



# SECRETS OF THE VAULT: FRIEND OR FOE VOL. 1



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# Friend or Foe

## Fillock Sparks KrGurgen

Fillock is the owner of Spark's Tinkery Shop in Gryphongaffe and is most commonly called "Sparks." He stands just over 3 feet tall and is a spindly thing of all arms and legs. His skin is forever mottled in myriad of colors from working with various alchemy reagents.

Sparks' hair has gone white prematurely and sticks out at many different angles, a pair of spectacles are constantly having to be pushed back up his nose, and his clothes are bright and mismatched beneath his work apron and various tool belts. Everything he wears seems to have a multitude of pockets that typically have springs, sprockets, and other mechanical bits spilling from them.

**Spark of Genius.** Even among his people Sparks is considered a genius. He invented more doodads and thingamabobs than any gnome in the history of the gnome town of Tri-Nemit. Unfortunately this comes at a price: Sparks is barely aware of his surroundings. He's constantly calculating mathematical equations and designs in his head.

Most times you'll hear Sparks before you see him. Muttering to himself, a stream of chatter follows Sparks everywhere he goes, that and the jangling of many metal tools and spare parts hanging on his work belts.

Many times Sparks' contraptions work in unexpected ways or have unintended side effects. He usually takes new discoveries and refines them into their own wonders and just chalks it up to the "price of progress."

**Never Again.** Sparks left Tri-Nemit several decades ago with tears in his eyes vowing never to return. No matter who or how anyone asks him, he has vowed to never take on an apprentice again. While working on one of his most ambitious projects to date, there was a terrible explosion. His apprentice was caught in the blast and his tiny body was riddled with shrapnel.

Worst yet, the body vanished from the workshop

before it could be properly laid to rest. To this day Sparks thinks he hears his apprentice following him and lurking just beyond sight.

**Science Will Make it Right.** Sparks believes science and technology are the best means to solve problems and will one day replace magic or at least augment it and make magic more reliable. The only problem is that no risk is too great when it comes to advancing his art, though Sparks works alone and away from others these days for their safety.

### Fillock "Sparks" KrGurgen's Traits

**Ideal.** "The solution lies with science."

**Bond.** "It's my responsibility to improve the world through science and technology."

**Flaw.** "I'm reckless in my invention pursuits and a danger to those around me."





### Fillock "Sparks" KrGurgen

*Small humanoid (rock gnome), chaotic good*

**Armor Class** 13 (studded leather)

**Hit Points** 32 (5d6 + 15)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHR
11 (+0)	12 (+1)	16 (+3)	18 (+4)	9 (-1)	12 (+1)

**Skills** Alchemist Supplies +10, Herbalism Kit +7, Knowledge Arcana +7, Tinker Tools +10

**Senses** darkvision 60 ft., passive Perception 9 (25% chance of being distracted with a -5 penalty)

**Languages** Common, Gnome

**Challenge** 2 (450 XP)

**Gnome Cunning.** Sparks has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Artificer's Lore.** Whenever Sparks makes an Intelligence (History) check related to magic items, alchemical objects, or technological devices, he can add twice his proficiency bonus, instead of any proficiency bonus he would normally apply.

**Spark of Genius (Recharges after a short or long rest).** Sparks can gain advantage on any one alchemist's supplies, Arcana, or tinker's tools check

### Actions

**Heavy Wrench.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target; *Hit:* 2 (1d4) bludgeoning damage.

**Alchemist's Fire.** *Ranged Weapon Attack:* +3 to hit, ranged 20 ft., one target; *Hit:* 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

### Gileas E'Markaness

Gileas E'Markaness is of average height for a forest gnome and has a grandfatherly look about him with silver hair, slightly paler than average skin for one of his kind, and a thin, wiry build. His hands are calloused from a lifetime of working the land tending plants, and his gardens. He's always well-dressed with a workman's smock over his clothes. The pockets and pouches of the smock bulge with seeds and botanist tools. Poking out of one pocket is a large pair of fine golden shears.



**Tragedy and Murder.** In his youth Gileas was one of the happiest gnomes alive. His wife Olivia, and sons Tomis and Bollik made his life complete, until one day he arrived in the greenhouse where he kept his prized roses. His sons stood over a bed of completely ruined and trampled roses that the master botanist spent the past decade lovingly tending, growing to perfection. In a rage Gileas began to brutally beat his children. Olivia came upon the scene and tried to placate her frenzied husband, but in his red-hot anger, Gileas took his shears from a pocket and set about the grim task of pruning his kin from his family tree.

