



FORGOTTEN OASIS



MAGIC, MONSTERS AND MYSTERIES FOR FIFTH EDITION

FORGOTTEN OASIS

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 three times each week. Collectively, we have nearly a century of gaming experience and we've always loved discussing the RPG hobby — now we're just doing 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!

Each and every month our Patreon supporters receive early access to a collection of Fifth Edition content just like this at a discounted price as a thank you for your incredible continued support. You will have a chance to playtest this content and provide feedback through an exclusive Patreon channel on our Discord and more. In addition, Patreon supporters are eligible for opportunities to game with us, get automatically entered into monthly giveaways, view Patreon-only posts like our Sneak Peeks for the upcoming weeks videos, and receive our weekly newsletter with even more gaming tips.

Visit our [Patreon](#) to find out more and discover ways to game with Nerdarchy. Until next time, stay nerdy!

— Nerdarchist Dave

The Fifth Edition content this time around is inspired by a video from Nerdarchy the YouTube channel — [Oasis of the Lost and Forsaken](#). For this material we tried something new and playtested it for our monthly Patreon one shot. The players brought myriad skills and abilities to bear discovering the secrets of the Forgotten Oasis and provided valuable insights to help make this content ready to drop right into your game.



Credits

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

Product identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the material in this Nerdarchy game product is Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Copyright © 2020 Nerdarchy LLC
[www.nerdarchy.com](#)

Magic, monsters and mysteries for Fifth Edition

The Forgotten Oasis

Adventure Hooks

- A group of travelers went out into the desert and went missing some months ago. That happens every so often, and no one ever hears of them again.
- If your party just so happens to be travelling in the desert, the oasis can easily come to them.
- Any travelers finding themselves weary and running low on water tend to find themselves drawn in to this place.

Oasis and the Poison

The oasis appears to travelers in the desert in moments of great need. Those who are becoming dehydrated and beginning to hallucinate might summon it simply by force of their need for sustenance, and it does indeed prove to be an excellent place to rest to begin with.

Palm trees stretch lazily over a lake with drinkable water. The immediate effect is to remove all levels of exhaustion from the person who drinks from it, but 1 minute later they must succeed on a DC 17 Constitution saving throw or be put to sleep and pulled beneath the oasis.

1 Nave

The party wakes in a 90 ft. by 90 ft. foot temple. There are four wooden single doors, two on the east side of the room and two on the west, and one set of stone double doors on the north end.

The double doors are locked by magic, with no door latch or keyhole to be found. There are, however, four animals scratched into the door with sockets where their eyes should have been. The animal images are of a desert fox, an eagle, a scorpion and a snake.

An altar in front of the double doors is laden with various offerings, though they all appear old and with a thick layer of dust upon the lot.

Included in this pile is a golden chalice worth 500 gold pieces, an ornate carved wooden box filled with incense worth 250 gold pieces and loose coins totalling 300 sp.

Wooden pews line the area. Also in this room are three **desert echoes** that will manifest themselves and attack the party if they try to take anything from the nave.

2 Southeastern Chamber

This room appears to have been a supply closet for this place when it was once a temple. There is a box with 6 potions of healing shunted into the back of one of the many wardrobes lining the walls here, and a skeletal corpse lying face down on the floor. The moment this room is breached, a **tethered one** will appear and fight the party.

There are many robes of the priesthood in this room, all in good quality. The corpse is still lying there in its gear — good leathers, a quiver with 10 arrows strung across the back and a note tucked into one of the pockets with a coin purse.

"All right. Velinda's making us write these 'just in case' letters. You know. 'Just in case we die' letters. I guess so if we go down there isn't a fight over our gear. Which is stupid because doesn't she know I'll live forever?

But if it makes you feel better, Velinda, I'm doing it. Phoebe doesn't care about money, so you can have whatever coin I have on my person and Myr can have my ring. As for her, just let Phoebe know... hells. I always had a bit of a thing for her. Tell her I liked the way she got dimples when she laughed. And tell that bastard Lurevai at the thieves' guild I hate him.

