

Dark Paths:

THE CHAINED ONE



Wherever there is nature's
savagery, there I dwell...



THE CHAINED ONE

Nerdarchist Dave here from Nerdarchy. For nerds, by nerds. What exactly is Nerdarchy? It is a website, [YouTube channel](#) and a Patreon where we are creating content for Fifth Edition. We play Dungeons & Dragons and other roleplaying games, discuss many aspects of storytelling, worldbuilding and game mechanics, Game Master and player tips, and answer viewer questions about your game in live chats and new videos every week. Collectively, we have nearly a century of gaming experience and we've always loved discussing the RPG hobby — now we just do it in front of a camera! We've made thousands of gaming related videos and there's no end in sight. Then there's [Nerdarchy.com](#) where writers write about gaming and other nerdy topics. So buckle up your armor, sharpen your sword and join us in Nerdarchist Ted's basement!

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— Nerdarchist Dave

The Fifth Edition content in this book explores new, darker paths for adventurers to follow. Beginning down one of these dark paths leads to power but at a perilous cost. Heroes of the dark face insurmountable odds and face challenging decisions whether it is worth the cost to fight against such forces by tapping into the same source of insidious influence as their terrible foes. In this Dark Paths series we're taking a broader approach to content creation with further reaching goals and cohesiveness between each new product. Will heroes face the darkness alone, or fight fire with fire and bring their own dark forces to bear?



Credits

Writing: Megan R. Miller
Editing and Layout: Doug Vehovec
Cover Art: Askhan Ghanbari
Interior Art: Nelson Vieira

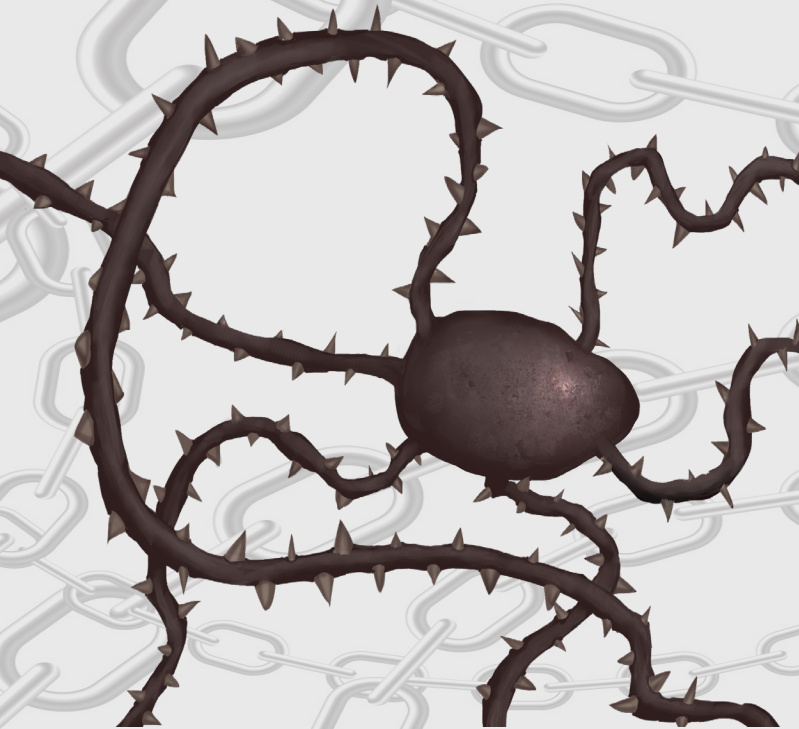
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Wherever there is nature's savagery, there I dwell...

An adventure scenario for four 8th level characters



A blood bramble

The following hooks can be used to prompt adventurers to investigate the temple.

- Communication has been cut off at the temple and a monk from a nearby settlement, Iara Olthane, would like to know why.
- The matron at the local orphanage has seen **Howler** lurking around the edges of the city and has requested someone track him and bring him back to her.
- An influx of feral animal attacks can be traced back to this source and a village has offered a sizable reward to anyone who can make them stop.

Several miles into the untamed woods an overgrown temple stands at the end of a path that was once clear but has since been overtaken by underbrush. No trees have yet

grown into it, but the brambles and thorns grow more dense the closer you get to the temple itself and as you draw nearer the area becomes difficult terrain out to half a mile out from the temple.

The temple itself is a single story building with a row of vine dominated columns outside. These vines thread between the columns creating a network of webs casting the inside of the vestibule in shadow. There is a small area between the middle columns just big enough for Large sized or smaller creatures to squeeze through without difficulty.

Large vines and thorns protrude from the outside of the building, making it difficult to see the architecture. It is easy to mistake this structure for an oddly grown plant if you aren't paying attention, and if you are the plants seem to vibrate and move with a will of their own.