**For the Children.** The horror of Gileas's actions drove him mad. He procured the aid of a hag in a nearby swamp and harvested the souls of his children. To this day he keeps them in a clay pot. He's set himself to the task of growing new bodies for his children to return them to life. This led to the creation of both The Harvest, a swarm of zombie ravens) and the shadow lily zombies. The Harvest fly far and wide collecting the recently departed souls of children for their deranged master. The shadow lily zombies are Gileas' mad attempts at growing new bodies for his children to inhabit.

**Master of His Craft.** In his insane pursuits Gileas has become a master of combining botany, alchemy, and necromancy. To this end has successfully crossbred the death lily with the nightshade plant to create his shadow lilies. From this unholy experiment, Gileas' unlocked eternal life, created The Harvest, and his shadow lily zombies, not to mention his other discoveries that allow him to wield a perverse mixture of druidic and necrotic magic.

### Gileas E'Markaness' Traits

**Ideal.** "Life, death, and shadow are all one as proved by the wonder of the shadow lily."

**Bond.** "My wondrous creations are my family now."

**Flaw.** "Consumed with the resurrection of his children."

### Gileas E'Markaness, Necro-Botanist

*Small humanoid (forest gnome), chaotic evil*

**Armor Class** 18 (permanent *barkskin*)

**Hit Points** 81 (18d6 + 18)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHR
8 (-1)	14 (+2)	12 (+1)	17 (+3)	15 (+2)	16 (+3)

**Saving Throws** CON +5, INT +7, WIS +6

**Skills** Arcana +7, Medicine +6, Nature +7

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic, Druidic, Gnomish, Sylvan

**Challenge** 12 (8,400 XP)

**Gnome Cunning.** Gileas has advantage on saving throws against spells and other magical effects.

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

**Innate Spellcasting.** Gileas' spellcasting ability is Intelligence (spell save DC 15, spell attack +7). Gileas can cast the following spells requiring only the material components.

At will: *entangle*, *\*withered thorn whip*

3/day each: *spike growth*, *grasping vine*

1/day: *blight*

#### **\*Withered Thorn Whip**

*Cantrip*

**Casting time:** 1 action

**Range:** 30 ft.

**Components:** M

**Duration:** Instantaneous

Gileas creates a long, withered vine covered in thorns that lashes out toward a creature in range. He makes a ranged spell attack against the target. If the attack hits, the creature takes 10 (3d6) piercing damage and 5 (2d4) necrotic damage, and if the creature is Large or smaller, he pulls the creature up to 10 feet closer to him.

**Regeneration.** Gileas regains 5 hit points at the start of his turn if it has at least 1 hit point. If Gileas takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

**Sow the Seed.** When Gileas is reduced to 0 hit points, he transforms into a pile of rotting vegetation that seeps into the ground instead of falling unconscious, provided the ground isn't blessed, consecrated, or soaked in holy water. The rotten vegetable matter coalesces into a seed beneath the ground. Soaking the ground in holy water where he seeped into it prevents the seed from forming. Gileas grows a new body in 1d10 days, regaining all hit points and blooms from the seed where he fell. If Gileas' seed





is prevented from forming in any of the ways stated above, he is instead destroyed.

## Actions

**Call The Harvest (1/day).** Gileas magically summons 2d4 swarms of zombie ravens. The called creatures arrive in 1d4 rounds, acting as allies of Gileas and obeying his spoken commands. The creatures remain for 1 hour, until Gileas dies, or until he dismisses them as a bonus action.

**Necro-Bomb Seed.** Gileas throws a seed at a point he can see within 100 feet. This seed explodes in 20 foot radius of wooden shrapnel and necrotic energy. Creatures in the area must make a DC 15 Dexterity saving throw, taking 13 (3d8) piercing damage and 13 (3d8) necrotic damage on a failed save, or half as much on a successful one.

**Withering Vine Seed.** *Ranged Spell Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 21 (6d6) necrotic damage, and the target must succeed DC 15 Dexterity saving throw or be restrained by necrotic infused vines that sprout from the seed (escape DC 16). On the start of a creature's turn if they are restrained they take an additional 21 (6d6) necrotic damage. A creature killed in this manner will cause a shadow lily to sprout in 1d10 days.

**Shears.** *Melee Weapon Attack:* +6 to hit, 5 ft. reach, one target. *Hit:* 4 (1d4 +2) piercing and 5 (2d4) necrotic damage.

