelligence saving throw. On failed save, a target takes 22 (5d8) psychic damage and is stunned until the end of the cluster's next turn. On a successful save, a target takes half as much damage and isn't stunned.

Aquatic Affinity. The cluster targets one creature it can see with 5 ft., magically enhancing the physical abilities of a chosen creature to increase its chances of surviving at sea. The target gains advantage on any Strength, Dexterity or Constitution saving throws or ability checks made to deal with aquatic hazards and environments for 1 hour.

Bestow Breath. The cluster envelops the head of a large size or smaller humanoid or beast. While the pod remains in contact with the creature, they can breathe normally underwater.

Split/Reform. A cluster is made of 5 or more pods. As an action it can separate one or more pods from the cluster. If there are less than 3 pods in the cluster the group breaks into the remaining pods. Three or more pods can rejoin together to become a cluster. For every pod that splits reduce the hit points of the cluster by 5. When a pod joins add its current hit points to the cluster.

Lore

Arcana or Nature

- DC 5** You are uncertain what type of creature this is
- DC 10** This could be a lot of seafoam or several jellyfish stuck together
- DC 15** This group of jellyfish might actually be an aberration from another plane of existence
- DC 20** This group of aberrations are called bulbitid and work together to help stranded seafarers.
- DC 25** This group of bulbitid can form together with other clusters and gain a higher intellect and abilities.

Bulbitid Colony

Huge aberration, neutral good

Armor Class 16 (Natural Armor)

Hit Points 144 (17d10 + 51)

Speed 0 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	18 (+4)	18 (+4)	16 (+3)

Skills Medicine +8

Damage Immunities Psychic

Damage resistances Slashing, piercing and bludgeoning damage from nonmagical attacks

Senses Darkvision 60 ft., passive Perception 14

Languages Telepathy 120 ft., Understands Common and Aquan

Challenge 9 (5,000 XP)

Amphibious. The colony can breathe air and water.

Detect Life. The colony can psychically sense life. It knows the distance and direction of all creatures within 5 miles that aren't constructs or undead.

Psychic Absorption. Whenever the colony is subjected to psychic damage, it takes no damage and instead regains a number of hit points equal to the psychic damage dealt.

Project Illusion. Creature must make a DC 13 intelligence saving throw or see the bulbitid as a normal jellyfish. Creatures that pass see the bulbitid's true form, a psychic aura surrounding their body. Creatures that pass their saving throw can't be affected by this ability for 24 hours.

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage, and 7 (2d6) psychic damage and the target is grappled (escape DC 16). Until this grapple ends, the pod can't use its tentacles on another target.

Detect Thoughts. The colony can learn the surface thoughts of any creature within 30 feet that has an Intelligence of 3 or higher and speaks a language. As a bonus action the colony can shift its attention to another creature's thoughts or probe deeper into the same creature's mind. If it probes deeper, the target must make a DC 16 Wisdom saving throw. If it fails, the colony gains insight into its reasoning (if any), its emotional state, and something that looms large in its mind. If it succeeds, the target is immune to the colony's deeper probe for 24 hours and knows the colony was probing into its mind.

Psychic Assault. *Ranged spell attack:* +7 to hit, range 120 feet, one target. *Hit:* 22 (4d10) psychic damage and the target must make a DC 16 Wisdom saving throw or be stunned until the end of the colony's next turn.

Mind Blast (Recharge 5–6). The colony emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d10) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Split/Reform. A colony is made of 3 or more clusters. As an action it can separate one or more clusters from the colony. If there are less than 3 clusters in the colony the group breaks into the remaining clusters. Three or more clusters can rejoin together to become a colony. For every cluster that splits reduce the hit points of the cluster by 37. When a cluster joins add its current hit points to the colony.

Bestow Breath. The colony envelops the head of a large size or smaller humanoid or beast. While the pod remains in contact with the creature, they can breathe normally underwater.

Lore

Arcana or Nature

- DC 5** You are unsure what this cluster of jellyfish is.
- DC 10** This large cluster of jellyfish is more than it seems but you are not sure what exactly.
- DC 15** This aberration is highly intelligent.
- DC 20** This aberration is from another plane of existence and called a bulbitid. Though it is dangerous if provoked, it is good and helps travelers at sea.
- DC 25** This powerful creature has the ability to detect life miles away.

Using bulbitid in your game

Land Ahoy! Dolphins Off the Starboard Side! Mermaids at the Bow! A cluster or colony is seen as an anomaly from the deck of a ship the characters are traveling on. Sailors all see different strange things in the waters nearby. The adventurers are tasked with figuring out what is going on and whether it is a threat. How the characters engage and interact with something that does not present a face will determine the course of interaction.

Drunken Sea Snipe Hunt. A party member is lost at sea, whether by accidentally by going overboard or simply a narrative tool to explain why a character is unable to be at a session. A lone bulbitid guides and protects the overboard sailor. The sailor returns with or is found with this wonderful story. Alternatively,

the adventurers are in a seaside tavern where this sailor tells their tale and no one believes them. They try to convince the party to go looking for one of these things. Will the characters attack the strange creatures on sight? Does each character see something different when they look upon the aberrations?

Deep Diving Helms. During an aquatic campaign bulbitid could easily be a resource willing to aid and assist the party traveling through its territory. If captured alive, characters can use these creatures as a way to breath underwater.

Over Land and Sea. A quest for a single bulbitid to join a cluster or colony, when a druid along the coast asks if you would escort this peculiar jellyfish that has been lost far from others of its kind and cannot find its way back. The druid gives you directions and a special waterskin to escort the jellyfish in (if traveling over land) or lends you a boat if you are traveling by sea.

Dead or Alive. The adventurers are hired by a noble, wizard, or merchant to collect bulbitids for 5 gp each, dead or alive.

Cloud Tender

In the high clouds, higher still than the fabled floating cities above us, live the cloud tenders. These gargantuan elementals stand at least 20 ft. tall and take a humanoid shape formed of a vast storm. Composed of wind, rain, thunder, and lightning, they are found resting atop the tallest peaks. Large chunks of rock swirl around their turbulent bodies, held in specific placements at times to give it a solid appearance.

Cloud tenders, sometimes called rain makers, are massive elementals even most giants stay clear of, although storm giants are frequently friendly with them given their mutual affinity for weather control.

Legends tell that the cloud tenders are responsible for the weather in a region. Heavy storms, excessive rain or even drought could be caused by these elementals. If a cloud tender is pulled from its task or bound to not act, a community's harvest could be lost to drought.