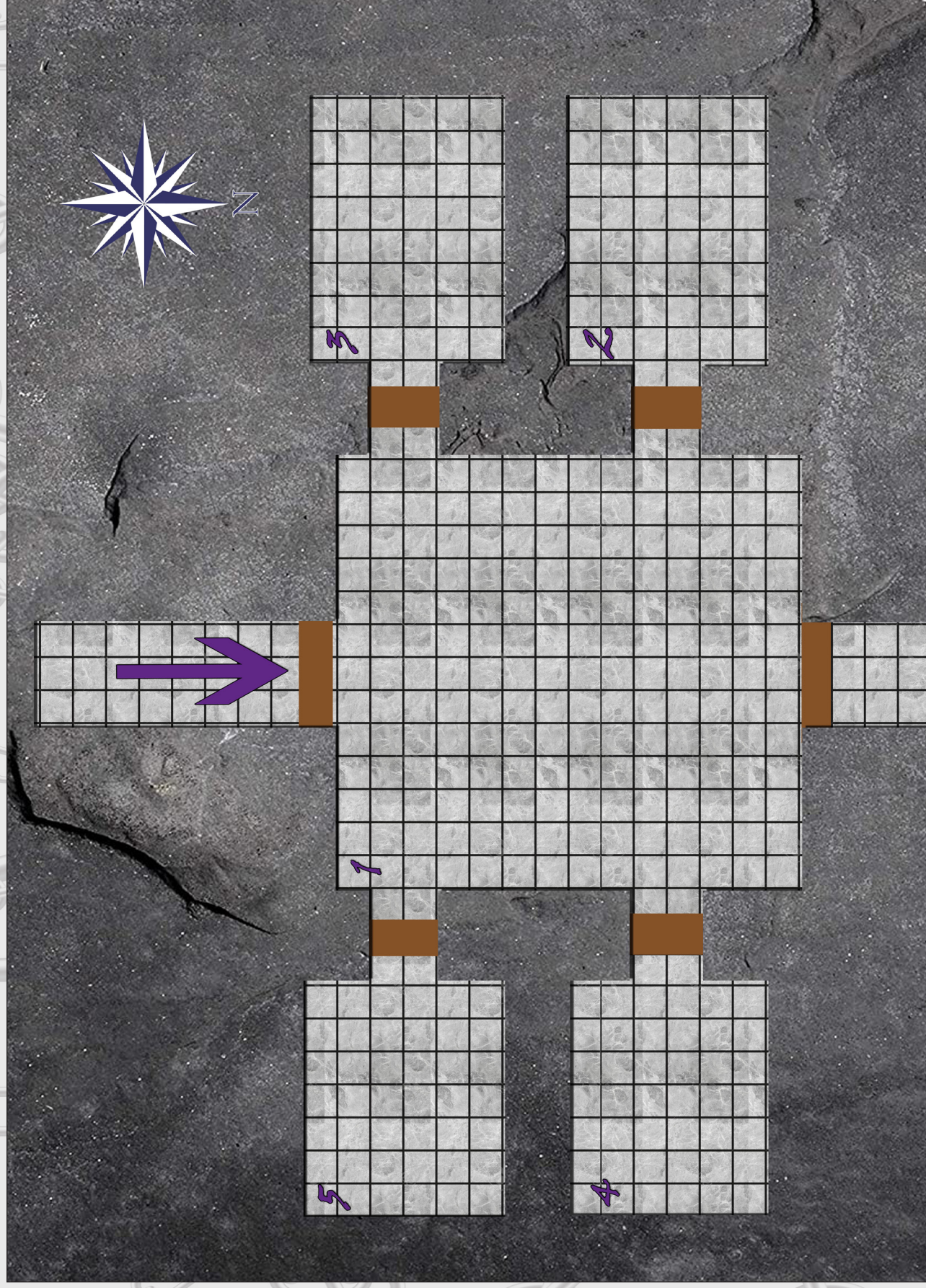
Carrion Feast

Just outside of the temple is a sight almost as impressive to behold as the overgrowth of the temple itself. In the clearing around the temple is a carrion feast. It seems as though every savage beast in the woods has been drawn here at one point or another and the rotting carcasses of wolves and carrion birds have been speared on the thorns and threaded along the vines here.

As the party approaches, three **wolves** and two **warp hounds** lift their heads from the bodies and approach the party with hackles raised. The wolves have strange thick lettering carved into their flanks and do not seem to raise the ire of the warp hounds they are feeding with.

Though they appear to be hungrily feasting on the bodies of other wolves, there is no quarrel between themselves (or Howler, should he be in the area). They respond with violence towards any other creatures nearby.

Temple of the Chained One — Ground Floor



1 - Sanctum

The Sanctum of the Temple of Chains is a 70 foot by 65 foot room with six exits. The exit to the south leads back out into the overgrown clearing where the carrion feast sits.

A series of scrapes, cracks in the tiles from blunt force and divots in the walls show fighting once occurred in this large space. A few rotted mats still remain, rolled up in the corners.

Although it would be easy to assume the damage to the room came from a battle once fought here, a character who succeeds on a DC 15 Intelligence (Investigation) check discerns the imperfections have accumulated over the course of years of this space being used for training.

On the eastern wall are two locked doors leading to the archive and the store room. On the western wall are two locked doors that lead to the nest and prayer room. The door leading to the prayer room is trapped with a dart trap.

On the northern wall is a heavy wooden door without a trace of rot. This door is unlocked and opens into a staircase leading down to the basement level (B1).

The staircase is overgrown, much like the outside, though the vines only crisscross the marbled walls and ceiling and not the floor.

2 - Archive

The wooden door is rotted and weakened but the metal lock remains intact. Opening the door requires either a successful DC 14 Strength check to smash through the rotted wood or a successful DC 18 Dexterity check using thieves' tools to open the lock.

