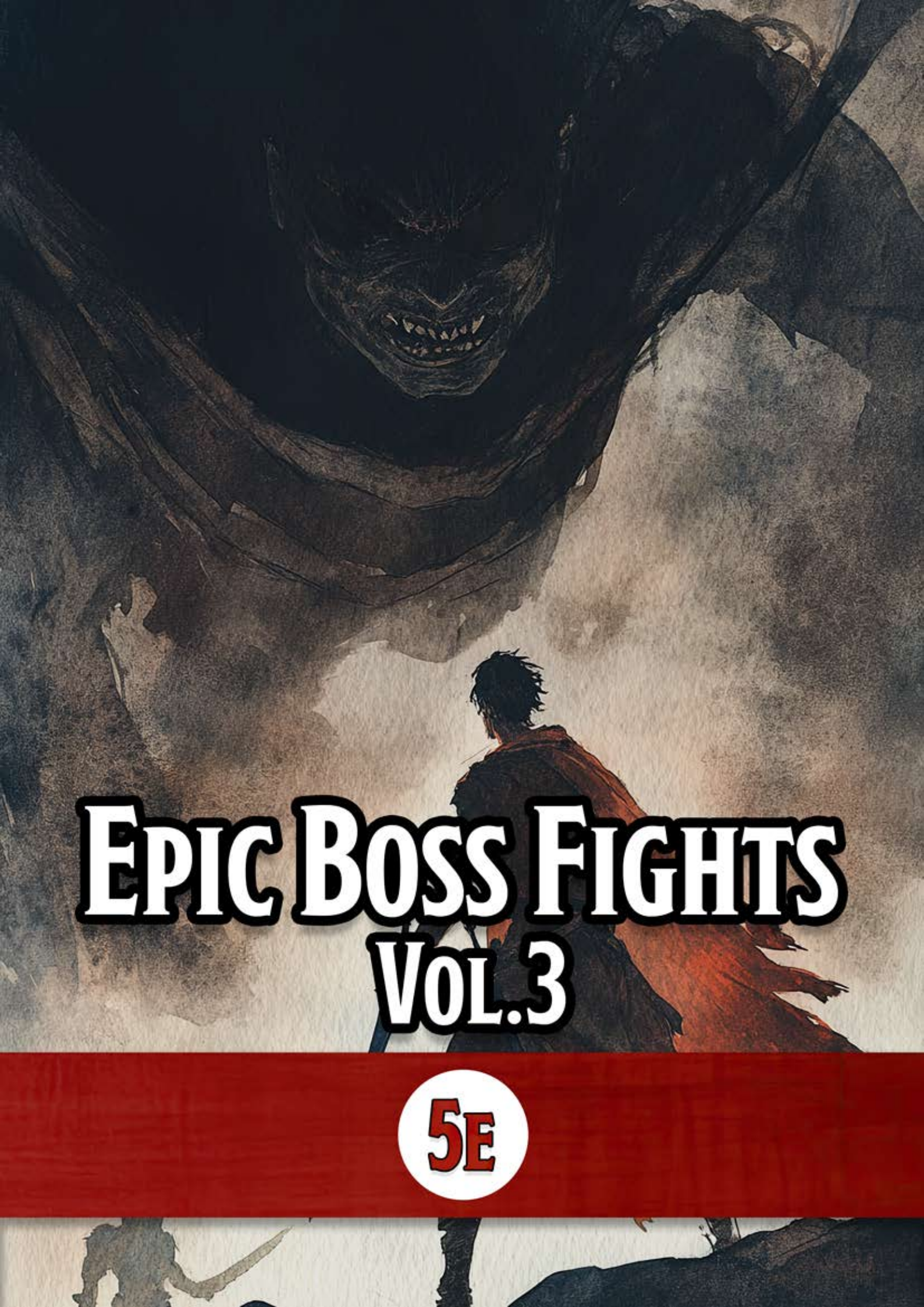




EPIC BOSS FIGHTS

VOL.3

5E

Epic Boss Fights

Vol. 3

Epic Encounters Vol. 3 is a collection of boss fights for Dungeons & Dragons 5th edition. Each encounter is created with a party of 4-5 adventurers in mind, and the level for each fight will be listed at the start of each chapter. Adjust each encounter to fit your party.