At Home on the Tallest Peaks. Cloud tenders reside among the highest heights and most frigid peaks of the mountains of the world where powerful forces move snow and wind and rock.

Among the high peaks and lonely summits of mountains there exist an entity that claims the peaks as its castle and the endless sky as its domain.

A mighty creature of storm, rock and rain that holds sway over the weather in the region in which it resides.

Of Storm and Stone. Cloud tenders are known to prefer the shapes of humanoids but they are like nothing that walks upon the world.

Even though they primarily prefer the freedom of air, bits of debris, rocks, and dust can be found animated within their being.

They take on a vaguely humanoid form 20 feet tall made up of a mixture of air, water, rocks, and dust, which constantly whirls within the depths of their chosen form. When calm and peaceful the material lightly swirls within its body. When roused to anger or when a more stormy attitude is called for they become the core of a violent thundercloud lashing outward, lightning arcing from within their body.

Rain Makers. Cloud tenders are at home in the rocky peaks of the mountain tops but their domain is forever the sky and the clouds that stretch out around, above, and below their earthly throne.

If the peaks are the cloud tender's home then the sky is its fields where it tends the clouds, the storms, and the rains. While it is unknown if the cloud tender gains sustenance from the clouds or derives pleasure from tending them, all who have witnessed them grow the clouds and whip up a storm see the obvious — the cloud tender reigns over its domain with absolute authority.

If they wish for rain they need only send a part of themselves into the sky to grow the clouds and if they wish a storm they simply send their anger and wrath.

Elemental Admixture. The cloud tenders baffle sages as to what category of elemental being they belong. They possess the speed of the wind, and frequently take flight with ease. They harness the spark of lightning from within and may loose it upon the world around them.

The cloud tenders are never seen without the telltale signs of whirling water, rock, and debris present inside its form.

Due to their elemental composition they do not require air to breathe or food to sustain them.

Cloud Tender

Gargantuan elemental, chaotic good

Armor Class 16

Hit points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

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

Skills Nature +7

Damage Immunities Lightning, Poison, Thunder

Damage Resistances Cold; Bludgeoning, Piercing and Slashing damage from nonmagical attacks

Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 120 ft., passive Perception 14

Languages Common, Giant, Primordial

Challenge 12 (8,400 XP)

Innate Spellcasting. The cloud tender's innate spellcasting ability is Wisdom (spell save DC 17, spell attack bonus +8). The cloud tender can innately cast the following spells, requiring no material components:

At will: *control weather*

3/day each: *fog cloud*, *gust of wind*, *lightning bolt*, *wind wall*

1/day each: *chain lightning*, *cone of cold*, *ice storm*

Lightning Within. A creature that touches the cloud tender or hits it with a melee attack while within 5 feet of it must make a DC 17 Dexterity saving throw or take 7 (2d6) lightning damage, or half as much on a successful one.

Actions

Multiattack. The cloud tender makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 +5) bludgeoning damage. The target and any creature within 5 feet must make a DC 17 Dexterity saving throw or take 7 (2d6) lightning damage, or half as much on a successful one.

Reaction

Intercepting Earth. The cloud tender adds 4 to its AC or saving throw against one ranged weapon or spell attack that would hit it or spell effect that would affect it. To do so, the cloud tender must see the attacker.

Legendary Actions

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

Detect. The cloud tender makes a Wisdom (Perception) check or a Wisdom (Insight) check.

Slam. The cloud tender makes a slam attack.

Move. The cloud tender moves up to half its speed without provoking attacks of opportunity.

Lore

Intelligence (Arcana or Nature)

DC 5 A giant floating water elemental in the sky.

DC 10 A gargantuan elemental of air and water that can share the gift of rain — or withhold it.

DC 15 A gargantuan elemental of air that sucks up stone and chunks of earth in its vicinity.

DC 20 A gargantuan elemental of air that sucks up stone and chunks of earth in its vicinity. The strange meeting of two opposing elements attracts the attention of water, which tends to congregate around the large dust clouds formed from the meeting of air and stone.

DC 25 These beings are actually creatures of air that disperse the earth and stone into the air, making water gather and rain come to the world. They are integral to the balance of the world.

VARIANT CLOUD TENDERS

Mountains that Fly. Legends tell of massive cloud tenders strong enough to churn up huge clumps of boulders and land as they fly through their domain.

They farm the clouds and weather over entire kingdoms and small countries.

The earth that they drag around with them is even large enough to climb upon



Gripping the cold stone, Carmine clutched for dear life. His gaze wandered below, the sheer height he'd managed to scale causing his vision to swim. Clutching his gauntlets into the rock, he gathered himself with a heavy sigh. Muscling his way up and rising to his unsteady feet, he looked to the woman beside him. Her blonde hair whipping in the turbulence flowing around them, she yelled out to cut through the cacophony of noise.

"Having fun yet?" she said with a wry smile, just before a blue shimmer of light enveloped her. Carmine watched as the wizard rose into the storm, floating to the next isolated formation.

"Just a Thursday with you lot," he muttered before taking a few bounding steps across the boulder and launching himself in the swirling winds.

Despite the howling chaos, the winds seemed to coalesce and lift him to the next stone. Landing with a crunch of stone under his heavy armor, he raised his voice through heavy breaths.

"How are we to treat this thing? An elemental with a cold was not something covered in my battlefield medicine training!"

Using a cloud tender in your game

Free or Free. A nearby town is suffering from drought. The rains have not come and the cloud tender that lives high in the mountains has not been seen for many months, or even years. The cloud tender is weakened and suffering, and the characters must correct the issue if the town is to survive another season. The simplest solution is to extinguish the cloud tender and return the weather to normal.

Drive Off the Vermin. There are torrential rains and flooding in the region. The cloud tender in the area seeks to drive away a newly formed settlement. The severe weather is its way of subtly telling the settlers they are not welcome.

Cull or Cure. The cloud tender, a revered figure to the people of the region, has gone missing. Something has cursed the cloud tender and it now wanders aimlessly around far from home, crushing anything in its path and causing chaotic weather on a whim. The angry inhabitants of the region implore the adventurers to track down the cursed elemental and send

it back to its own plane to trouble them no more. The cloud tender uses its power to control weather at will without rhyme or reason, changing conditions by two each time, rather than the standard one.