-Alton"



A desert echo.

There is a plain golden ring on his finger — the *ring of appraisal*. The coin purse holds 20 gp and a small fire opal worth 75 gp. This fits in any of the animal eye sockets, but its correct correspondence is with the desert fox.

3 Library

This chamber was once a library, the rounded walls lined with shelves and stuffed with books. There are both holy texts here and instructions on how to perform some of the rituals once performed in this temple.

The moment this room is breached, a **tethered one** will appear and fight the party.

More skeletal remains lie in this room, clad in plate armor with a satchel tied at its hip and a greatsword still clutched in one hand. A successful DC 12 Wisdom (Medicine) check reveals this person went down fighting.

There is a bracelet of trading on the skeleton's wrist and a note tucked into the coin purse.

"My Dear Companions,

If you're reading this it's because I've fallen in the line of duty. My brother is my next of kin and he resides in a town called Silverside down by the coast. His name is Kelithac. I want you to offer him half of whatever gold I have on me. You may split the remaining half amongst yourselves.

Phoebe may have my bracelet, as she has its twin. She may give it to whoever she thinks it benefits the most. Perhaps Alton. He tends to be up close and personal when he has the option to do so. We have had our ups and downs, my friends, but I love you each dearly. Mourn as you need, but keep going.

*With All of My Heart,
Velinda Avilas"*

There are 45 gp in the purse as well as a small emerald worth 75 gp. This fits in any of the animal eye sockets, but its correct correspondence is with the snake.

4 Chapel

This room appears to have been for private prayer. Beneath the smaller altar at the front of the room there is a box containing 10 candles worth 50 gp each. These candles are the very same ones required for the rituals described in the books in the library. The moment this room is breached, a **tethered one** will appear and fight the party.

There is a skeletal corpse seated on one of the prayer benches, still wearing what are clearly a sorcerer's robes and with a pair of gold-rimmed *spectacles of the traveler* dangling in front of empty eye sockets. In one of the pockets is a spell component pouch, a pouch of coins and a note.

"To Whom it May Concern,

I am Myr and if you are reading this, I am dead. If it is a friend who reads this, help yourself to my things. I trust you to sort it out the way it will best work. If it is an enemy who reads this, help yourself to my things. I can't stop you now, anyway.

Regardless, I would request that my earthly remains be returned to the city of my birth. The location should be written on the back of this letter. While there remains no one who should care that I specifically have been taken out, the city will have a place for me and they will be inclined to treat you kindly for my return, as I was one of theirs.

May you always have a place that regards you as its own.

-Myr Ulthos"

In the coin pouch there are 100 gp and an obsidian gem worth 75 gp. This fits in any of the animal eye sockets, but its correct correspondence is with the scorpion.

5 Study

This room might have been a classroom at one point, or a room for planning, but there is little left inside it to speak of which it was. There is a skeleton lying face down on one of the tables, wrapped in a cured fur cloak and hand-stitched leathers.

At the northern end of the room stands a deactivated construct. The moment this room is breached, a tethered one will appear and fight the party.

The construct, **Digit**, will awaken as soon as the room is safe and converse with the party. Digit came here with a group of traveling companions long ago.

Those companions and their remains have been gone for quite some time. Digit also remembers having tried to help these travelers.

There is a *bracelet of trading* on the skeleton's wrist and in one of the pockets of the leathers there is an oak wand arcane focus with an owl carved into the top, and also an *hourglass of black sand*.

"If I'm doing my job right no one will ever read this. Give my hourglass to Myr; they're always out of the line of fire and have the best chance of using it to its fullest. If I'm carrying any coin, split it amongst yourselves. Make sure my body is given to the nourishment of the earth.

Even if we have the coin, you are not to revive me. There are those who await me on the other side and I look forward to walking alongside them once again.

*Love,
Phoebe"*

There are no coins in the pocket but there is a small sapphire worth 75 gp. This fits in any of the animal eye sockets, but its correct correspondence is with the eagle.