These encounters can be implemented into any setting, so replace any proper nouns to help import them into your game. Suggestions will be listed for how to implement the encounter into your game, but each chapter will only focus on the final encounter and some events leading up to it. These are not full adventures, but shorter encounters to add to your game. It is up to you to form a full adventure if you want.

If you are reading this, it means you are a supporter of The Dungeon Loot's Patreon! I appreciate the support for my adventures. I love creating content for D&D, and I hope to create many more adventures for everyone in the future. If you have any comments about this adventure, I would love to hear it. Message me on instagram or Patreon at any time!

The Dungeon's Loot



THE MIRROR MAN: Level 5 Encounter

STORY BACKGROUND

- A famous performer known as **Mystical Myrion**, aka **The Mirror Man** is a mysterious man that has gained notoriety in the realm as a performer.
- Over the past few years, he has exploded in popularity, showing off his amazing illusionary comedy routine in bigger and bigger parties.
- However, unbeknownst to his supporters, his show is a front to distract the crowd while he robs them of their valuables.
- He comes from a land far to the north that has been destroyed in the recent war, with his hometown, **Azurebend**, the last standing town.
- He steals valuables and uses the money he makes to support his town, rebuilding it.
- His most recent performance was for the king himself during his birthday celebration, where **The Mirror Man** put on a big show, and also made his biggest heist.
- During the finale of his performance, he not only made himself disappear under the cover of colored smoke, but also stole the king's presents and several guests' valuables.
- How he did it is a mystery, but the king offers a massive reward for anyone who can bring in **The Mirror Man** alive.

PLAYER HOOKS

- **Wealth** - The king offers a large reward of gold and magic items. Offer items that you think the party would want, and an amount of money that fits your campaign.
- **Reputation and Honor** - Serving the king will make the party famous in the realm, and potentially get them more jobs in the future.
- **Revenge** - Perhaps The Mirror Man stole something from the party or someone important to the party.

SYNOPSIS

- The players are hired by the kingdom to find **The Mirror Man** and bring him in for the crimes he committed within hours after the crime was committed.
- They start by investigating the clues that are left at the scene of the crime, eventually being led to a nearby town of **Azurebend**.
- The players arrive in **Azurebend** and learn about a man that fits the description who lives in the woods, passing in and out without saying much, but makes large donations to rebuild the town.
- They find the hideout of **The Mirror Man** and traverse a number of traps and tricks before finding him in a room with his stolen treasure.



THE SCENE OF THE CRIME

*Mystical Myrion, a realm-wide famous performer known for his breathtaking illusionary performances was recently given the honor of performing at the king's birthday celebration. For his final trick, he disappeared before the crowd's very eyes in a flash of smoke after shattering a mirror. However, not only **Mystical Myrion** disappeared. All of the king's presents also vanished from the venue, and several guests claim to be missing their valuables.*

*Not happy making look like a fool, the king has placed a large bounty on **Mystical Myrion**, who they are now calling **The Mirror Man**, for the deliverance of him alive. Amongst the many bounty hunters hired to find him, your party has been invited to the castle thanks to your rising popularity.*

*You arrive at the scene of the crime, not but a few hours after **The Mirror Man** disappeared. You stand in the massive courtyard where several eyewitnesses are standing around the blocked off center stage where **The Mirror Man** was performing. The eyewitnesses are being questioned by a couple bounty hunters, and others are investigating the stage. What do you do?*

EYEWITNESSES

• **Lord Alistair Valemont:** A tall elf, with a slim but athletic build, **Lord Alistair** has wavy black hair that falls just past his shoulders and striking green eyes. He is dressed in finely tailored clothes of deep forest green, with gold embroidery along the cuffs and collar.

- After shattering the mirror, **Lord Alistair Valemont** swears he saw his own face on **The Mirror Man's** body a split second before smoke filled the courtyard.