Temple of the Storm. A cloud tender resides in a mountaintop temple, guarded and served by a host of neutral and good creatures. The massive and powerful elemental has contracted an arcane sickness, and desires to be left alone until it passes. The cloud tender's servants have been instructed not to disturb it, and to deal with any who enter the temple as hostile invaders. Peculiar weather caused by the cloud tender's illness has brought danger to a nearby duchy. Claims of blizzards in the height of summer are founded as the heavy drifts of snow slow your progress into the village proper. An old stargazing wizard claims the cause of this dangerous weather comes from an entity in the skies above the nearby mountain range. He says, despite all logic to the contrary, that thunder claps despite not a single bolt of lightning being seen. Above the community, a cloud tender has lived for eons. What can be done to treat such a large being, and what caused it?

Daydream

Daydream is a word that invokes pleasant memories. A happier time if you will. Every bit as much as a nightmare is the work of a pegasus having its wings removed by slow torture and forced into a path of evil, a daydream is a nightmare redeemed.

Its power is grown by the force of its will to move beyond and back to its innocent nature.

Nightmares are not exactly a common sighting on the mortal realm but in the lower planes they are revered mounts, not only as a symbol of innocence turned evil but because of the power they hold.

Daydreams on the other hand are darn near close to unique creatures as their sole need is to be purified by divine creatures who would normally outright slay a nightmare since they are an abomination.

In those beneficently rare moments where it does happen, a creature emerges so beautiful that it can blind those not worthy to bask in its presence.

A white coat so brilliant you would swear it gives off its own light covers this massive horse. Huge spectral angelic wings flow from the side of this amazing creature.

Anyone a daydream allows to be a rider cannot be unseated by any means short of divine will.

Daydream

Large celestial, neutral good

Armor Class 13 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 60 ft., fly 90 ft.

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

Saving Throws Dexterity +5, Wisdom +5, Charisma +6

Damage Immunities Fire, Necrotic, Radiant

Senses passive Perception 12

Languages Celestial, Common, Elvish, Infernal, and Sylvan (understands but can't speak)

Challenge 6 (2,300 XP)

Illumination. The daydream sheds bright light in a 20 ft. radius and dim light in an additional 10 feet.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 +4) bludgeoning damage plus 14 (4d6) radiant damage.

Ethereal Stride. The daydream and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Blissful Light. The daydream sheds bright light in a 60 ft. radius that causes creatures to daydream as they are bombarded with visions of beauty. The daydream chooses any creatures it can see within 60 ft. that must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. Creatures may repeat the saving throw at the end of their turn to end the effect. For evil creatures, the blindness lasts for 24 hours, and they may not make a saving throw to end the effect. If a creature's saving throw is successful or the effect ends for it, it is immune to the effect for the next 24 hours.

Lore

Intelligence (History, Nature, or Religion)

DC 5 A pegasus is a winged horse.

DC 10 A pegasus is a celestial creature many paladins favor as a mount.

DC 15 While this looks like a pegasus and is a celestial creature, its spectral wings suggest it is something else.

DC 20 This extremely rare creature is called a daydream, and means no harm to creatures of good intent.

DC 25 A daydream is creature through the redemption of a nightmare, which comes to feel remorse for the evil it has caused.

Using the daydream in your game

The knowledge of nightmare reformation and redemption is known to someone the characters know, or they are hired to capture a nightmare for the purpose of redeeming it. This could be a special quest undertaken by the group for a paladin, who could bond with the creature as a special mount.

Not the Momma. Fiends have captured the daydream's foal, using it as leverage to compel the daydream to obey them. If the daydream does not comply, the fiends will transform the foal into a nightmare.

Just Desserts. Trampled bodies begin showing up in a frontier village. A daydream is the culprit, exacting retribution on a secretive cult responsible for transforming it into a nightmare who operate from the village. The adventurers are tasked with solving the mysterious deaths. They encounter the daydream as one of the unarmed cultists is being attacked.

Trick or Treat. The characters encounter a small

group of humanoids wandering the road. They are all blind, and in a lucid state, babbling about the beauty they see all around them. (The group are all evil, under the effects of the daydream's Blissful Light.) They warn the party of the dangerous beast that struck them blind, trying to convince the adventurers that the daydream's appearance is a trick and that it's really a shapechanged nightmare. If the characters offer to help, the group will betray them at the earliest opportunity, true to their evil nature.



Hagar, swinging his curved sword through some low hanging branches, stomped through the quiet thicket.

"This is the last time I let you drag me on your wild chases," he said gruffly, shaking his head in disappointment.

A younger man behind him piped up with a grating whine in his voice.

"I swear it, Hagar. Winged and brilliant. 'Bout near glowed it was such a beaut! I reckon it'd fetch quite a bit a gold if we caught it."

Hagar simply shook his head with a sigh before suddenly stopping in his tracks.

"What? What is it, Hagar?" the younger man asked, pushing forward to look.

Standing before them was a powerful equine form with furled wings along its back. The white of its coat was so pristine, a subtle glow hung about it in the still forest air. The young man began to raise his crossbow, but in an instant, a flash of brilliant light filled their senses.

The sight of the majestic creature was replaced with fleeting images of sprawling meadows, young animals frolicking and scenes of them playing with their young children. The strong horse-like being slowly returned to its walk, leaving the two men to drop to their knees, weeping in joy.

Golden Chimera



14

A chimera combines the most terrifying traits of the creatures that comprise its form to make it a being destined for evil. What if you flipped that around?

An entity that exemplifies the best ideals of its component creatures becomes a golden chimera. The lion is still proud, but rather than being a ruthless hunter for prey it hunts evil with fierce skill and deadly precision. The dragon aspect is drawn from a metallic variety, hoarding knowledge and wisdom to share and exchange with others rather than

greedily gathering gold and treasure. The majestic eagle head gives the creature not only more hunting skill but a sense of honor and duty.

The golden chimera soars on high and looks down at the people below to watch their daily lives. These virtuous creatures are ready to help when the needs are dire, but they do not interfere in day to day affairs. Some golden chimera have adopted, either knowingly or not, a town or small city, discouraging evil creatures from the area.

Golden Chimera

Large monstrosity, neutral good

Armor Class 14 (Natural Armor)

Hit Points 161 (17d10 + 68)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	4 (-4)	14 (+2)	12 (+1)

Skills Perception +5, Insight +5

Senses Darkvision 60 ft., Passive Perception 15

Languages Understands Draconic but can't speak it

Challenge 7 (2,900 XP)

Keen Sight. The golden chimera has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The golden chimera makes four attacks: two with its bite from the lion and dragon heads, one with its beak, and one with its claws. When its divine breath is available, it can that in place of one bite.