6 Sanctum

Once the gems are fitted into their correct animal sockets, the entrance to the sanctum opens to for the party to access. The room is large and sweeping with a statue of a four armed goddess at the northern point.

The handmaiden in this room attacks the party when they enter. Upon defeating her everything becomes calm, and words appear on the base of the statue.

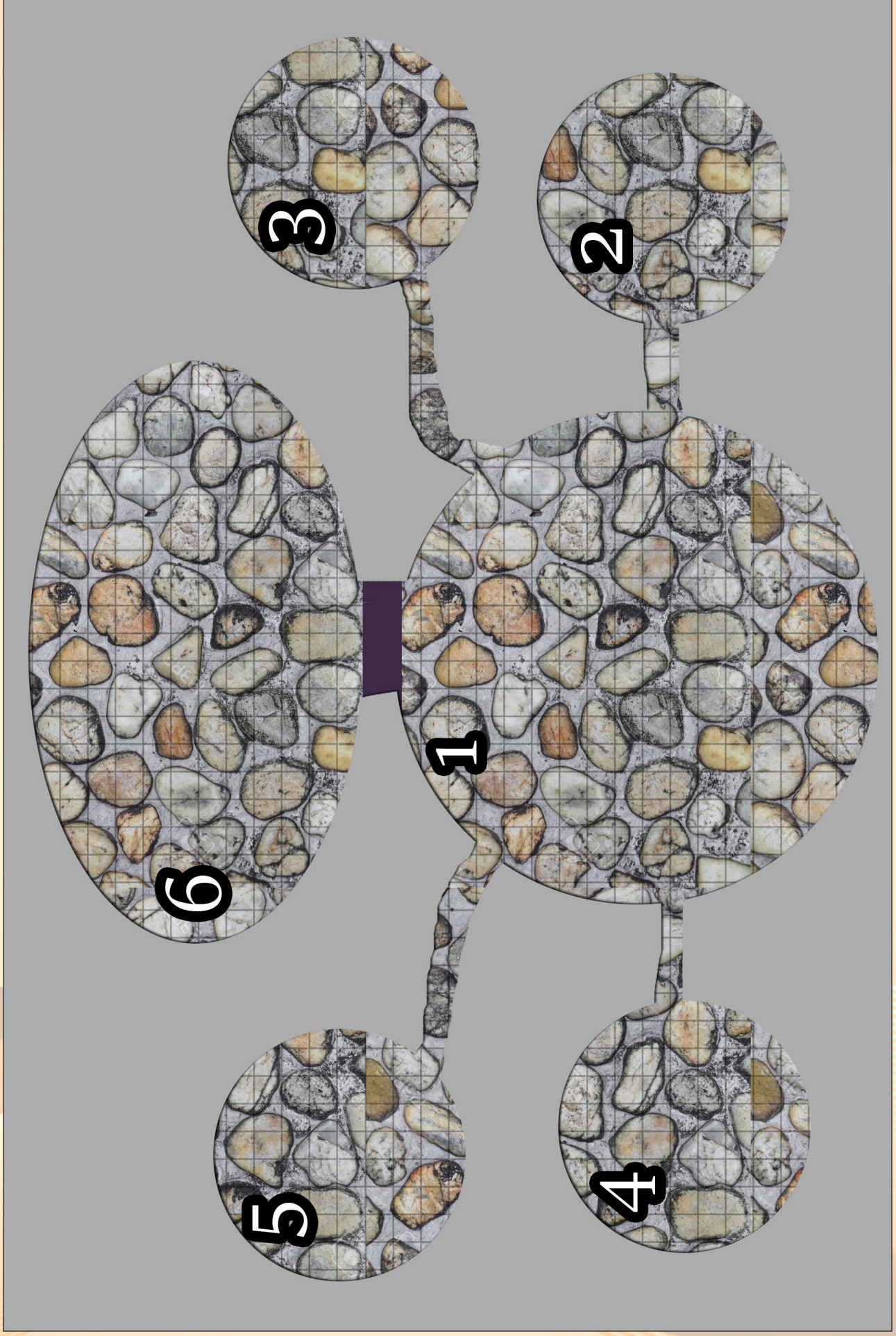
"Give remembrance and be allowed to leave"

One way to do this is for a character to convert to worshipping the Forgotten Goddess or take her as a patron. Another way is to go back into the other rooms they have visited and put together an old ritual from the robes and candles and records they've found before this place.