This 30 by 40 foot chamber has walls dominated by bookshelves overcrowded with scrolls shoved

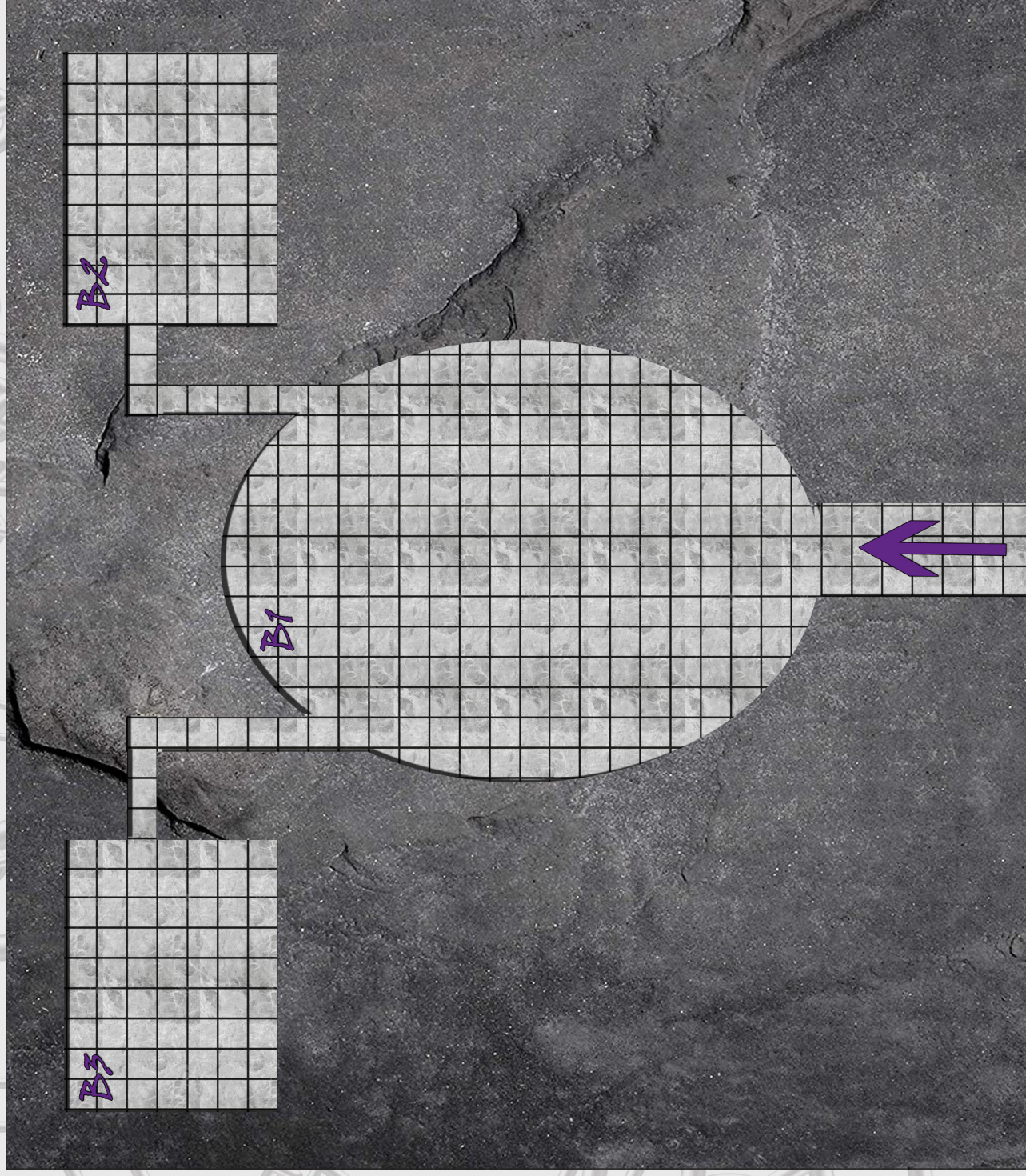
in wherever there is room, and some books slotted in sideways where there wasn't room otherwise.

A character attempting to pull a book off a shelf must succeed on a DC 15 Dexterity (Sleight of Hand) check to carefully remove and flip through it without the pages crumbling in their hands.

Characters can find the following books on the shelf, and you may choose one or roll on the table to determine what the character extracts. All of the books are written in Common.



Temple of the Chained One — Basement



d10 Roll**Book**

- 1 The diary of one of the chained monks detailing the days leading up to the binding of the Chained One. They had to sacrifice seven of their own to make the binding stick.
- 2 A book of combat maneuvers specific to the chained fist. There are many illustrations of appropriate techniques within the book.
- 3 A book written in several different sets of handwriting detailing the history of the temple. A character reads this book they will be warned of the dart trap outside the prayer room.
- 4 A booklet of observations regarding local wildlife in the area and how they have been unusually aggressive. Any character who reads this booklet gains advantage on any Wisdom (Animal Handling) checks made within the area.
- 5 A heavily damaged book details substituting a chunk of flesh for spell components. (See **Dark Content — Cannibalism as a Spell Component**)
- 6 A book of cautionary tales written as bedtime stories. One suggests salt as a method for banishing creatures from distant planes. Another advises salting a bird's tail to tame it. Unfortunately, neither of these methods works.
- 7 A prayer book for keeping things contained. A character who succeeds on a DC 15 Intelligence (Arcana or Religion) check identifies a prayer of protection against for the Chained One. As a bonus action while holding the book, a character can recite a mantra of abjuration that prevents the Chained One's next attempt to summon an aberration into its chamber.
- 8 A devotional of the temple's faith. A character who succeeds on a DC 15 Intelligence (Religion) check can read the text aloud and creatures within 30 feet that can hear are bestowed with the effect of the *bless* spell (no concentration required) for

24 hours. Once the book has been used this way, its power fades and it can no longer be used this way.