## Legendary Actions

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

**Necro Seed.** Gileas makes a necro seed attack.

**Shears Attack.** Gileas makes a shears attack.

**Spell Attack.** (2 Actions) Gileas casts an innate spell.

## The Harvest, Swarm of Zombie Ravens

*Medium swarm of tiny undead, neutral evil*

**Armor Class** 12

**Hit Points** 31 (7d8)

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHR
7 (-2)	14 (+2)	10 (+0)	3 (-4)	12 (+1)	6 (-2)

**Saving Throws** CON +2

**Skills** Perception +5

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poison, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** —

**Challenge** 1/4 (50 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

**Undead Fortitude.** If damage reduces the zombie raven swarm to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie raven swarm drops to 1 hit point instead.

## Action

**Beaks.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage.

## The Kiss Of Byatis

**The Cult Of Byatis.** Seaside and swamp area cults as well as amphibious races revere the loathsome deity Byatis in the shadowy reaches of the world. Byatis is often depicted as a behemoth frog with crab pincers, conjoined masses of many smaller frogs emerging from its bulk, and writhing tentacles extending at random intervals from its body though other races may represent it as reptilian or resembling aquatic creatures. Cultists follow Byatis for the allure of power and hidden knowledge from beyond the stars and take every opportunity to broaden its presence within the realm by creating secluded shrines, conducting depraved rites, and enlightening the unenlightened to the Kiss of Byatis, a disease that can turn creatures into amphibious monstrosities.

**Gift of Madness.** Byatis has gifted the secret of madness and mutation to its most devout disciples to bestow upon the realm. Throughout the ages whole civilizations have not been heard from again only for some unfortunate soul to discover it was been overrun by crazed amphibious horrors.

**Monsters in the Mists.** The creatures transformed through the Kiss of Byatis are referred to as Children of Byatis by the sages who study such lore. Children of Byatis are typically found skulking in wet regions as their amphibious skin finds drier climes painful. These creatures are typically found in swamps and tropical regions or sometimes might emerge from a roaming fog unless they are put to some dark task from a more powerful acolyte of Byatis.

### Disease

**The Kiss of Byatis.** This disease is crafted during a ritual from a formula gifted to Byatis' devout followers. The disease is ingested and is usually applied to a staple food or water supply in a targeted community. When a creature ingests the Kiss of Byatis, it must succeed on a DC 14 Constitution saving throw or be infected. This saving throw is made with disadvantage if the creature has had more than 1 week of exposure. This ritual can only be enacted once per day by the caster and a creature that successfully saves against the initial onset of the Kiss of Byatis is immune to its effects for 24 hours. Symptoms of this disease show signs after 1d4

## Khrogu the Fouled One

Khrogu has been warped by the fell powers of Byatis that he has formed a pact with. He was once the typical green of the amphibious frogmen, known as croakers, but has since taken on a pallid hue, his eyes have become red, and his body, hidden by the dingy yellow and brown robes that hang about his thin form, warped and twisted by the alien magics he wields.

Once a shaman's apprentice in the Dart-Tongue croaker tribe, an entity called out to Khrogu from a ruin he happened upon in the Croak Hollow swamp and seduced him into betraying his tribe in his thirst for power.

**Khrogu the Corrupter.** Slowly, subtly, Khrogu would take a few tadpoles from the tribal hatcheries and conduct dark rituals in a vile pool beneath the statue of some frog-like abomination that would spawn the croaker offspring into the loathsome Children of Byatis.

With each rite, Khrogu himself became ever more corrupted by the taint of Byatis. As his activities became more brazen, the Dart-Tongue chieftain Waago became aware of the stain that lies upon Khrogu's soul, but by that time it had become too late — Khrogu and his mad disciples had become too powerful. Now most of the swampland is a dismal place where muttered whispers fray at one's mind.

**Vile Ambition.** Khrogu spread reverence for Byatis to the nearby rustic village of Stilt and within the shadowy corners of the village, there are those that worship the frog-like horror of Byatis out of fear, for protection, or the lust to wield the wonders promised to them. Soon Khrogu plans to conduct a rite that will warp the human inhabitants of Stilt into the abominable Children of Byatis.

### Khrogu the Fouled One's Traits

**Ideal.** "The greater Byatis' presence on this plane, the greater my power becomes."

**Bond.** "I will sacrifice all to my master for the power it grants me."

**Flaw.** "Those beneath me desire my might and place of honor with my master. I must keep an eye open, always."



days of incubation. A creature will have to make a series of saving throws and with three consecutively failed saving throws will transform into a horrid Child of Byatis. When a creature succeeds on a saving throw, it will regress back to the previous level of transformation, and if a creature succeeds at the Stage 1 saving throw, it is cured. An antidote can be brewed from the ghost orchid flower, which grants advantage to saving throws made to resist the disease, but once the transformation is complete, it has no effect.

**Stage 1.** On the first day of infection, the creature's skin becomes slightly paler and its eye bulge slightly with dilated pupils. The creature has 1 level of exhaustion and may attempt a new saving throw at the end of a long rest.