Beak. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Focused Fury (Recharge 4–6). The golden chimera makes a multiattack against a single target to devastating effect. Each attack does an addition 5 (1d10) damage.

Divine Breath (Recharge 5–6). The dragon head exhales radiant energy in a 20 ft. cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one.

Bellow. All three heads unleash a powerful and terrifying roar at the same time. It can be heard up to 300 feet away. All creatures the chimera's chooses within 90 feet who can hear must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golden chimera's roar for the next 24 hours.

Weakened and licking its wounds, the three-headed beast perks up at the sound of movement. Steps.

Voices.

After being cast out by the maker, the golden chimera did not look forward to another meeting with humanoids.

Still recovering from the fall from being cast out of the tower, they were able to survive.

It crawled into this cave, infrequently feeding on the small, fluff covered beings that roam nearby. Over the past few weeks, the creature must have garnered some unwanted attention.

While killing in cold blood was distasteful to the golden chimera, they will not hesitate to defend themselves.

No longer will they be a tool of destruction.

Lore

Intelligence (Arcana)

- DC 5 A chimera is a terribly vicious creature and very territorial
- DC 10 A chimera eats the flesh of other creatures and hoards its valuable belongings in a lair, reminiscent of its dragon aspect
- DC 15 There are some chimera that are not like the others and are potentially good
- DC 20 The golden chimera are beings of goodness who are aid others and are keepers of lore.
- DC 25 The golden chimera is the opposite of the chimera. While the chimera exhibits the worst part of each of creature that makes it up, the golden chimera exemplifies only the best features.

Arisen Golden Chimera

Large monstrosity, neutral good

Armor Class 16 (Natural Armor)

Hit Points 189 (18d10 + 90)

Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	13 (+1)	17 (+3)	12 (+1)

Skills Perception +6, Insight +6

Senses Darkvision 60 ft., Passive Perception 16

Languages Celestial, Common, Draconic,

Challenge 8 (3,900 XP)

Keen Sight. The chimera has advantage on Wisdom (Perception) checks that rely on sight

Innate Spellcasting. The golden chimera's innate spellcasting ability is Wisdom (spell save DC 16). The golden chimera can innately cast the following spells, requiring no material components:

At will: *guidance, thaumaturgy*

3/day each: *cure wounds, detect evil and good, protection from evil and good*

2/day each: *augury, enhance ability, lesser restoration*

1/day each: *beacon of hope, create food and water, dispel magic*

Actions

Multiattack. The golden chimera makes four attacks: two with its bite from the lion and dragon heads, one with its beak, and one with its claws. When its divine breath is available, it can that in place of one bite.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Focused Fury (Recharge 4–6). The golden chimera makes a multiattack against a single target to devastating effect. Each attack does an additional 5 (1d10) damage.

Divine Breath (Recharge 5–6). The dragon head exhales radiant energy in a 20 ft. cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one.

Bellow. All three heads unleash a powerful and terrifying roar at the same time. It can be heard up to 300 feet away. All creatures the chimera's chooses within 90 feet who

can hear must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the golden chimera's roar for the next 24 hours.

Using golden chimera in your game

Trick of the Dark. This is a great one for the party that doesn't carry a light source and relies only on darkvision, seeing in black and white. They won't see a gold dragon head, just a dragon head. The golden chimera, despite being a creature of lore, magic and goodness looks not so far removed from the monstrosity that inspired it. An encounter with one could go several different ways depending on how the party approaches the creature. If met with weapons drawn it might attack the party or speak, saying it will slay the evil that has come to its lands. If the party does not catch on that this is a good creature and proceed in an aggressive manner, normal combat will ensue. The golden chimera will not fight to the death but instead flee, by flight, when below half its hit point total.

Mine, Mine, Mine. The golden chimera is threatened by a foe beyond its means, which has taken the chimera's hoard. After seeing the exploits of the party from afar, it comes seeking their aid and implores them to get the treasure back. It does not offer payment in treasure, although it possesses knowledge to share in exchange for help. After the adventurers defeat the thief, the chimera attacks if the entire treasure hoard is not returned in full.

Staying Alive. The party comes across a wounded golden chimera, possibly near death but certainly in need of healing. Characters might recognize the creature for what it is and seek to help, but discover it is cursed and healing magic does not work. The chimera suffers from a zombie curse. A character who succeeds on a DC 15 Wisdom (Medicine) checks can stabilize the golden chimera's condition. Checks can be made once each day, and the DC increases by one every 24 hours. If a check fails, the chimera dies and reanimates as a zombie in 1d4 rounds with the following adjustments: +1 Strength, +2 Constitution, -6 Intelligence, -4 Wisdom, -4 Charisma. It gains the Undead Fortitude trait, gaining immunity to poison damage, immunity to being poisoned, darkvision 60 ft., and loses the ability to speak but understands the languages it knew in life. The golden chimera is grateful for the aid and tells the party of the woe that has befallen it, worried its attackers will come back to cause further harm to itself and the area it protects. The party can defend the golden chimera from the onslaught of creatures intent on destroying it.

What's Mine is Mine. The golden chimera appears roaring as it smells part of its hoard upon one of the characters. How they acquired it and if they are willing to return it to the golden chimera requires some negotiation.

Kharonite

BENEVOLENT UNDEAD

These undead creatures — Hope, Duty, and Love — each swore an oath in life to accomplish a task that went unfulfilled. Now they have sacrificed their afterlife to see the task completed.

Hope

Hope is an undead spirit akin to a ghost but without malevolence. These creatures are held back from the afterlife by a pressing need in the mortal realm. Their drive in life has captured them in a spectral state. The task may be something small. It could be because they seek a proper burial or something as simple as a message passed along to a treasure loved one.

Hope do not seek harm the living but merely wish to carry out one last task, completing a strong desire or powerful expectation of fulfillment. Some use their ability to take over a body to accomplish these tasks, while others simply attempt to communicate.

Hope is also an aspect of redemption, and some hopes seek to possess the wicked, riding along in their body and acting as a conscious to steer them towards the path of goodness.

Many fear the undead — with good reason — but there are sometimes spirits left behind fettered to tasks or messages undelivered to loved ones. To see and know their family is cared for could be all they need.