9 An *enchanted study guide* (Acrobatics).

10 A book containing illustrations of some of the monsters that slip out of the living portal that is the Chained One. A character who reads this book and spends at least 1 minute observing or interacting with these creatures outside combat can learn certain information about its capabilities compared to your own. The GM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Any ability score
- Armor Class
- Current hit points
- Damage Vulnerabilities
- Damage Resistances
- Damage Immunities
- Condition Immunities

3 - Store Room

The wooden door is rotted and weakened but the metal lock remains intact. Opening the door requires either a successful DC 14 Strength check to smash through the rotted wood or a successful DC 18 Dexterity check using thieves' tools to open the lock.

This 30 by 40 foot chamber is packed with supplies for religious rites including candles and incense. Many of these supplies have been sitting here for so long they're no longer usable but a character who succeeds on a DC 15 Intelligence (Investigation) check gathers 300 gp worth of supplies including candles, incense and gem dusts. These can also be used as component pouch.

A fireplace on the northern wall sits clear of any debris, a cluster of hand and footprints in decades worth of ash on the stone create a trail leading to the corner stacked with crates. A feral child, the young boy called **Howler**, is in here, rummaging through the supplies and looking for something to eat. He does not respond well to being spoken to, but he does respond well to being offered food.

A character who succeeds on a DC 15 Wisdom (Animal Handling) check calms Howler down. If any character gives him food this check is made with advantage. If Howler is calmed his behavior shifts from feral predator to nervous, but tame, creature. While not attacking outright, it takes some time to properly earn his trust. If there is a fight he is likely to run and hide, and watch to see who comes out on top. In a way this is very much in line with nature's savagery — he seems to be of the mindset that might makes right.

4 - Nest

The wooden door is rotted and weakened but the metal lock remains intact. Opening the door requires either a successful DC 14 Strength check to smash through the rotted wood or a successful DC 18 Dexterity check using thieves' tools to open the lock.

This 30 by 35 foot room used to be dedicated as a dressing space for the monks who lived here to get ready for their sermons and practice. Various shredded bits of costume are strewn throughout the room, torn to pieces by the monsters that have taken up residence inside.

There are three **warp hounds** in the nest sniffing and rummaging through the piles of clothing. Unless a lot of noise has been made outside, they are surprised when the characters enter the room. lara locked them in here in the first place, but it has been some time since then and they have become more interested in finding food.

5 - Prayer Room

The wooden door is rotted and weakened but the metal lock remains intact. Opening the door requires either a successful DC 14 Strength check to smash through the rotted wood or a successful DC 18 Dexterity check using thieves' tools to open the lock. Opening the door sets off a dart trap that deals 10 (3d6) poison damage.

Disabling the dart trap requires thieves' tools and a successful DC 13 Dexterity check. If the check fails by 5 or more the trap goes off, striking the character with the dart unless they succeed on a DC 13 Dexterity saving throw.

This 30 by 35 foot chamber is mostly empty but not unadorned. Each wall is covered with paintings depicting chains stretching across it, some binding creatures and others in the process of being used as weapons. A number of physical chains stretch across the ceiling as well, from which hang folded pages with hand written prayers scrawled across them.

The prayers are written in Common. They are remarkably well preserved and easy to read. The monks here would often pray on behalf of brothers and sisters, cousins, friends and others in their lives they left behind. Monks also prayed on behalf of people they didn't know personally who asked them for aid and intercession.

There is a box at the head of the room with a set of blank papers stacked within it, and **lara Olthane** kneels before it, scrawling a prayer of her own for the feral child in the woods outside. If asked, she tells the party how to hang their own prayers. Doing so does give them a feeling of peace upon completion. lara explains that the Chained One built much power here and it is only a matter of time before it manages to slip the bonds.



lara Olthane

She is unable to prevent this, only to delay the inevitable and she believes fighting it to be an exercise in futility. If this facet of the creature were to die it would only appear again somewhere else in the world and then it would not be bound as it is here.

She explains to the party it is possible to renew the bindings of this creature and ensure its over-running of the region stops, at least for a little while. In order to do this, the twin seals feeding into the third around the Chained One must be refreshed in blood. The procedure harms those participating in it, but will not kill them. She explains she would have tended to this long ago, but she is only one person and needs at least one other to aid her because the seals must be refreshed simultaneously. The party can help her refresh the seals, in which case lara will come with them, or they can go to take care of it themselves. If Howler is with them, they might leave him in her care.

lara is also interested in doing what she can to help the feral boy who found his way into the temple, though her efforts to get through to him have so far been in vain.

Room B1 - Prison of the Chained One

This massive rounded chamber is 100 feet at its longest point from north to south and 75 feet at its longest point from east to west. Dominating the center of the room is a 10 foot diameter pit where the clay tiles forming floor in the rest of the room have broken and chipped away, making way for the entity locked away here.

Chains have been thrown over the titanic body of a gargantuan creature only barely constrained by the pit it's been shoved into. The terrifying entity only fits beneath the ceiling of this room by virtue of hunching over. The first time a character moves into the chamber the Chained One whispers to them using no visible mouth, beckoning with a voice akin to a rasping growl.

"Free me, and I will give you power."

The Chained One greatly desires the seals on its prison broken. The rasping growl explains that anointing them with the blood of an enemy

The entity residing in the basement of this place, the living portal, is a vast being existing simultaneously in more than one place, and these existences are not mutually exclusive. This particular shard belongs to this plane of existence. Other iterations may vary.

corrupts the seal enough so the Chained One can writhe and thrash and break them.