**Stage 2.** On the second day of infection the creature's limbs extend, its skin becomes noticeably paler, and they sweat rather heavily. The creature gains a +1 Dexterity score and may attempt a new saving throw at the end of a long rest.

**Stage 3.** On the third day of infection the creature begins shedding hair rapidly and its skin becomes paler still and slimy. The creature's eyes bulge and redden, it becomes amphibious and must submerge its body in water. The creature can't regain hit points unless its flesh is moist, and the disease can only be removed by a *greater restoration* spell or similar magic. When the creature is outside a body of water or a very moist region, it takes 6 (1d12) acid damage every hour unless moisture is applied to the skin before an hour has passed. The creature may attempt a new saving throw at the end of a long rest. If three saving throws are failed in a row, the creature permanently becomes a Child of Byatis, a mad creature that can only be controlled by those wielding Byatis' power. This effect can only be undone by a *heal* spell or similar magic.

A Child of Byatis can be represented by applying the aberrant template to the creature. The aberrant template appears in *Secrets of the Vault: Monster Menagerie Vol. 1*. If you don't have access to this Nerdarchy digital product, apply these changes to the creature:

- The creature grows tentacles and as an action can make a melee weapon attack against one target within 10 ft. The target takes 4 (1d8) bludgeoning damage and the target is grappled (escape DC 12).
- The creature gains darkvision out to a range of 60 ft.

## Khrogu the Fouled One

*Medium humanoid (croaker), chaotic evil*

**Armor Class** 15 (armor of shadows)

**Hit Points** 104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

**Saving Throws** WIS +3, CHA +5

**Skills** Stealth +4, Perception +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Telepathy 30 ft., Croaker, Deep Speech

**Challenge** 3 (700 XP)

**Devil's Sight.** Magical darkness doesn't impede Khrogu's darkvision.

**Special Equipment.** Rod of the Pact Keeper +1.

**Spellcasting.** Khrogu is a 6th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14,





+6 to hit with spell attacks while holding the Rod of the Pact Keeper). Khogru regains expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrip (at will): *eldritch blast*  
1st-3rd level (2 3rd-level slots): *counterspell*, *dispel magic*, *fear*, *hex*, *mirror image*, *misty step*

**Swamp Camouflage.** Khogru has advantage on Dexterity (Stealth) checks to hide in swampy terrain.

**Standing Leap.** Khogru's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## Actions

**Multiattack.** Khogru makes two ranged spell attacks.

**Eldritch Blast.** *Ranged Spell Attack:* +6 to hit, range 120 ft., one target; Hit: 9 (1d10 + 4) and the target is pushed 10 ft. back.

## Reactions

**Entropic Ward.** When a creature makes an attack against Khogru, he can use his reaction to impose disadvantage on that roll. If the attack misses, his next attack against the creature has advantage if he makes it before the end of his next turn.

## Relic

A statue constructed of stone, steel, wood fibers, and other strange materials sits in the lotus position in a forest draped in moss and vines and a thick, ornately carved staff rests across its legs. Until a sigil upon their brow sparks to life with a azure flash of light. The eyes posses a dimmer version of the same light.

Then they rise to their full height of just over 7 feet tall with the slight creak of wood and scrape of metal on metal. Their head swivels in your direction with more creaking as they look upon you. Then they speak.

*"Greetings traveler, I am Relic. May I be of assistance? I notice you bear fire and axes, and I advise you use both sparingly while in this forest."*

There is a gentleness to this being's speech belied by their mighty form. Except for that last phrase — that part felt like the most subtle of threats.

**A Relic of War.** Even Relic doesn't remember when they were first created or the process that brought them to life. What they do understand is that they were created for war. They spent decades, perhaps centuries spilling blood in the name of their overlords, until they became severely damaged and left for dead.

**Nature's Contemplation.** Relic could not move, but could feel and sense things around them. Animals came, investigated, and left. A forest grew up around them. Vines, roots, and moss enveloped them like a living blanket. They could sense the hum of life all about. They were not really alive, not really dead, but existing as part of the landscape. There was a certain peace and tranquility to this meditative state Relic had never known.

**Recitation of Tears.** This new peaceable existence had been embraced by Relic. It was a vast improvement over the roar of battle and the cries of the dying. Once again it was time for a change — strange creatures had come to Relic's grove. At first they danced and were festive, but then an old crone took notice of Relic's inert form.

The crone began parting the verdant shroud that had grown around and upon Relic, chanting as she did. Laying a hand upon the construct, she began to recite the bloody, violent existence of Relic and the bonds that held them. The gathered fey creatures moved closer to hear the story, each placing a hand upon this new and strange relic. As the crone chanted on, all began to weep.