Once something sufficient has been done, a circle in the center of the room lights up and everyone may stand on it and be carried back to the surface. They will always be able to find this place again and have free access to come in and out now.



Temple of the Forgotten Goddess



FRIEND OR FOE

Digit

Arithmetic Golem. Some constructs are made for fighting and protection. Digit was created more as a secretary than a bodyguard for one of the most powerful lords in the desert.

One of his functions is as a calculator, but he is also very good at determining the weak points of structures and calculating the odds of surviving a given encounter.

Sunk in the Sand. While most of the sapient beings that have found themselves trapped in this place have died and become spirits, Digit does not require food to sustain himself and just continued on here for lack of the rest of his caravan.

When they were dragged under, he allowed himself to be brought with them. Digit understands that the lord he travelled with is gone and not even a ghost remains of him now, and he is more than willing to leave if the party can find a way out of this place.

Digit will take no actions in combat except to defend himself.

Digit

Medium construct, no alignment

Armor Class 15

Hit Point 46 (8d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	18 (+4)	20 (+5)	12 (+1)	8 (-1)

Damage Resistances Bludgeoning, piercing and slashing from nonmagical weapons

Condition Immunities Charmed, Frightened, Unconscious

Senses passive Perception 11

Languages Common, able to figure out other languages from exposure with 12 accumulative hours of listening

Challenge 8 (3,900 XP)

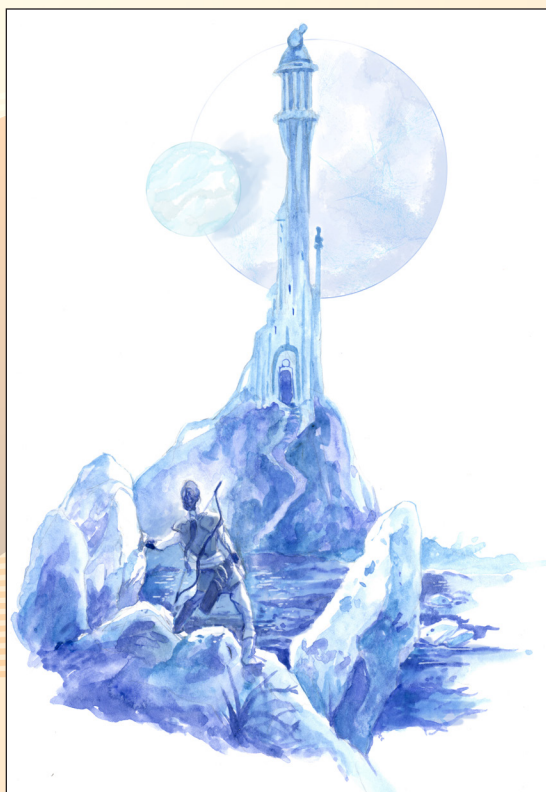
The Math of Language. If Digit is immersed in a language and accumulates 12 hours of listening to people speak it, he becomes able to speak it conversationally as well. It is possible for some trouble to emerge from this, as Digit will be more likely to understand the literal meanings of the words rather than their intentions.

The Odds. Digit has an excellent understanding of structure and probability; he can point out the weakest point in a structure, reducing the DC of breaking it by at least 2. He can also assess a situation and give the party an idea of how likely it is to kill them based on the information he already has. For example, if there is a person in a room that he has yet to see fight, he will have to base his information off of the last people he has seen in action and the average of them.

Actions

Power Surge. *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. Hit: 10 (3d6) force damage.