The Chained One can move enough to turn in the pit and can be fooled momentarily. If characters agree to help the Being of Malediction it takes them at their word. At any time if the ritual to refresh the seals begins the Chained One is immediately aware of this open defiance. At this point everyone rolls for initiative as the Chained One's head splits open and aberrations begin emerging from within its body, which acts as a conduit to a demiplane.

Each round on initiative count 20 roll on the table below to determine the aberrations that emerge. These creatures appear in an unoccupied space in this chamber and get their own initiative, attacking the nearest enemy.

d6 Roll	Creatures
1	3 gibbering mouthers
2	twisted crawler
3	2 chuul
4	1 otyugh
5	1 cloaker
6	2 warp hounds

The arcane bindings around the Chained One glow like the embers of a dying fire. In its rage at the refreshing of the seals it can create a portal to release these aberrations out, but the powerful bindings are strong enough not to allow outside weapons or magic to get through. The first time a creature moves within 5 feet of the pit or starts its turn there it takes 35 (10d6) radiant damage. The Chained One is immune to all damage and conditions while it is bound.

Throughout the chaos and pain, the Chained One thrashes and struggles against the arcane bonds, continuously rasping and growing that this horror can stop if it is freed.

Once the encounter has begun, the Chained One continues thrashing against the binding chains and creating aberrations until both seals have either been refreshed or dispelled. This could involve the party attempting to barricade themselves in the seal rooms or with some of them fighting off the aberrations while two of them take care of the seals.

If the seals are broken, the Chained One breaks free of its prison. Creatures within the chamber are instantly killed and the Being of Malediction rampages across the world destroying everything in its path.

Room B2 - The First Seal

A seal etched into the floor dominates this 35 by 45 foot room. Gold inlay fills the grooves in the stone floor forming the seal. The sigil is worn through and even broken in several places. Upon bleeding into the sigil, the blood bubbles and transmutes as the magic of the sigil itself absorbs the iron into the gold, strengthening it and refreshing the seal.

This must be done simultaneously in both rooms for the ritual to be a success. Symmetry is an important spell component here, one circle feeding off of the other and vice versa. The ritual takes 3 rounds to complete. Characters spend these turns engaged in the ritual. If a character does anything else on their turn the ritual fails and must be restarted.

There is a twisted crawler in this room, an aberrant creature still wearing the tattered remains of monk robes. If lara is with the party she stoically strides forth to do what needs to be done and destroy the foul creature with a degree of reverence unnecessary for a mere aberration.

Room B3 - The Second Seal

A seal etched into the floor dominates this 35 by 45 foot room. Gold inlay fills the grooves in

the stone floor forming the seal. The sigil is worn through and even broken in several places. Upon bleeding into the sigil, the blood bubbles and transmutes as the magic of the sigil itself absorbs the iron into the gold, strengthening it and refreshing the seal.

This must be done simultaneously in both rooms for the ritual to be a success. Symmetry is an important spell component here, one circle feeding off of the other and vice versa. The ritual takes 3 rounds to complete. Characters spend these turns engaged in the ritual. If a character does anything else on their turn the ritual fails and must be restarted.

There is a twisted crawler in this room, an aberrant creature still wearing the tattered remains of monk robes. If lara is with the party at this point, she will be stoic and stride forth to do what needs to be done with a degree of reverence unnecessary for a mere aberration.

Dark Content

Cannibalism as a Spell Component

In an area maligned by the power of Nature's Savagery and the Chained One it is possible to substitute spells by consuming the flesh of a member of one's own species.

The spellcaster does not need to kill the creature themselves (or even at all if just taking a chunk of flesh out of another living being is something your party is okay with doing) in order for this to work, all it requires is the consumption of flesh.

A chunk of flesh 2 inches in diameter can act as a stand in for a material component worth up to 500 gold pieces when consumed. Removing this flesh from a living creature causes 2 hit points of damage and its hit point maximum is reduced by 2 until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

If you opt to use this mechanic, you may want to hint at it in the Carrion Feast by having some of the predators feasting on the carcasses of their own kind.

CREATURES

Briarfox

This tiny fey creature is animated overgrowth in the shape of a fox with thorns for teeth and claws. The vines comprising its body move as it moves around a core of constant shadow.

Spellcasters favor briarfoxes as familiars, and these fey also have a tendency to appear in abundance wherever the Chained One has sway, drawn to the wild nature of its presence.

Briarfoxes tend to be quite savage without another creature to bond with, and left to their own devices swarm and cause harm both in the way plants do (by growing into buildings and causing structural damage) and the way beasts do.

If tended to, however, the briarfox can be coaxed to grow flowers from its thorny coat. A flower plucked from the coat of a briarfox can be used once as a spell focus. A well tended briarfox produces three blooms a day, and removing the blooms does not harm the briarfox in any way. In fact, it seems to enjoy having the flowers plucked from its coat and regards it as grooming in a sense.

Briarfox

Tiny fey, unaligned

Armor Class 12

Hit Points 3 (1d4 + 1)

Speed 20 ft

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Stealth +4

Senses passive Perception 11

Languages Understands Sylvan and Common but cannot speak.