Relic could feel their warm tears fall upon his inorganic flesh. The revelers were moved by the tragic story of the living construct's creation and life of slavery, for the fey only know freedom. Filled with life energy given by the forest and its children, Relic's body once again was theirs to command. They've since spent their days wandering the forest and living as one with nature, occasionally taking part in the strange festivities held by the fey.

## Relic's Traits

**Ideal.** "To observe the natural world around me and help others do the same."

**Bond.** "The forest has given me new life and purpose. I would give my life to defend its tranquility."

**Flaw.** "Those of flesh and bone are strange to me and hard to understand with all of their physical wants and needs."

## Relic

*Medium humanoid (living construct), neutral*

**Armor Class** 12 (natural armor or 17 with *barkskin*)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHR
17 (+3)	13 (+1)	15 (+2)	13 (+1)	16 (+3)	13 (+1)

**Skills** Athletics +5, Medicine +5, Nature +4, Perception +5

**Senses** passive Perception 15

**Languages** Common, Druidic, Sylvan

**Challenge** 4 (1,100 XP)

**Living Construct.** Even though Relic was constructed, they are a living creature. They are immune to disease. They do not need to eat or breathe, but they can ingest food and drink if they wish. Instead of sleeping, Relic enters an inactive state for 4 hours each day. They do not dream in this state; they are fully aware of their surroundings and notice approaching enemies and other events as normal.

**Spellcasting.** Relic is a 5th-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +5 to hit with spell attacks.) Relic has the following druidspells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*  
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*

2nd level ( 3 slots): *animal messenger*, *barkskin*

3rd level ( 2 slots): *call lightning*, *conjure animals*

## Actions

**Multiattack.** Relic makes two melee attacks.

**Fists.** *Melee Weapon Attack:* +5 to hit, 5 ft. reach, one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

**Quarterstaff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) bludgeoning damage, or 7 (1d8+3) bludgeoning damage if used with two hands.

**Wildshape (2/Day).** Relic magically polymorphs into a beast with a challenge rating of 1 or less, and can remain in this form for up to 9 hours. Relic can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. Relic reverts to their true form if they die or fall unconscious. Relic can revert to their true form using a bonus action on their turn.

While in a new form, Relic's game statistics are replaced by the statistics of the beast, but they retain their alignment, personality, and Intelligence, Wisdom, and Charisma scores. While in the new form, the beast has +1 AC, and Relic retains their living construct traits. Relic also retains all of their skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as Relic and the bonus in its stat block is higher than Relic's, use the creature's bonus instead of Relic's. If the creature has any legendary or lair actions, Relic can't use them.

While in the new form, as a bonus action Relic can spend a spell slot to regain 1d8 hit points per level of the spell slot expended

## Ringwedgea

As we approached the dark, iced halls of the fortress throne room I saw before me an ethereal beauty of ebony blue. As we crushed the fragile ice crystals on the floor, a form spun to look at us.