- After the smoke cleared, he realized that his family heirloom, a gem encrusted pocket watch, was missing from his coat, and a blue powdery handprint stained where his heirloom was. A DC 15 Nature Check will reveal that it is a rare blue silt that is only found in the **Azure River** north of the castle.

• **Lady Serana Moore:** A stunning woman in her mid-twenties with dark, chestnut hair cascading in loose waves down her back. She wears an elegant gown of dark violet and silver, favoring intricate lace and velvet. Around her neck, she wears an heirloom necklace adorned with a sapphire, the symbol of her house.

- She noticed **The Mirror Man** smelled of an exotic perfume that uses **Silvershine Lilies**. A DC 15 Nature Check will inform the player that it is a special flower that only grows near rivers, and is not native to this land.

• **Baron Gareth Emston:** A stout, middle-aged half orc man with a muscular build dressed in a deep midnight-blue tunic with silver stitching along the collar and cuffs.

- He saw a ring bearing a peculiar crest on a ring worn by **The Mirror Man**. A silver shield with something that looked like a blue S across it. A DC 17 History Check reveals that it is the family crest of a royal family that used to rule a city that was lost in a recent war located to the far north, just past a town called **Azurebend**.

• **Stablemaster Shawn:** A wiry, rugged man in his late forties with a weather-beaten face and a permanent squint from years spent in the sun. He's dressed in a sturdy shirt, leather jerkin, reinforced trousers, and tall waterproof boots.

- He saw a mysterious caravan waiting just outside the castle moments before the performance started.

- Just before the emergency bells began ringing, a man who looked exactly like **Lord Alistair Valemont** tossed him a gold coin and took his horse from the stable before riding off north with the caravan.



STAGE CLUES

- A DC 13 *Investigation Check* on the shattered remains of the mirror will reveal that the mirror has a blue tint to it. A DC 15 *Nature Check* will reveal that a blue silt used to make the mirror is only found in a river to the north.
- The smoke left a residue on the ground. A DC 13 *Investigation Check* will reveal footprints in the middle of the stage. A DC 15 *Investigation Check* on the stage will reveal a trap door that leads out of the castle to nearby the stables.
- With these clues, the players should be able to surmise that **The Mirror Man** went to the town of **Azurebend**, but if they do not figure it out, the players can ask other NPCs about what they think about the clues. Pretend to roll, and have them recall a town called **Azurebend** that fits some of the clues.

AZUREBEND

The journey from the castle north along the Azure River takes multiple days, but the days pass without any major issues. The riverbanks gradually shift from earthy tones to striking shades of blue, a mesmerizing effect as the sunlight reflects off the vibrant silt deposits in the water. In the distance, you can see a small town just past a field of delicate lilies that glow silver.

*As you get closer, you see the town is weathered, with most buildings made from worn stone and rough timber, paint peeling and faded, but a large sign says **WELCOME TO AZUREBEND**. Many of the windows are cracked and the roofs patchy, but the people seem lively as laughter fills the air. Villagers are gathering blue silt from a riverbank, and you can see in the windows as several shops are using the silt to make unusual blue pottery, dye clothes, and even make blue tinted glass.*

- The villagers are a little wary of the adventurers at first, but are hospitable.
- If asked, here is some information that they might learn.
 - **Azurebend** is the only place the blue silt is found in the realm.
 - The blue silt is used for everything from glassware to fireworks.
 - The town was heavily damaged in a war to the north that left the people of **Azurebend** struggling financially.
 - They have no knowledge of anyone called **The Mirror Man**, but everyone knows **Myrion** as a kind, quiet man who goes off on business trips, and returns with money to rebuild the town.
 - **Myrion** lives in a small house on the northern outskirts of town, but he doesn't welcome visitors.

THE HOUSE OF MIRRORS

On the northern edge of town, nestled against the rugged cliffside of a narrow canyon, stands a worn, shabby house that seems almost swallowed by the surrounding rock wall. Out front, an empty cart sits. Five horses are tethered nearby, their eyes alert as they munch steadily from an overflowing trough.

The windows of the building are grimy, covered in a thick layer of dust that blocks any light from within, casting the interior in deep shadow. It's unclear if anyone has lived here for some time. The house stands in quiet contrast to the vibrant life of the town behind you.