Challenge 0 (10 XP)

Briarflower (3/Day). The briarfox bears flowers that can be pruned from its body and used in two ways. As a bonus action a creature can eat a flower and spend one Hit Die. The creature rolls the die and adds its Constitution modifier to it, regaining hit points equal to the total (minimum 0). Alternatively a flower can be crushed and used as a material component worth up to 100 gp for spellcasting.

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Reaction

Acacia. As a reaction when the briarfox is hit by an attack it can raise its thorns around itself, gaining a +2 bonus to AC against the triggering attack. In addition, until the start of its next turn whenever a creature within 5 feet of the briarfox hits it with a melee attack it takes 1 piercing damage.

Howler — Feral Child

This young human has been hanging around the temple for as long as he can remember. Something drew him in. His first memory is of blood and meat, of fear and of hiding from things with teeth and claws. All of the stories say the wolves tend to raise stray children, but not these.

Howler survived because he learned to watch. He had to earn his place in the pack before the wolves allowed him close and from that moment on every second of his life was spent watching his back from the animals around him. This was much better than having to watch his back from everything else at the same time. He became vicious and unrelenting. When Howler moves he runs on all fours and this does not seem to slow him down even a little bit.

Howler has experienced more in his 10 short years than most people do in their entire lives and these things left their marks. He didn't know what he was doing when he took his beast marks. The first one happened very much by accident but once he figured out how he'd acquired it, he took the others without much prompting.

The other wolves in his pack have marks as well, and Howler was a vector for them. Carving the first mark into the flank of one of the other wolves was a task. The others didn't want to allow him to do so until they realized it was making them stronger. They have since learned to come to him when he starts to pick up the sharp rocks.

The influence of the Chained One makes Howler quicker and more steady on his feet than the average ten year old and allows him to move faster than most humans. His fingers have elongated and become sharper, resembling claws that leave gouge tracks even in solid stone when he runs on all fours.

Howler

Medium humanoid (human), neutral

Armor Class 14

Hit Points 97 (15d8 + 30)

Speed 35 ft.

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

Senses passive Perception 13

Languages Speaks broken Common

Challenge 5 (1,800 XP)

Charge. If Howler moves at least 20 feet straight towards a target and then hits it with a bite or slam attack on the same turn, the target takes an extra 14 (4d6) bludgeoning damage.

Rend (Recharge 5-6). Whenever Howler hits with a bite attack he may dig his teeth in and rip as a bonus action. The target must succeed on a DC 15 Constitution saving throw or manifest a bleeding wound that deals 7 (2d6) piercing damage at the beginning of that creature's turn. On a successful save, nothing happens.



Howler

A wounded creature can make a DC 15 Constitution saving throw at the end of its turn, ending the effect of the wound on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of the wound on it on a success.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 25 (5d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 24 (5d10 + 2) slashing damage.

Iara Olthane — Last Monk

The temple used to be full of acolytes and monks who all stood to protect the world from the dark being chained beneath. Iara remembers those days well. Now, she is the last one remaining, and her ability to keep this thing contained has dwindled severely.

She was raised here as a child after her parents were killed in a bandit attack and grew up learning the ways of fighting with the chained fist, though she needs no weapon to be a force to be reckoned with. Even in her old age, she is formidable.

lara rapidly approaches 70 years, though her back is still straight and her eyes still as blue as they were when she was a child. Her hair is mostly black, shot with grey particularly around the temples. Though lara fights with a chain she remains a gentle person with those who have given her no reason to quarrel. Those who aggress can expect a hard and unrelenting opponent. lara has been leaving clean food out and trying to draw in the feral child who hangs out around the temple. She was the one who nicknamed him Howler and hopes to find a way to calm the wild youth.



A monk of the chained fist

lara Olthane

Medium humanoid (human), neutral good

Armor Class 16
Hit Points 130 (20d8 + 40)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Senses passive Perception 11
Languages Common
Challenge 6 (2,300)

Stolen Breath. Whenever lara hits a target with her Chain she can use a bonus action to silence the target until the end of her next turn. The silenced creature is deafened, and casting a spell that includes a verbal component is impossible.

Actions

Multiattack. lara makes three chain attacks.

Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) bludgeoning damage. If the target is Large size or smaller it must succeed on a DC 15 Strength saving throw or be pulled up to 10 feet towards lara.

Twisted Crawler

This twisted creature was once humanoid, but the seed from another plane of existence buried in its chest warped it beyond recognition. The creature's spine is twisted, arms and legs disjointed and bent at disturbing angles.

The abominable creature's chest and stomach face the ceiling as it walks on hands and feet with a head pointed toward the ground and a tongue too long for a mouth full of needlelike teeth open far too wide for any mortal creature to survive. The chest cavity is a gaping hole where its carved out heart has been replaced with an ebony seed striated with red veins.

Vines growing from the seed twist along the creature's torso and limbs, and wicked thorns bite into its flesh with every movement.

This horrid abomination salivates constantly, the caustic spittle dripping from its lips hitting the ground in long hissing globules and its 6 foot long tongue darts back and forth from an obscenely large mouth, seeking flesh to whip and lash.

Twisted Crawler

Medium aberration, neutral evil

Armor Class 18 (natural armor)

Hit Points 132 (24d8 + 24)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	6 (-2)	10 (+0)	4 (-3)

Senses passive Perception 10

Languages None

Challenge 8 (3,900 XP)

Blooded on the Thorns. The twisted crawler can use its bonus action to tense its body and allow the thorns encasing it to bite into its own body. The twisted crawler takes 16 (3d10) piercing damage and makes one additional roll to Recharge its Shriek of Anguish.