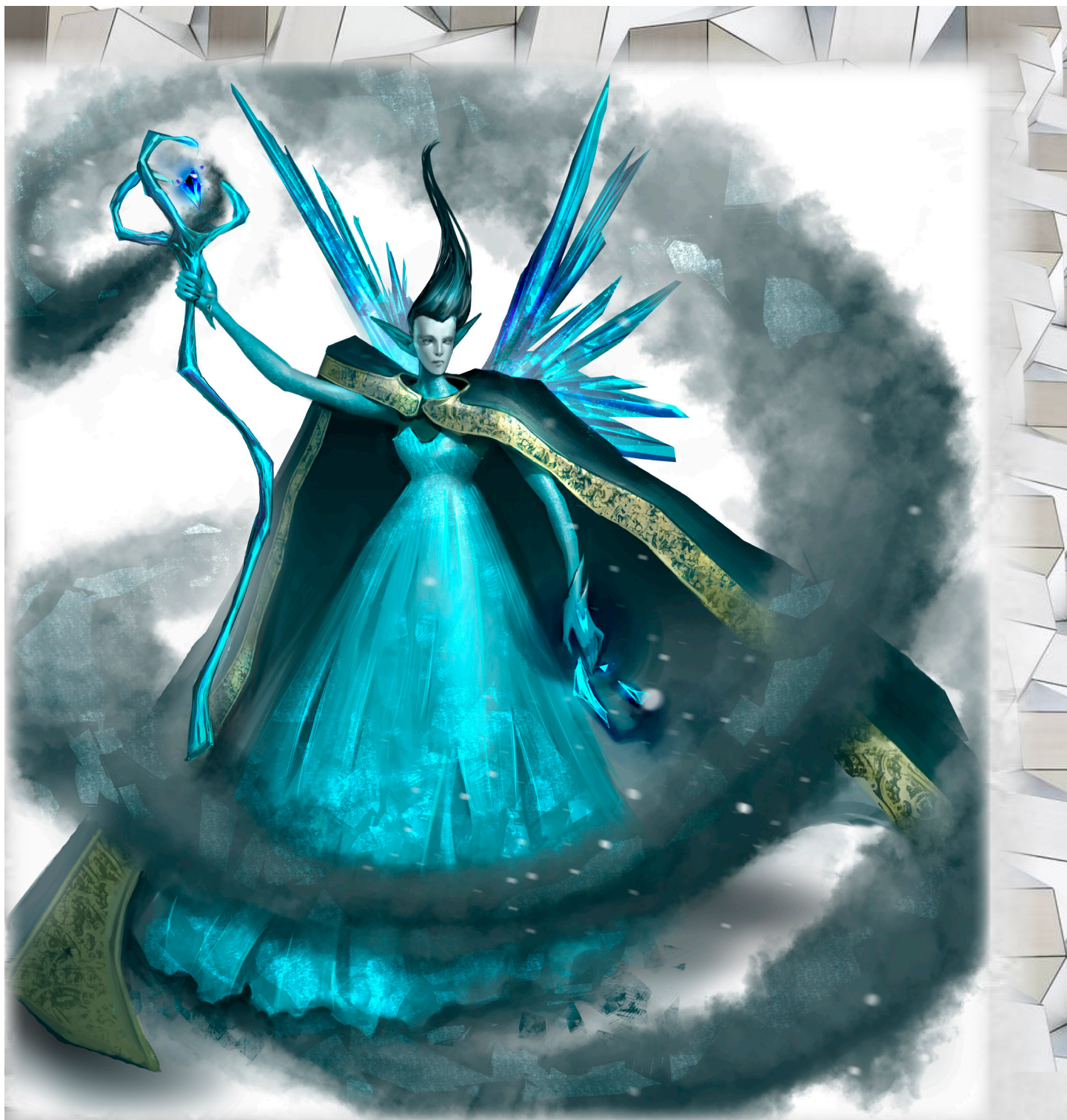
The face of a fair maid or young lad, I could not tell, a mask to which we could not see the thoughts and emotions beyond but did not make the forceful presence behind that mask any less ignorable.

A rasping shriek sounded from the face.

"Burning agents of Naarfaina, die!"

I felt a bone-aching cold enter me as jagged shards





of ice rained down upon us. Forever separated, ever enduring. Ringwedeia is an elemental spirit at the heart of its existence. But a damaged one having half of its vital essence split off from itself and gathered into the being called Naarfaina.

It is immortal. Even in defeat it will arise again whenever cold and darkness gather. Without returning its essence to an undamaged state it will perpetuate its desires for comfort onto the land and its inhabi-

tants forever.

#### **Ringwedeia's Traits**

**Ideal.** "A place is best when it is comfortable to me; made of ice and shadow."

**Bond.** "My father understood my needs, cares, and desires and he heavily influences me since he knows best."

**Flaw.** "The warmth that keeps creatures alive is anathema. I do not trust their intentions."



## Ringwedeia

Medium fey, lawful evil

**Armor Class** 17 (natural armor)

**Hit Points** 91 (14d8 + 28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHR
12 (+1)	14 (+2)	14 (+2)	13 (+1)	14 (+2)	17 (+3)

**Saving Throws** INT+5, WIS +6

**Skills** Arcana +5, Athletics +5

**Damage Vulnerabilities** bludgeoning, fire, radiant

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Primordial

**Challenge** 9 (5,000 XP)

**Elemental Adept (Cold).** Spells Ringwedeia casts ignore cold resistance and any result of 1 on a damage roll is instead treated as a 2.

**Frigid Emanation.** Any creature that starts its turn within 15 feet of Ringwedeia takes 13 (3d8) cold damage.

**Of Frost and Shadow.** Whenever Ringwedeia would cast a spell that would deal damage, the spell deals

cold, necrotic, or cold and necrotic damage instead of its original damage type.

**Innate Spellcasting.** Ringwedeia's innate spellcasting ability is Charisma (spell save DC 16, +7 to hit with spell attacks.) She can innately cast the following spells, requiring no material components:

At will: *chill touch*, *ray of frost*, *thaumaturgy*

3/Day each: *hold person*, *mirror image*, *vampiric touch*

1/Day each: *cone of cold*, *ice storm*, *screy*

## Actions

**Spiked Ice Staff.** *Melee weapon attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 13 (3d8) cold damage.

**\*Summon Frostdea (1/Day).** Ringwedeia magically summons a frostdea. The summoned frostdea appears in an unoccupied space within 60 feet of Ringwedeia and acts as her ally. It remains for 10 minutes, until it or Ringwedeia dies, or until she dismisses it as an action.