- A DC 14 *Investigation Check* will reveal that the door is locked and is trapped with an *Alarm* spell.
- A DC 15 *Thieves' Tools Check* will unlock the door and not set off the alarm. If the player fails to unlock the door, or if the players try to open the door without unlocking it, a magical alarm is sounded so only **The Mirror Man** can hear it.



- A *DC 13 Investigation Check* on the mirror will reveal a secret latch to open a door. Breaking the mirror will also reveal the secret entrance.
- Behind the mirror is a hallway that reveals a maze of mirrors. Unless the players hold hands or are attached in some way, such as with a rope, there is a chance they get separated from each other.
- Players make a *DC 14 Survival Check*.

- Anyone who succeeds makes it through a series of twists and turns before arriving at a beautiful door at the end, which leads to **The Mirror Man**.

- Anyone who fails the check goes through a series of twists and turns, bumping into glass and losing their party and coming upon one of 3 rooms.

- Each room has a different painting on the wall. Upon entering the room, a door closes behind them which only opens if the enemy is defeated.

- If the players triggered the *Alarm* spell or broke the mirror to enter, the room is empty except for the painting on the wall, which is actually the enemy pretending to be a painting.

- If the players did not alert the enemy, they catch them off guard as they are counting their coins in the room and a fight begins.

- Room 1: A painting of a number of clowns equal to the number of people that entered the room. Each clown is holding a balloon animal. If alerted, the clowns attack, gaining surprise. Use the **Balloon Brawler** stat block.

- Room 2: A painting of a number of mimes equal to the number of people that entered the room. If alerted, the clowns attack, gaining surprise. Use the **Shadow Mime** stat block.

- Room 3: A painting of a harlequin wielding a massive rubber hammer. If alerted, she attacks, gaining surprise. Use the **Rubber-Hammer Harlequin** stat block.

- After everyone succeeds the *Survival Check*, they can enter **the Circus Room**.

CIRCUS ROOM

You step into a large, dimly lit room with tents where shadows play tricks on your eyes, twisting shapes into eerie forms. The ceiling is draped in faded red and white fabric. Dim, flickering lanterns hang from the rafters, casting a sickly yellow light that barely reaches the floor, leaving corners steeped in darkness.

The air is thick with the scent of old popcorn and stale candy. At the center of the ring, an oversized, cracked mirror stands, its surface smeared with grime and strange, swirling marks. The floor around it is littered with faded confetti and strange wooden marionettes with chipped paint, their faces frozen in twisted expressions of laughter and despair.

A faint, scratchy melody hums from an unseen source, an old carnival tune played just out of tune, looping again and again.

As you step into the room, there is a flash and suddenly a masked jester in colorful clothes cartwheels out from the cracked mirror before bowing to you. "Well, well, well. I wasn't expecting guests so soon. I hope you didn't harm my friends. They are just in it for the laughs. What can I do for you?"

- **The Mirror Man** will tell the players that he needs the wealth to save his town and the people displaced by the war.
- If he feels like the players are getting ready to attack, he will transform himself to look like one the nearest player using his **Identity Theft** ability.
- His strategy is to confuse the players as often as possible, using his **Identity Theft** ability to make it difficult to tell who is who. If players attack **The Mirror Man** while he is using this ability, unless they have a way of 100% knowing which is which, there is a 50% chance of accidentally attacking the player character, but the attacker doesn't know if they hit the real one or not.
- After defeating **The Mirror Man**, the players find the **Mask of Shattered Reflections** and **The Trickster's Coin**.
- They also find a **Bag of Holding** that has all of the stolen goods from the king and his guests.



THE MAD SCIENTIST: Level 6 Encounter

STORY BACKGROUND

- The town of **Lunaris Bay** is a popular place for those with an interest in science and magic, as the town is a major port, bringing in various goods from all over the realm.
- This attracted an alchemist named **Tiberius Crowe**, who joined a community of intellectuals in his quest for knowledge.
- His methods were unusual and cruel, opting to experiment on various animals, attempting to evolve them into newer, stronger creatures.
- After he was caught experimenting on humans, he was cast out from the community and branded as **The Mad Scientist** for his crimes against humanity.
- He continued his studies in secret, creating an underground lab and experimenting on various creatures to create potions with the goal of evolving mankind to something stronger.
- The waste from his experiments leaked out into the ocean, contaminating it.