Actions

Multiattack. The twisted crawler makes one tongue lash attack and one bite attack on the same creature.

Tongue Lash. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 5 (1d10) piercing damage and 5 (1d10) acid damage. A creature hit by the tongue lash must make a DC 16 Strength saving throw or be restrained. A creature restrained this way takes 7 (2d6) piercing damage and 7 (2d6) acid damage at the beginning of each of its turns until it breaks free, and the twisted crawler regains hit points equal to the piercing damage dealt as the quills along its tongue are wreathed in the life force of their victim.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage and 11 (2d10) acid damage.

Shriek of Anguish (Recharge 6). Each creature within 30 feet of the twisted crawler that can hear it must make a DC 16 Wisdom saving throw. On a failed save, a target takes 33 (6d10) psychic damage, and it is frightened until the end of its next turn. On a successful save, it takes half as much damage and isn't frightened. Constructs and undead are immune to this effect.

Additionally, creatures within 10 feet of the twisted crawler must make a DC 16 Dexterity saving throw as globules of acidic saliva sprays out of its mouth, taking 27 (5d10) acid damage on a failed save and half as much on a successful one.

This shriek has no effect on aberrations, constructs or undead.

Reaction

Plant the Seed (Recharge 6). The twisted crawler seizes upon the corpse of a fallen foe when given the chance. As a reaction when a humanoid within 5 feet drops to 0 hit points, the twisted crawler may dig the heart out of the corpse and devour it. The creature must succeed on a DC 16 Constitution saving throw or die instantly and the twisted crawler regains 16 (3d10) hit points. As a bonus action on the twisted crawler's next turn it can plant a seed in the chest cavity. After 24 hours, if the seed is not removed, it sprouts and grows, creating another twisted crawler from the remains unless the humanoid is restored to life or its body is destroyed.

Warp Hound

One of the creatures commonly brought forth by the living portal that is the Chained One, the warp hound takes the form of a large canine with quills down its back. Where the creature's eyes ought to be reality warping portals threaten to pull anything in its gaze into oblivion.

Most of the time, the warp hound fights with its eyes closed, as it is incredibly painful for it to open them. It can only keep its eyes open for a little while at a time, and when it opts to do so, it draws things in like a miniature black hole.

Warp Hound

Medium aberration, neutral evil

Armor Class 16 (natural armor)

Hit Points 136 (21d8 + 42)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	6 (-2)



Skills Perception +4

Damage Immunities Necrotic

Damage Vulnerabilities Radiant

Senses blindsight 10 ft. (blind beyond this radius), passive Perception 14 (warp hounds keep their eyes closed unless they use Void Gaze)

Languages Understands Abyssal but cannot speak

Challenge 7 (2,900 XP)

Keen Hearing and Smell. The warp hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The hound has advantage on an

attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Warp Step. As a bonus action, the warp hound may teleport up to 20 feet to an unoccupied space.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 3) piercing damage and 33 (6d10) necrotic damage.

Void Gaze (Recharge 5-6). The warp hound opens its eyes and the void space draws nearby objects and creatures towards oblivion. All objects of Tiny or smaller size in a line originating from the warp hound that is 60 feet long and 5 feet wide that aren't being worn or carried are pulled 30 feet in a straight line towards the warp hound. Medium and smaller size creatures must make a DC 15 Constitution saving throw. On a failed save, the creature takes 17 (5d6) force damage and is pulled 30 feet in a straight line toward the warp hound, ending in an unoccupied space as close to the warp hound as possible (even if that space is in the air). On a successful save, the creature takes half as much damage and isn't pulled.

Reaction

Absorb. Whenever a Medium or smaller creature moves within 5 feet of the warp hound or starts its turn there the warp hound can use its reaction to force the creature to make a DC 15 Charisma saving throw. If it fails the creature is magically teleported to a demiplane. While in this demiplane the target is blinded and restrained, and takes 10 (3d6) force damage at the start of each of the warp hound's turns.

The warp hound can absorb one creature at a time. An absorbed creature can make a DC 15 Charisma saving throw at the end of each of its turns. On a successful save, or if the warp hound dies, the creature reappears in the space it left or in the nearest unoccupied space if that space is occupied.

CHARACTER OPTIONS

Bard College of Cataclysm

Inspired and empowered by the sheer power and majesty of natural disasters, you are able to channel a fragment of the power of a cataclysmic event through your magic and your instruments. Be it the dark rage of a thunderstorm, the persistent ruination of a blizzard or the harsh calamity of an earthquake you see both the beauty and the bane of these happenings.

Unfettered Rhapsody

When you join this college at 3rd, you learn to put the raw force of a natural disaster into your playing. As a bonus action you can expend one use of your Bardic Inspiration and each creature in a 30 foot cone that can hear you must succeed on a Strength saving throw or be pushed back 15 feet and knocked prone.

Master of Disaster

At 3rd level you gain proficiency with medium armor and martial weapons.

Flood or Fire

Starting at 6th level, your song can resonate with the ground itself and bring forth what lies beneath, warping the area around you to be more difficult for your enemies to traverse and potentially do harm to those who mean you ill. You can use your action to choose Flood or Fire and cause the ground beneath you in a radius of 15 foot to become difficult terrain for 1 minute. The area moves with you, remaining centered on you.

Flood. Cold, murky water turns the area around you into a swampy bog. As a bonus action you cause a geyser to erupt in a 5 foot space within your Flood area. Creatures in the space must make a Dexterity saving throw, taking 3d6 cold damage on a failure or half as much on a successful save.