\*Frostdea appear in *Secrets of the Vault: Monster Menagerie Vol. 1*. If you don't have access to this Nerdarchy digital product, use gargoyles with the following changes:

- Any creature that starts its turn within 5 feet takes 4 (1d8) cold damage.
- Their claws deal an additional 5 (1d10) cold damage.
- They are immune to cold and vulnerable to fire.
- They are Challenge Rating 3.

For even greater challenge, use earth elementals with the same changes, and they are CR 6.

## Legendary Actions

Ringwedeia can take up to 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. Ringwedeia regains spent legendary actions at the start of her turn.

**Cast a spell (Costs 2 actions).** Ringwedeia casts a spell.

**Heal.** Ringwedeia regain 3d8 hit points.

**Spiked Ice Staff.** Ringwedeia makes one attack with her spiked ice staff.







## Vaagur Bone-Axe

*Aliases: Vaagur Trollslayer, Vaa Trollaxe, Boneheaded Vaagur*

Vaagur is a copper-skinned dwarf with a round, yet toned, physique. His perceptive eyes combined with the casual way a smirk finds its way onto his face tends to unsettle some people and annoys others.

His footlong beard is braided in several places and adorned with beads made of shell, horn, and bone. He is rarely seen without his mahogany-colored carapace half plate, shield, and helm.

He currently makes his home outside of the city of Gyphongaffe off the main road within a half days travel from the Silver Oak Lodge and the main road headed east.

**Changing Seasons.** Vaagur has always felt the need to be among the chaotic vista of nature while he was stifled and trapped amongst the rigid, square stones of his kin.

A lone clansman of his self-named Boneaxe clan, Vaagur was originally part of the Blue-Axe clan of Stoneholme. He left his ancestral home after a fierce and divisive argument with his older siblings over

his broken betrothal. He fluctuates day to day from considering it the best and worst choice in his life thus far.

**Lair.** If Vaagur is within an hour's travel of any of the dozen moss hounds he has created over the past year, one will come for him if he is attacked or restrained.

There is at least one moss hound by every provisional cache he has made and three under trap doors within his home.

### Vaagur Bone-Axe Traits

**Ideal.** "People are deserving of dignity and respect even if their views differ from your own."

**Bond.** "Friendship forged through struggle is stronger than blood."

**Flaw.** "I rarely trust another's opinion on craftsmanship, battle tactics, or life in general."

### Vaagur Bone-Axe

*Medium humanoid (dwarf), chaotic good*

**Armor Class** 17 (ankheg half plate or barkskin)

**Hit Points** 123 (19d8 + 38)

**Speed** 25 ft.

STR	DEX	CON	INT	WIS	CHR
14 (+2)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

**Saving Throws** WIS +7, INT +4

**Skills** Medicine +7, Nature +4

**Tools** Artisan's Tools (brewer's supplies, leather-worker's tools, and smith's tools) +4

**Damage Resistances** Poison

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarven, Elven, Sylvan

**Challenge** 9 (8,400 XP)

**An Axe with Bite.** Whenever an attack with Trollbit is successful against a target with less than half of their total hit points remaining, the target takes an additional 7 (2d6) damage. This has no effect on constructs and undead.

**Craftsman's Prerogative.** Whether crafting tools (like his ironwood hammer), armor (like his ankheg halfplate), or weapons (like his troll bone axe, Trollbit) Vaagur excels at crafting exceptional quality items out of exotic natural materials. Whenever crafting items out of natural materials Vaagur



is considered to have expertise in the particular crafting skill.

**Pessimist's Provisions.** Vaagur is rarely caught unprepared for a bad situation that requires eating, drinking, or a knife or axe for crafting. Whenever Vaagur is within the boundary of the forest that surrounds his home he is less than a 2 hour walk from a cache of trail provisions and tools for making survival items (a knife, a small hatchet, etc).

**Special Equipment.** Trollbit (+1 finely crafted bone battleaxe), ankheg carapace half plate, 3 finely crafted druidic foci used for the moss hound ritual (elemental creatures bound to the remains of creatures from Vaagur's boneyard).