PLAYER HOOKS

- **Do What is Right** - The party could feel compelled to help the port town from starving to death as their main source of food is ruined.
- **Money** - The town mayor offers a large reward for anyone who can save the town.
- **Contaminated** - The players or someone they care about within the town has been infected by the contaminated water and needs to find the source of it to find a cure.

SYNOPSIS

- The bountiful ocean by the famous Lunaris Bay has become contaminated, slowly changing from the refreshing and beautiful blue waters to a slimy, green sludge.
- When the local fishermen begin catching strange fish monstrosities, they call for help in finding the at is pouring a sludge into the ocean that stinks of chemicals.
- The party is hired, and begins their journey on the beaches of **Lunaris Bay**.
- They eventually find a hidden pipe that is pouring a sludge into the ocean that stinks of chemicals.
- The party follows the pipe up and through an underground passage and find themselves in a lab guarded by strange abominations.
- Eventually they find the alchemist **Tiberius Crowe**, also known as **The Mad Scientist**.
- When confronted, **The Mad Scientist** offers to pay the party for their silence and offers to give them potions that will “show them the potential of mankind”.
- When they fight, **The Mad Scientist** transforms into various forms, fighting the party to the death.



ARRIVAL IN LUNARIS BAY

The waters of **Lunaris Bay** are famous for being the cleanest in the realm and for being the home of a number of fish not found anywhere else. The large bay allows for easy trade with other towns, making **Lunaris Bay** a wealthy town full of life. Or at least, until recently.

The waters have slowly changed from a shimmering blue to an opaque green, and the fish caught are often mutated and unappetizing. Your party arrives into **Lunaris Bay**, and the once vibrant and excited streets now carry an air of gloom. As you get off of your ship, you see the massive docks which are mostly empty except for a couple of fishermen and dockworkers. As you pass one of the fishermen, he begins to shout.

"Hey, I've got something! And it feels like a big one! Someone give me a hand!"

- If the players try to help, have one of them make an Athletics Check at advantage. If they roll above a 12, a massive mutated fish with tiny legs is pulled out of the water and lands by the players.
- If they roll below a 12, the fisherman and the player are pulled into the water and are attacked by the **Deepwater Mutant**.
- If the players don't try to help, dock workers help, pulling the massive mutated fish with tiny legs out of the waters and it lands by the players.
- The fish, using the **Deepwater Mutant** stats, attacks the players. As it dies, it gurgles almost as if it is speaking common, but is incoherent.



- After the players defeat the **Deepwater Mutant**, the mayor of the town, an older human woman in nice blue robes named **Elara Till** approaches the party.
- She tells the party about how the waters have slowly been getting dirtier and dirtier, and it has been very bad for the people of the town.
- People have been getting sick from eating the fish, but it is the only source of protein.
- The people of **Lunaris Bay** have come up with ways to clean the water, but it isn't working as the source of the contamination has not been found.
- If the players can find the source of the contamination and put a stop to it, **Lunaris Bay** will pay the party **1,000 gold coins** (or an amount that you think is fit for the party).
- She suggests searching the southern beaches of **Lunaris Bay** as the contamination is worse on that side.



CONTAMINATED BEACH

You walk down the fabled beaches of Lunaris Bay, but instead of white sand and blue ocean, you see green sludge waves crash against gray sand. The further down you go, the thicker the water gets and the worse the smell of rotten fish permeates your nostrils.

- The players will investigate the beach, looking for the source of the contamination, which is an underwater pipe.
- The players can find it by rolling over a 15 in a skill check. Here are some ideas, but feel free to use one of their ideas if it sounds good.

- *Nature Check* - Follow the flow of water from where it looks the worst.

- *Perception Check* - Notice strange bubbles coming up from a small part of the water.

- *Investigation Check* - Search the beach and find man-made materials that point to an underwater structure of some kind.