Power in undeath. Hope can be had by all and it is most prevalent in the lower caste and downtrodden, but when one clings to any semblance of life, power can be found. Woe to any standing in the way of their final task.

Duty

Those bound in death by duty refuse to leave their mortal bodies. The strongest of these rise again sometime after death and work tirelessly towards a goal. Sadly, the types of things that call a duty into being are rarely something a single individual, even one blessed with unnatural strength and the ability to work without exhaustion, could hope to accomplish.

Undead for a purpose. Duty, as the name suggests, cares not for personal glory but for a purpose. There is a mission — protect a family against a specific threat, erect a new temple to an old (or new) god, or similarly singular objective.

Inflexible thought. Duty regards the mission above all else. Duty will not start a fight but anyone that purposefully interferes with the mission or hinders its progress becomes a threat and must be dealt with, else the mission will fail.

Flexible talent. Death offers many benefits to duty. Though in life they most likely possessed skills related to the task they must complete, in death they certainly have what they need.

Love

Love is the one true emotion. Those whose hearts are pure and devotion strong are willing to forgo the pleasures and bountiful rewards of an afterlife in pursuit of the destruction of evil and a the completion of a powerful quest.

Ever Noble. Love prefers a peaceable confrontation as opposed to a physical contest, but if negotiations fail, magic will flow and enemies will fall.

Potent magic users. Divinely-inspired spellcasters, love excel at magic use and being able to maintain control over a spell after taking damage. Their undead constitution fortifies their ability to shrug off pain. Their devotion of purpose gives them clarity they are on the right path to see that evil suffers and that the world will be a better place because of their time in it.

Hope

Medium undead, any good alignment

Armor Class 11

Hit Points 27 (6d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

Damage Immunities cold, necrotic, poison

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 2 (450 XP)

Ethereal Sight. The hope can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The hope can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Final Task. Hope is a creature with one goal. This goal is typically simple — delivery of a message, ensuring proper burial, or one last glimpse of a loved one. Whatever the task, once completed, hope is no longer fettered to the mortal realm and fades away to whatever afterlife awaits.

Actions

Beatific Visage. Each non-undead or construct within 60 feet of the hope that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. While frightened this way the creature is paralyzed. If the save fails by 5 or more, the target is awestruck and suffers the effect of a confusion spell for 1 minute, once the frightened condition ends. A target can repeat the saving throw at the end of each of its turns, ending the frightened condition or confusion on itself on a success. If the target's saving throw is successful or the effect ends for it, the target is immune to this hope's Beatific Visage for the next 24 hours.

Possession (Recharge 6). One humanoid that the hope can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the hope; the hope then disappears, and the target is incapacitated and loses control of its body. The hope now controls the body but doesn't deprive the tar-

get of awareness. The hope can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the hope ends it as a bonus action, or the hope is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the hope reappears in an unoccupied space within 5 feet of the body. The target is immune to this hope's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Psychic Feedback. Ranged spell attack: +4 to hit, range 30 feet, one target. Hit: 5 (1d10) psychic damage as the target is assaulted with images of their own past failures.

Lore

Intelligence (Religion)

DC 5 This spectral creature might be an undead.

DC 10 This appears to be a ghost

DC 15 This undead is called a hope

DC 20 Hope is a good-aligned undead that exists to perform a task

DC 25 There are a group of positively aligned undead called Kharonite

Duty

Medium undead, any good

Armor Class 15

Hit Points 85 (10d8 +40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	19 (+4)	11 (+0)	14 (+2)	18 (+4)

Saving Throws Strength +7, Constitution +7, Wisdom +6

Damage Resistances Necrotic, Psychic

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned, Stunned

Senses Darkvision 60 ft., Passive Perception 13

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Driven to Succeed. The duty is considered proficient in any skills or tools needed to complete the mission so that it can end its state of undeath. Its proficiency bonus is +6 whenever it uses a skill or tool to complete the goal that brought it back.

Dutiful Flesh. While the duty is wearing no armor, its AC includes its Charisma modifier.

Regeneration. The duty regains 10 hit points at the start of its turn. If the duty takes fire or radiant damage, this trait doesn't function at the start of the duty's next turn. The duty's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the duty's body is destroyed, its soul lingers. After 24 hours, the soul reconstructs and animates another body and regains all its hit points. While the soul is bodiless, a wish spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The duty is immune to effects that turn undead.

Divine Knowledge. The duty knows the direction in which it needs to go to complete its quest. It has gathered no knowledge it did not have in life, but in death it knows the direction it must travel.

Actions

Multiattack. The duty makes two fist attacks.

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target actively opposes the duty's mission, it takes an extra 7 (2d6) radiant damage. Instead of dealing damage, the duty can grapple the target (escape DC 15) provided the target is large or smaller.

Charitable Presence. The duty targets one creature it can see within 30 feet that stands in the way of its mission. The target must make a DC 15 Wisdom saving throw. On a failure, the target is charmed for 1 minute. The target may make a saving throw at the beginning of each of its turns, ending the effect on itself on a success. Whenever the duty deals damage to the charmed creature, the creature can repeat the saving throw, ending the effect on itself on a success.

Lore

Intelligence (Religion)

- DC 5** This creature must be an undead
- DC 10** This undead is more powerful than your basic zombie
- DC 15** This type of undead is called duty
- DC 20** Duty is a good-aligned undead that exists to perform a specific mission
- DC 25** There are a group of positively aligned undead called Kharonite

Love

Medium undead, any good alignment

Armor Class 18 (plate armor)

Hit Points 204 (24d8 + 96)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	18 (+4)	20 (+5)

Saving Throws Constitution +10, Intelligence +6, Wisdom +10, Charisma +11

Skills Religion +6, History +6, Insight +10, Perception +10, Medicine +10, Persuasion +11

Damage Resistances Cold, Lightning, Necrotic
Damage Immunities Poison, Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Truesight 120 ft., Passive Perception 20

Languages Celestial, Common

Challenge 17 (18,000 XP)

Anathema to Undead. All undead that make a melee attack within 5 feet of love must make a DC 19 Charisma saving throw or be turned to dust.

Innate Concentration. The love has the ability to concentrate on two spells simultaneously, and cannot lose concentration due to taking damage.