**Spellcasting.** Vaagur is a 19th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). Vaagur has the following ranger spells prepared:

1st level (4 slots): *cure wounds, goodberry, hunter's mark, longstrider*

2nd level (3 slots): *barkskin, locate animals or plants, locate object, pass without trace*

3rd level (3 slots): *nondetection, protection from energy, water breathing*

4th level (3 slots): *conjure woodland beings, freedom of movement, locate creature*

5th level (2 slots): *commune with nature, tree stride*

#### Ritual Spells

1st level: *alarm, detect magic, find familiar, floating disk, identify, unseen servant*

2nd level: *gentle repose*

3rd level: *phantom steed, tiny hut, water breathing*

5th level: *\*create moss hound*

*\*Create moss hound is a new ritual that appears in Secrets of the Vault: Monster Menagerie Vol. 1. If you don't have access to that content, Vaagur can spend 1 hour performing a ritual that creates a shambling mound. He requires a natural build up of leaves and mulch, the remains of a Medium or Large creature, and a finely crafted druidic focus worth at least 100 gp that resides in the mound. The shambling mound will remain dormant until the conditions of instructions given at the completion of the ritual are met.*

#### Actions

**Multiattack.** Vaagur makes two attacks with Trollbit or his longbow.

**Trollbit.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target; *Hit:* 7 (1d8 + 3) slashing, or 8 (1d10 + 3) if used with two hands, and when a 1 or 2 is rolled on the damage die, reroll the die and use the new roll. In addition, the target takes 7 (2d6) necrotic damage if they have less than half their total hit points.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target; *Hit:* 5 (1d8 + 1) piercing damage.

## Xander Androctus

Xander is a pale young man with sharp, severe features, gaunt cheeks, long blond hair, cold blue eyes, and an air of discipline and righteousness about him.



One of the few surviving members of the Androctus noble house after a plague devastated the Fausthaven countryside, Xander grew-up to become devoted paladin of the Light, feeling that the goodly gods spared his life for some higher calling. Sensing the corruption lurking in Fausthaven's heart, Xander has vowed to eradicate it, founding the knight order known as The Radiant.

**Bedeveled.** Upon recovering the sword Ebonhorn from devil-revering cultists, Xander's methods have drifted to the extreme, often resorting to intimidation, violence, and even torture. This is because Ebonhorn has the consciousness of a fiend within it and is warping Xander's desires for peace and virtue into an inquisition of terror.

\* Ebonorn appears in entirety in the Nerdarchy digital product *Secrets of the Vault: Mage Forge Vol. 1*.

**Ruthless Justicar.** Though he would never admit it, the darker nature taking root within Xander takes a perverse pleasure in the fear and pain he instills in the "wicked" and he feels a rush when he uses the fell gifts Ebonhorn provides.

**For the Love of Family.** Xander fights the forces of darkness so fiercely for the love of the Light, his wife, and three children, blind that his methods turn him further and further away from both as he slowly loses his humanity. Who knows how his family would react if they knew the kind of monster their patriarch has become?

### Xander Androctus' Traits

**Ideal.** "I will make Evil fear me."

**Bond.** "I fight to make the world a better place for my wife and children."

**Flaw.** "I alone have the strength of soul to root-out the Evil that afflicts this land. Very few can be trusted to do what must be done."

### Xander Androctus

Medium humanoid (human), lawful evil

**Armor Class** 18 (plate)

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHR
17 (+3)	13 (+1)	16 (+3)	11 (+0)	12 (+1)	15 (+2)

**Saving Throws** WIS +7, CHA +8

**Damage Resistances** fire, necrotic  
**Skills** Insight +5, Intimidation +6, Perception +5, Religion +4, Torturer's Tools +4  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Abyssal, Celestial, Common  
**Challenge** 10 (5,900 XP)

**Special Equipment.** Ebonhorn (+3 unholy greatsword), one *potion of greater healing*, three vials of holy water, and torturer's tools.

**Spellcasting.** Xander is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Xander has the following paladin spells prepared:

1st level (4 slots): *bless*, *command*, *divine favor*, *heroism*

2nd level (3 slots): *branding smite*, *lesser restoration*, *zone of truth*

3rd level (2 slots): *magic circle*

**Fiend's Favor.** Xander makes all saving throws with a bonus equal to his Charisma modifier (+2 included in saving throws).

**Strength of Purpose (Ebonhorn; 1/Day).** Xander can use a bonus action to gain 15 temporary hit points.





## Actions

**Multiattack.** Xander makes two attacks with Ebonhorn (greatsword) or twice with his longbow.

**Ebonhorn (+3 greatsword).** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target; *Hit:* 13 (2d6 + 6) slashing plus 7 (2d6) necrotic damage. Once per day, on a successful hit Xander can choose to deal an additional 14 (4d6) fire damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target; *Hit:* 5 (1d8+1) piercing damage.



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