Arcane Overload (Recharge 5-6). Digit overcharges his arcane core and lets out a pulse of magic. Creatures within 10 feet of Digit must make a DC 14 Constitution saving throw or take 22 (4d10) force damage, or half as much on a successful one.



LOST LORE

Forgotten Goddess

Otherworldly Patron for warlocks

You have made a pact with the spirit of a deity that has been dead so long no one remembers her name. Her echo, however, remains with a certain strength to it, and through this echo she gives you power over liminal spaces and that which passes between.

Expanded Spell List

Spell Level Spells

1st	<i>Silent Image, sleep</i>
2nd	<i>See invisibility, spiritual weapon</i>
3rd	<i>Blink, gaseous form</i>
4th	<i>Greater invisibility, phantasmal killer</i>
5th	<i>Cloudkill, cone of cold</i>

Forgotten Acolyte

You are versed in things ethereal. When you take this patron at first level you become proficient with the Religion skill. You have advantage on diplomacy checks when dealing with ghosts that can understand you.

Medium's Reliquary

At 1st level you are bequeathed an artifact called a Medium's Reliquary as a token from the Forgotten Goddess. This can look like any item through which you can see a glow from the inside: a gem in an elegant necklace, a wrought iron lantern or an orb affixed to the end of a staff are all perfectly viable options.

The Medium's Reliquary holds souls. Whenever a creature you can see dies within 30 feet you can use your reaction to capture its soul before it can pass on. This ability has no effect on undead or constructs. Your Medium's Reliquary can contain a number of souls equal to your Charisma modifier (minimum of 1). The souls inside your Medium's Reliquary are safe, and unaware of what is happening around them within or outside.

As an action you can release a soul from your Medium's Reliquary. The soul manifests as a creature based on the Medium's Reliquary Table. The creature is under your control for 5 minutes and you can



use your bonus action to issue a command. At the end of the duration the soul dissipates and passes on. You cannot reclaim the soul a second time.

You may also use a bonus action to consume one of the souls from your Medium's Reliquary, healing a number of hit points equal to your Charisma modifier + your warlock level.

Medium's Reliquary Table

Warlock Level	Creature
1st	Shadow
6th	Specter
10th	Will-o'-wisp
14th	Banshee
17th	Wraith

Nexus Miasma

At 6th level, you harness the power of the Goddess's miasma and are able to put it to work for you. As an action, you emit a misty miasma of chaos in a 15 foot radius. Creatures you choose that begin their turns within your miasma must succeed on a Wisdom saving throw or become swayed by your chaotic emanations. Whenever an affected creature takes the attack action it must choose the target at random from among the creatures it can see within range of the attack.



From the Silent Shore

At 10th level, you may take a soul from your medium's reliquary and place it into another body. As long as that body is capable of life, the soul will take root in it, and for all intents and purposes be alive again. The creature has the same stats they used to, but with the racial modifiers of their new body rather than their old one.

Of Flesh and Soul and Malice

At 10th level, you gain the ability to take a ghost form. While in ghost form, you may use a bonus action to enter the ethereal plane from the material and vice versa. When you are on the ethereal plane, you can see 60 feet into the material plane and vice versa. You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object. You may maintain this for a number of rounds equal to your charisma modifier. If your

ghost form ends with you on the ethereal plane, you are shunted back onto the material. In ghost form, you do not have to breathe, and you have resistance to bludgeoning, piercing and slashing damage from nonmagical weapons.

Swarm of Souls

Starting at 14th level, you may surround yourself with a swarm of souls for one round from your medium's reliquary, as well as pulling any from the surrounding area. Any ghosts within 100 feet of you are drawn to your side in a phantasmal vortex. Creatures you choose that you can see must make a Wisdom saving throw or take 10d10 necrotic damage. You may then regain that many hit points. If the save fails by 5 or more the target also ages 1 year per spirit in your vortex. You may then reverse your own age by that many years if you choose as you siphon the life from your targets. You may not use this ability again until you have completed a long rest.