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

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

Spellcasting. The love is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 19, +10 to hit with spell attacks). The love has the following cleric spells prepared:

- Cantrips (at will): *guidance, sacred flame, spare the dying, thaumaturgy*
1st level (4 slots): *cure wounds, detect magic, guiding bolt, shield of faith*
2nd level (3 slots): *hold person, lesser restoration, spiritual weapon*
3rd level (3 slots): *bestow curse, remove curse, revify, spirit guardians*
4th level (3 slots): *divination, freedom of movement, locate creature*
5th level (2 slots): *flame strike, raise dead*
6th level (1 slot): *blade barrier, heal*

Actions

Radiant Grasp. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 35 (10d6) radiant damage.

Holy Bell (Recharge 5-6). The love holds its hands aloft and allows divine light to pour out of its form. The love chooses any creatures it can see within 90 feet, who must make a DC 16 Charisma saving throw, taking 35 (10d6) radiant damage and 35 (10d6) thunder damage on a failed save, or half as much on a successful one.. Those who fail are stunned and prone for 1 minute, falling to one knee in shame of past transgressions and hateful words and deeds. Creatures may repeat the saving throw at the end of each of their turns, ending the effect on a success. Those who succeed feel the radiant energy wash through them unaffected.

Using Kharonite in your game

Rest for the Restless. The Kharonite needs assistance with the quest they sacrificed their afterlife to achieve. The adventurers can assist in destroying a great evil, protecting someone of the Kharonite's lineage or special place or object, retrieving an item or returning an item to a special place.

Holy Moley. A captured creature is being held from completing its quest by an amoral sage, wizard, or

well-meaning person who doesn't understand why this undead isn't weak to holy things.

You Got What I Need. The adventurers have an item in their possession the Kharonite needs to complete their task or is a counter to their success.

Guilty by Association. If one of the characters has the criminal background an individual or an organization they have ties with are on the hit list. Now they are too.

Just Another Job. The characters are hired to protect a wealthy merchant or noble the Kharonite is after.

Lore

Intelligence (Religion)

- DC 5** This creature is certainly an undead.
- DC 10** This is an extremely powerful undead
- DC 15** This undead is called Love
- DC 20** Love is a good aligned undead that exists to perform a specific mission
- DC 25** There are a group of positively aligned undead called Kharonite

"How could you stand shoulder-to-shoulder with such a monstrosity?"

The young elf spits in scorn at a wizened woman sitting in a meditative posture.

The elf continues, "It is our duty to purge their kind from this plane, yet you implore me to stay my hand? I have half a mind to begin funeral rights for the both of you."

The elf turns away, her arms crossed her breastplate in frustration.

The older woman speaks calmly, without opening her eyes, "Are you quite done? You have seen into this soul as I have. It wishes to right its failings. We would be against our oath to not aid this being to the other side. That does not always have to be by the cudgel, neophyte."

She floats a few inches off the ground, a sense of serenity radiating from her.

"We will work with this wayward warrior of the ancient world and once we banish this great evil, put it to its final rest. Now come, meditate with me."



Perfection Seekers

Among philosophers and sages, the concept of perfection is the cause of endless intellectual discussion. Before such discourse begins, there is question of meaning and application.

Is a state of completeness and flawlessness? And if so, by sentient creatures? Nature? Reality itself? What does it mean for a thing to be perfect, and if perfection is attained, is such a thing thereby complete?

But in the vast and layered multiverse, there is no question.

All paths to perfection lead to Protarch, a cosmic plane of existence representing the ultimate law and the goodness derived of achieving supreme excellence.

Like all higher planes, Protarch is spatially infinite. Within this limitless space are six demiplanes, layered atop each other and wound together in a spiral leading to a single point of absolute perfection. Cosmic travelers move along the spiral path towards a pinnacle, beyond which is unknown; no thing that has achieved perfection and moved beyond has ever returned.

Protarch is a place of great beauty and cold logic. Each layer exemplifies an aspect of flawless completion, and the creatures who inhabit these layers study, preserve, guide and shepherd the multiverse and everything within it toward perfection.

The plane is ruled by the entity Apsogos. As near-perfect as anything could be without traveling to the pinnacle of Protarch, Apsogos dwells in the highest layers of the plane. There, they endlessly calculate cosmic outcomes, dispatching beings native of Protarch as they deem necessary.

Apsogos comprises the outcomes of 28 unique concepts capable of achieving supreme excellence, but which have instead remained at the threshold of Protarch's pinnacle to guide the universal pursuit of perfection.

Apsogos has determined there are 496 possible ways to achieve perfection, and throughout all of time there have been 8,128 instances of total perfection. By its calculation, there remains 33,550,336 forms of existence in the multiverse with the potential to achieve perfection.

Orare are celestial entities crucial to the progression of cosmic perfection. Highly intelligent and with a vast breadth of knowledge, their existence is devoted to study and monitoring all of reality for irregularities, as well as calculating logical outcomes. Orare are diminutive humanoids, exactly 3 ft. 1 inch height. They are hairless, with flawless, smooth, shiny bluish-white skin. Their features and form are absolutely symmetrical, and all orare are androgynous and identical. Where a typical humanoids eyes would be, an orare's face has a lemniscate pattern, more commonly called an infinity symbol. When they travel outside of Protarch, orare typically wear simple clothing and carry a staff in the shape of a long, tightly wound spiral.

Witnesses of Perfection. Based on their work, which involves both academic research and their ability to essentially foretell the future through seeing the patterns of all things, orare travel to the prime material plane to witness and record profound instances of perfection. Apsogos sometimes dispatches orare to other planes to observe events of great importance to universal perfection such as significant advancement towards achieving supreme excellence, or threats to cosmic order. In either case, orare will merge with an elektron before leaving Protarch, either for protection or to directly influence events and creatures toward achieving perfection.

Orare

Small celestial, lawful good

Armor Class 10

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Intelligence +5, Wisdom +4

Skills Arcana +5, History +5, Insight +4, Investigation +5, Nature +5, Religion +5

Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Senses Blindsight 30 ft, (blind beyond this radius), passive Perception 12

Languages Celestial, Telepathy 60 ft.

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The orare's innate spellcasting ability in Intelligence (spell save DC 13, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *guidance, sacred flame*
3/day each: *augury, clairvoyance, sleep*

Actions

Quarterstaff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 -1) bludgeoning damage, or 3 (1d8 -1) bludgeoning damage if used with two hands.

Achieve Perfection (1/day). If the orare has full hit points it can use its action to merge with an elektron within 5 ft. Until the end of its next turn, if an elektron uses Achieve Perfection, the orare will merge with it. The orare and elektron become a single creature, the foteinos. All of the orare's abilities are replaced by the new foteinos creature, which appears in either the orare or the elektron's space on that creature's turn.