Fire. Magma fissures rise in rivulets around your feet. As a bonus action you cause a geyser to erupt in a 5 foot space within your Fire area. Creatures in the space must make a Dexterity saving throw, taking 3d6 fire damage on a failure or half as much on a successful save.

Once you use this feature, you cannot use it again until you finish a long rest.

Wicked Wind

Starting at 14th level, you can hit a crescendo with your playing to whip the wind around you into a frenzy. As a bonus action roll your Bardic Inspiration die and choose a number of creatures you can see within 60 feet equal to the result of the roll. The targets must succeed on a Strength saving throw or be pushed 15 feet in a direction you choose. The creatures do not have to be moved in the same direction. If a solid object stops a creature's movement they take bludgeoning damage equal to the number rolled on the Bardic Inspiration die.

You can use this ability a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.



A collar of dire growth

MAGIC ITEMS AND GEAR



Bludgeon of bloody brambles

Blood Bramble

Wondrous item, very rare

This ebony seed striated with red veins measures 6 inches in diameter and weighs 1 pound. When you pick it up with your bare hand it detonates into a mass of thorny vines and wicked barbs that slash and tear at you causing 27 (5d10) piercing damage and 27 (5d10) poison damage, and you must make a DC 18 Constitution saving throw or become poisoned for one minute. While poisoned this way you take 5 (1d10) poison damage at the start of your turn. If you do not drop to 0 hit points during this minute, your Constitution score increases by 2, as does your maximum for that score. Once a blood bramble has been activated, it is destroyed and cannot be used again.

Bludgeon of Bloody Brambles

Weapon (greatclub), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to speak this magic weapon's command word, causing large, wicked, barbed thorns to grow from the striking surface. The thorns deal an additional 2d6 piercing damage on a successful hit, and last until you use a bonus action to speak the command word again or until you drop to 0 hp or stop wielding the weapon.

Carrion Talon

Weapon (dagger), uncommon (requires attunement)

This push knife fits neatly over your hand, snugly across each of your fingers making your hand into a barbed, razor sharp claw for all intents and purposes. When you hit a creature with this magic weapon it deals an additional 1d4 necrotic damage. In addition, you can use your reaction to regain hit points equal to the necrotic damage dealt this way. The carrion talon can't be used this way again until the next dawn.

Collar of Dire Growth

Wondrous item, uncommon

When a beast wears this leather collar studded with metal spikes it's size magically doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category — from Medium to Large, for example. If there isn't enough room for the beast to double its size, it attains the maximum possible size in the space available. The beast has advantage on Strength checks and Strength saving throws, and its attacks deal 1d4 extra damage.

Enchanted Study Guide

Wondrous item, rare

These magical books contain study tips and tricks, exercises, succinct summaries and other techniques to aid in acquiring new skills. If you spend 1 hour each day over a period of 30 days studying the book's contents and practicing its guidelines, you gain proficiency in one skill. The enchantment on the book then ends, but regains it in a century.

Each book is enchanted to focus on a single particular skill.

Feral Pelt

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts. While you are attuned to a feral pelt you gain the following benefits:

You can use your action to polymorph into the beast represented by your feral pelt and maintain the transformation for 1 minute. Use the statistics of the creature included with each version of the feral pelt. Whenever you use this feature you must make an Intelligence saving throw using the beast's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the beast's attack and use your action to attack the target. If a creature provokes an opportunity attack from you, you must make the attack if you are able to.

Once you use this feature you can't use it again until the following dusk.

Lupine Pelt (dire wolf). While attuned to this wild, shaggy gray dire wolf pelt you have advantage on attack rolls against any creature with at least one ally within 5 ft of it.

Vulpine Pelt (lion). While attuned to this dusky



A carrion talon

fox pelt you have advantage on Wisdom (Perception) checks that rely on hearing and smell.

Ursine Pelt (brown bear). While attuned to this great brown bear pelt you have advantage on Strength checks and saving throws.

Feline Pelt (tiger). While attuned to this wild cat pelt, when you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, the target must succeed on a Strength saving throw (DC 10 + your Strength modifier) or be knocked prone. If the target is prone, you may use your bonus action to make a melee weapon attack against the creature.

Vulturine Pelt (giant vulture). While attuned to this carrion buzzard pelt you have advantage on Wisdom (Perception) checks that rely on sight or smell.

Maw Hammer

Weapon (chained fist), uncommon (requires attunement)

The weights at either end of this length of chain are fashioned in the shape of a snarling beast with fangs bared to the world. Whenever you hit an enemy with this magic weapon, you may use a bonus action to make an additional bite attack with the maw. The bite attack is made with advantage and if it hits deals 1d6 piercing damage and 1d6 poison.

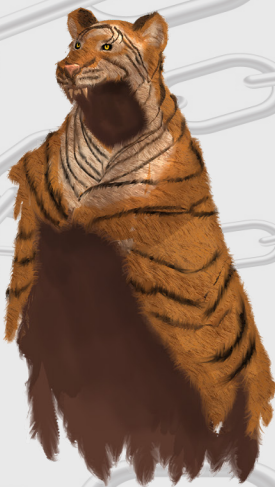
New Weapon

Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapon</i>				
Chained Fist	10 gp	1d6 bludgeoning	4 lbs.	Reach 10 ft., thrown (range 20/60 ft.)

VULTURE PELT



FELINE PELT



URSINE PELT



VULPINE PELT



LUPINE PELT



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