MAGE FORGE

Ring of Appraisal

Wondrous item, uncommon

This simple golden band could pass for an ordinary ring at a glance. While you wear the ring, it grows warm whenever you get near something valuable.

The magic of the ring is such that it bases its appraisal off of its value in the place it currently is, and it heats on a curve depending on what else is around it at the time. A room full of expensive treasure would not make the ring unbearably hot, for example, but it would heat up for the more expensive things in the room.



Bracelets of Trading

Wondrous item, rare, requires attunement

These bracelets always come in pairs, with one each meant to be worn by two creatures. They are connected to one another. As long as the creature wearing your bracelet's twin is on the same plane of existence you know what direction they are in and the distance between you and them.

Whenever you can see the creature wearing your bracelet's twin you can use a bonus action to switch places with them. As long as you can see the creature wearing your bracelet's twin, if that creature is willing you can use your bonus action to teleport and swap places.

Once you use this feature, you can't use it again until you finish a long rest.

Spectacles of the Traveler

Wondrous item, uncommon, requires attunement

This pair of gold rimmed spectacles has clear lenses set inside them that change color and tint depending on which enchantment is active within them at a given moment.

If the lenses flash red, it means what you are looking at hides a secret. If they flash violet, you are looking at text in a language you have no context for, and the glasses will begin to translate for you. If they flash green, you are trying to return somewhere you have been before and the glasses will highlight the path for you.

Hourglass of Black Sand

Wondrous item, uncommon, requires attunement

This curved glass structure is full of fine black sand and enchantment. As a bonus action you can target a creature that has 0 hit points and set the hourglass down.

The sand lasts for one hour. For the duration of the sand falling, that creature is in a state of suspended animation. It does not make any death saving throws. You may turn the hourglass back over as many times as you want.

MONSTER MENAGERIE

Desert Echo

Collected Souls. A desert echo is a gathering of the spirits of the wildlife that have died in the unforgiving climates of the desert. They are typically formed around any power nexus like old wizard towers, ruined temples and lost cities being good examples of such locations.

The echo itself is a mix of the life force of the creatures who have died in the area and a little bit of awareness given by the nexus itself. A desert echo cannot be removed from the location of its creation.

Dozens of Faces. The desert echo appears to be a conglomeration of many different deceased creatures, brought and held together by the power of the nexus that formed it. The center of this creature could be described as a writhing mass of ghost flesh, out of which talons, paws, faces and tails sometimes emerge, distinct from the rest.

Desert Echo

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

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

Damage Immunities Cold, Necrotic, Poison

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

Senses darkvision 60 ft., passive Perception 11

Languages None

Challenge 4 (1,100 XP)

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

Incorporeal Movement. The desert echo 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.

Nexus Miasma. Any creature who starts their turn within 5 feet of the desert echo must make a DC 13 Wisdom saving throw or become swayed by the chaotic emanations of the desert echo and no longer able to discern friend from foe.

If the creature uses its action to make a weapon attack it makes the attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The desert echo enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the border ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the desert echo that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful, or the effect ends for it, the target is immune to the desert echo's Horrifying Visage for the next 24 hours.

The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Handmaiden

The Hand of the Forgotten Goddess. A priestess that died here quite willingly to serve the temple in her afterlife, before the forgotten goddess was forgotten. In doing so, she was empowered to make sure the things that wander into the temple remain there, so that her goddess doesn't fade.

She is willing to spare anyone who is willing to convert to the faith, and can even be persuaded to let them leave if they agree to spread the word and bring her goddess back to being known again.

The handmaiden was a beautiful young woman in life and appears so in death as well, unmarred by her sacrifice. She died by poison and aside from a little blue tint around her lips she might as well be alive.

Handmaiden

Medium undead, true neutral

Armor Class 15

Hit Points 81 (18d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

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

Damage Immunities Cold, Necrotic, Poison

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

Senses Darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Challenge 10 (5,900 xp)

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

Incorporeal Movement. The handmaiden 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.