Foretell. The orare chooses one creature within 30 feet. For 1 minute, the orare's ability to perceive logical outcomes grants the creature advantage on attack rolls and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. This effect immediately ends if the orare uses it on another creature before the duration ends.

Reaction

Cold indifference. When a creature hits the orare with a melee attack, it can use its reaction to force the creature to succeed on a DC 13 Constitution saving throw or take 5 (1d10) cold damage.

Lore

Intelligence (Arcana or Religion)

- DC 5** An orare is a celestial creature.
- DC 10** Orare are native to a plane of lawful order and goodness.
- DC 15** Orare are sages and seers, extremely knowledgeable about a variety of subjects.
- DC 20** Orare seek perfection and can see into the future.
- DC 25** Orare can merge with another creature called an elektron to achieve a more perfect form that makes reality more ordered and ideal around them.

Using the orare in your game

Reclaiming the Past. Stone tablets containing powerful knowledge were stolen from the orare's home plane long ago. While researching, the orare tasked with watching over the tablets eons ago found clues to suggest they were buried in the ruins of an ancient civilization on the prime material plane. The orare hopes to recover the tablets and has foreseen that they are now in the possession of the adventurers. Recovering the tablets is of paramount importance to the orare, whether the adventurers need them or not.

Keep it Secret, Keep it Safe. The characters seek obscure knowledge they hope will be useful to their quest and learn about orare. It is possible these celestial sages might have the answers they need, but finding one is difficult. There are rumors of an underwater library-fortress, its pearl-lined halls said to hold more tomes than can be read in a thousand lifetimes, that is kept by orare. Discovering and reaching it proves to be quite an adventure on its own. The orare defend the library-fortress from interlopers attempting to steal the knowledge within.

Frenemies. An enemy of the party proves implacable, always one step ahead of them. This enemy has imprisoned an orare, and forces the creature to use its powers to spy on the party and plan their next moves. Rescuing the orare will put a serious dent in their enemy's plans, and be a good deed in and of itself. But a misunderstanding of the situation leads to conflict with the orare.

Teach the Teacher. An orare learns of the party's adventures and wishes to learn from them. It travels to the prime material plane to seek them out. Perhaps the orare even offers an invitation to visit its own plane to share knowledge.

Elektron

Large construct, lawful good

Armor Class 15 (natural)
Hit Points 68 (8d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	10 (+0)	10 (+0)	1 (-5)

Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine
Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands Celestial but can't speak
Challenge 4 (1,100 XP)

False Appearance. While the elektron remains motionless, it is indistinguishable from a solid block of crystal.

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

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

Refractive Surface. Whenever the elektron takes radiant damage, half that damage is reflected to a target within 30 ft. that the elektron can see.

Actions

Multiattack. The elektron makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 +3) bludgeoning damage.

Achieve Perfection (1/day). If the elektron has full hit points it can use its action to merge with an orare within 5 ft. Until the end of its next turn, if an orare uses Achieve Perfection, the elektron will merge with it. The elektron and orare become a single creature, the foteinos. All of the elektron's abilities are replaced by the new foteinos creature, which appears in either the elektron's or the orare's space on that creature's turn.

Greater Than the Sum. Two or more elektron can arrange themselves together to form a wall. The wall is 10 feet thick, 10 feet wide, and 10 feet tall for each elektron. While in this form the elektron is blinded, deafened and restrained, and gains immunity to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw (DC 14). On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

Elektron are native to Protarch, an unusual crystalline formation that grows on the fourth layer of the spiral. Flawless in every way, the semi-sentient constructs remain inert for most of the timeless existence, forming protective barriers and structures to protect entities and concepts being nurtured on their way to perfection. Every elektron is identical in size and shape, 12 ft. 5 inches in height comprised of many individual square crystals formed into a humanoid shape. They have featureless, square block heads. When motionless, the seams between these blocks are undetectable

and they appear as a solid crystal block, 10 feet in every dimension. While in form, all elektron are the same, there are differentiations in color representing 16.9 million visible colors. At any given time there are at least one elektron of each color on the infinite spiral of Protarch, and elektron of the same color also exist.

Bastions of the Ideal. On Protarch, elektron are most often exist along others of their kind, forming magnificent structures of flawless construction. Great shrines, vast cathedrals and the sublime libraries of the orare are some examples of these edifices. The elektron's near-invulnerability, faultless nature and resplendent color make these structures truly transcendent. Certain extraordinary places outside of Protarch might also comprise a number of elektron, places of cosmic significance that Apso-gos determines must be protected.

Guardians Against Chaos. Elektron serve another, higher purpose on the spiral path of Protarch, forming an impenetrable barrier between the fourth and fifth layers. This elektron wall is a powerful defense against unworthy entities seeking to reach the higher and more delicate layers of the plane.

Construct Nature. An elektron doesn't require air, food, drink, or sleep.

Lore

Intelligence (Arcana or Religion)

- DC 5** An elektron is a construct.
- DC 10** Elektron are native to a plane of lawful order and goodness.
- DC 15** Elektron are guardians of places important to order and goodness, particularly shrines, monasteries, cathedrals.
- DC 20** Two or more elektron can form themselves into walls, barriers or other structures.
- DC 25** Elektron can merge with another creature called an orare to achieve a more perfect form that makes reality more ordered and ideal around them.

Using the elektron in your game

Stand the Test of Time. An impassable wall of crystal blocks the party's further progress into the ruins of an ancient shrine. The wall is actually several elektron that have stood there for millennia as a safeguard. The temple contains ancient relics. The elektron are charged with keeping these artifacts out of the hands of all but those who are worthy. The worthy will have a mark, password or other identifier. The elektron will attack any who try to procure their charges without the proper credentials.

Wherefore Art Thou. A stray elektron roams the wilderness. It seeks the orare it was once merged with. The two creatures became separated after a fiend destroyed their merged form and captured the orare.

What are Those? Miners uncovered a large crystal during an excavation. The crystal turned out to be an elektron imprisoned deep in the earth long ago. The dwarves are unable to communicate with the strange creature, and are unsure what to do. Skilled adventurers might be able to help.

For Your Own Protection. A group of elektron appear on the material plane. They arrive in a small hamlet and form an impenetrable wall around the place. It turns out the area is a site of great power, and orare have foreseen that fiendish forces will attempt to seize it for evil purposes. The elektron are protecting the place, but the people inside the wall are trapped and scared.