Nexus Miasma. Any creature within 15 feet of the handmaiden must make a Wisdom saving throw DC 14. On a failed save, that creature is swayed by the chaotic emanations of the tethered one and can no longer discern friend from foe. If the creature uses its action to make a weapon attack it makes the attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The handmaiden enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the material plane while it is in the border ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Manifestation (Recharge 5-6). When the handmaiden enters the material plane, it draws in heat to help manifest itself and may use a bonus action to draw in extra heat. Anything within 10 feet of the tethered one must make a DC 15 Constitution saving throw or take 13 (3d6 + 3) cold damage.

Horrifying Visage. Each non-undead creature within 60 feet of the handmaiden that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful, or the effect ends for it, the target is immune to the handmaiden's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Summon Desert Echo (1/Day). The handmaiden lets out a wail and summons 1d4 desert echoes that come to her through the nearest wall, arriving the following turn in an unoccupied space within 60 feet of the handmaiden. The desert echoes act as allies of the handmaiden and remain until the handmaiden dies or dismisses them as an action.



A tethered one.

Possession (Recharge 6). One humanoid that the handmaiden can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the handmaiden; the handmaiden then disappears, and the target is incapacitated and loses control of its body. The handmaiden now controls the body but doesn't deprive the target of awareness. The handmaiden 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 handmaiden ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel good and evil spell. When the possession ends, the desert echo reappears in an unoccupied space within 5 feet of the body. The target is immune to the handmaiden's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Tethered One

Frozen in Time. A tethered one, like a desert echo, is drawn in by the power nexus but rather than being a hodgepodge of smaller souls they are one soul strong enough to stay together in its shape without collecting any debris. A tethered one takes on the ghostly visage of whoever they were before they died, often still manifesting their death wounds when they manifest themselves. They are trapped souls, bitter, angry and though they are capable of understanding what has happened to them, they almost invariably need some help to realize it. Such encounters often prove deadly before such help can be provided.

Tethered One

Medium undead, any alignment

Armor Class 13

Hit Points 63 (14d8)

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

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	14 (+2)	12 (+1)	17 (+3)

Damage Resistances Acid, Fire, Lightning, Thunder; Bludgeoning Piercing and Slashing from Non-magical Attacks

Damage Immunities Cold, Necrotic, Poison

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

Senses darkvision 60 ft., passive Perception 11

Languages Any languages known in life

Challenge 8 (3,900 XP)

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

Incorporeal Movement. The tethered one 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.

Nexus Miasma. Any creature who starts their turn within 5 feet of the tethered one must make a DC 13 Wisdom saving throw or become swayed by the chaotic emanations of the tethered one and no longer able to discern friend from foe. If the creature uses its action to make a weapon attack it makes the attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

Actions

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The tethered one enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the material plane while it is in the border ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Manifestation (Recharge 5-6). When the tethered one enters the material plane, it draws in heat to help manifest itself and may use a bonus action to draw in extra heat. Anything within 10 feet of the tethered one must make a DC 15 Constitution saving throw or take 13 (3d6 + 3) cold damage.

Horrifying Visage. Each non-undead creature within 60 feet of the tethered one that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

If a target's saving throw is successful, or the effect ends for it, the target is immune to the tethered one's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the tethered one can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the tethered one; the tethered one then disappears, and the target is incapacitated and loses control of its body. The tethered one now controls the body but doesn't deprive the target of awareness. The tethered one 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 tethered one ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel good and evil spell. When the possession ends, the tethered one reappears in an unoccupied space within 5 feet of the body. The target is immune to this tethered one's Possession for 24 hours after succeeding on the saving throw or after the possession ends.



OPEN GAME License Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, License, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, Language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive License with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

<http://dnd.wizards.com/articles/features/systems-reference-document-srd>



Encounters for 5th Edition you can drop right into your game! **OUT OF THE BOX** puts 55 dynamic scenarios in your hands, ready at any moment to engage and challenge players and their characters. Check it out [here](#).