Foteinos

Large celestial, lawful good

Armor Class 18 (natural)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	16 (+3)	27 (+7)	12 (+1)

Saving Throws WIS +10, CHA +4
Skills Insight +10, Perception +10
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Immunities Poison, Radiant
Condition Immunities Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Truesight 120ft., passive Perception 20
Languages Celestial
Challenge 7 (2,900 XP)

Logical System. The foteinos can't be compelled to act in a manner contrary to its nature and is immune to any spell or effect that would alter its form.

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

Magic Weapons. The foteinos' weapon attacks are magical.

Perfection of Form. When the foteinos dies, the merged creatures that form it are separated. An elektron and an orare both appear in the nearest unoccupied spaces. Each creature has half their maximum hit points.

Actions

Multiattack. The foteinos makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 +3) bludgeoning damage.

Idealize Reality (Recharge 6). The foteinos restructures the fabric of reality in a 15 ft. cube centered on itself. Disease and poison in the area are cured and neutralized. All normal plants in the area become healthy and blossom, grow, or bloom. Creatures in the area must succeed on a DC 15 Constitution saving throw or be charmed by the foteinos until the end of its next turn or until the charmed creature takes any damage. The foteinos can cause any of the charmed creatures to fall prone when they fail the saving throw. If a creature's saving throw is successful or the effect ends for it, it is immune to Idealize Reality for the next 24 hours.

Negentropy. *Ranged Spell Attack:* +6 to hit, range 30 ft., one target. *Hit:* 29 (4d8 +7) force damage, and the target must make a DC 15 Wisdom saving throw. Creatures of lawful good alignment have advantage on this save. If the saving throw fails by 5 or more, the target is paralyzed, bound in place by static reality. Otherwise, a creature that fails the save is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming paralyzed on a failure or ending the effect on a success. The paralyzation lasts until the creature is freed by the lesser restoration spell or other magic. While paralyzed in this way, the creature ceases to age and is immune to disease and poison; does not need to eat, drink, or breathe; doesn't need to sleep; and doesn't suffer the effects of exhaustion due to lack of rest.

When chaos threatens to disrupt cosmic order or stifle the natural progression along the path to perfection, a foteinos sees to it such affronts are removed. A singular elektron and orare combine in perfect union to form such a creature, which has the power to force reality into an ideal state. Precisely 10 ft 11 inches in height, a foteinos appears to be made of a single piece of crystal, the same color as the elektron that forms it. Inside the translucent humanoid form, a darker shape of a smaller humanoid remains motionless. The outer surface of a foteinos looks polished to dazzling finish.

Shepherds of Reality. Foteinos are formed when the natural order of things becomes corrupted by supernatural influence. The cosmic order of Protarch dictates intervention, and a foteinos assumes a singular focus to address the flaw in reality. When the task is complete, a foteinos may remain at the site of conflict to safeguard and nurture whatever entity or concept was threatened, able to

remain inert for millennia while existence continues around it. The aura of idealized reality surrounding the creature remains in effect, bringing the area nearby closer to perfection over time.

Lore

Intelligence (Arcana or Religion)

- DC 5** A foteinos is a celestial creature.
- DC 10** Foteinos are native to a plane of lawful order and goodness.
- DC 15** Foteinos' goals are to create multiversal perfection.
- DC 20** A foteinos can alter reality around itself to become more structured and ordered.
- DC 25** A foteinos is created when two other creatures, an orare and an elektron, merge together to achieve a more perfect form. When a foteinos dies, the orare and elektron are separated and reappear nearby.

Using the foteinos in your game

Evil in Their Hearts. The party hears a rumor of a frontier settlement where strange crystalline creatures paralyzed everyone and abducted several villagers. This could happen several more times as the party investigates. It turns out there is a powerful cult leader devoted to a demon lord who travels around subverting people to their cause and establishing fiendish footholds, and foteinos have been dispatched to the prime material plane

to stop them. The abducted villagers were the most corrupted by the chaos and evil. The demon lord has planted evidence to frame the foteinos.

The Greater Good. In a remote area, a small community dedicated to order, goodness, and spiritual perfection revere an entity they call the Illuminated One, which blesses them with health and abundant crops. But the Illuminated One seems to have abandoned them, and the community is facing hard times. The Illuminated One is a foteinos, called away by higher powers to aid in a planar conflict. It will be difficult to convince it to return, possibly leading to conflict.

Step Into the Beyond. A powerful ally of the party loses her way after a second child is stillborn. She curses the gods and her fate, falling to darkness. A foteinos is dispatched to deal with the situation. The party can learn from the creature that the souls of her dead children reside in a place of great goodness, protected by the lord of the plane itself, and the fallen friend can choose to join them if they wish. But they must work to repair the harm they've caused. If they choose to do so, they can enter the highest level of the plane where their children's souls are, but they will never be able to return.

Law vs. Chaos. A fey creature that delights in chaos is running rampant on the prime material plane, sowing discord. The creature's antics have begun to stray from the mischievous to the cruel. A foteinos pursues the creature with zealous determination and the party gets caught in the middle.



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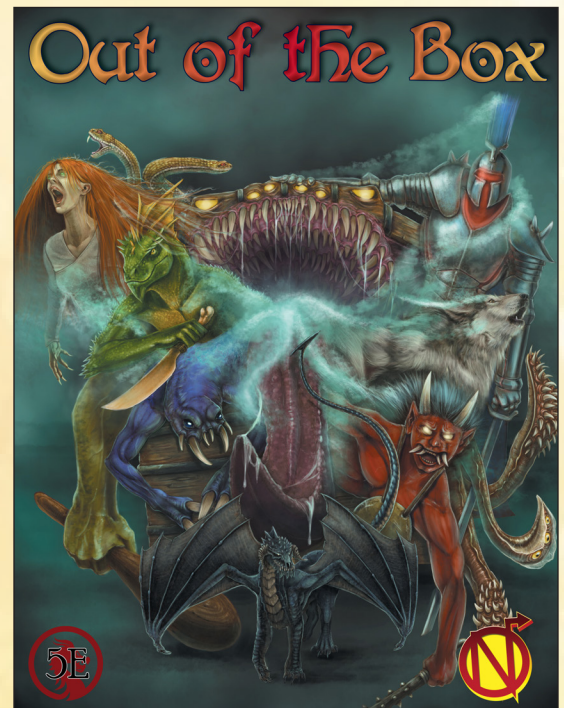
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