- *Survival Check* - Track the trail of dead fish or dying plants to where it is most concentrated.

• After succeeding on at least one of those checks, the players eventually think they have found the source of the contamination, but there is no way to check without entering the water.

• If the players swim in the correct area, they find a pipe that is spewing waste into the ocean. Swimming up the pipe takes a *DC 13 Athletics Check* or they are pushed out by the current.

• For each attempt they make, they must make a *DC 10 Constitution Saving Throw* or be **Poisoned** for one hour.

• After swimming up the pipe, they find themselves in a mostly hollow pipe with the contaminated waste reaching about one foot up. Anyone walking through the waste that isn't wearing metal armor has to succeed on a *DC 15 Perception Check* or they step on a glass vial, which cuts into their feet, dealing **1d6 Piercing Damage** and they have to make a

Poisoned for one hour.

EXPERIMENT ROOM

As you push open the heavy, rusted metal trapdoor, a chill rushes down from the darkness above, carrying a faint smell of stale air and old chemicals. The metal groans, and you ascend, the creaking of each ladder rung breaking the silence. You climb into a room dimly lit.

Ahead, faint shapes emerge in the dim light: tables cluttered with vials, glass tubes, and jars—some still holding murky, thick substances. Shelves line the walls, stuffed with dusty, brittle notes and bottles labeled in faded, scrawled handwriting. Shadows play across strange equipment, their long, spindly arms frozen in place, like twisted metal skeletons from a forgotten age.

• If the players succeed on their stealth check, they hear the sound of something growling, and teeth snapping bones. The creatures are surprised if the players attack.

• If the players fail their stealth check, they hear the sound of a strange gurgling growl as 4 strange mutated creatures surround the party.

• There are 2 **Gorefang Boars** (very big boars with long, sharp tusks and a back covered in needle-like quills) and 2 **Leech-Maw Apes** (large apes that have a circular mouth with dozens of razor sharp teeth).

• Investigating their bodies after they are killed with a *DC 14 Medicine or Arcana Check*, the players can tell that these are not natural creatures and have been modified with magic and experimentation.

• Looking around the room, they see glass chambers with strange creatures growing inside, floating in a strange green liquid.

• On the far side, there is a door that leads to **The Mad Scientist's Lab**.



THE MAD SCIENTIST'S LAB

As you push open the heavy metal door, it groans in protest. A faint whiff of chemicals and burnt ozone wafts out, prickling at your nose. Inside, flickering lights reveal a chaotic scene—glass beakers, tubes, and bubbling vials are scattered across every available surface, some precariously close to tumbling over.

In the center of this alchemical chaos stands a man, hunched over a table littered with notes and strange apparatuses. His wiry hair juts out in every direction, as if electrified by his own manic energy. He mutters in fragmented sentences, oblivious to your presence as he pours a shimmering green liquid into a flask that releases a hiss of purple smoke. "Yes, yes, just a pinch of the essence... no, no, that would be disastrous! Maybe if I add... oh, what's the worst that could happen?"

- **The Mad Scientist** will try to convince the party that he is just trying to find the next stage of evolution of man.
- Asks the party if they want to be a part of his experimentation and become one of his pets.
- If they refuse, **The Mad Scientist** pulls a lever that locks the door behind the players and attacks.
- His strategy is to attack the players from a distance at first, then when he gets low, dash to a potion and transform into his other forms.
- Another exit can be found by climbing a ladder out of the room to a hidden trap door in the woods just outside **Lunaris Bay**.
- Slowly over time, the ocean returns to its previous beautiful state.
- If they bring the body back, the players learn about the history of **The Mad Scientist** as stated in the background.



THE DREAM EATER: Level 9 Encounter

STORY BACKGROUND

- **The Dream Eater** is an evil being that originates from the **Plane of Dreams**. It survives off of the fear and negative energy of people.
- It will find people that have experienced something exceptionally terrible, and leech off of their life force until they are sucked dry.
- The Dream Eater has found the party, either by chance or because they traveled somewhere with great evil.

PLAYER HOOKS

- This adventure doesn't have a selection of hooks like the other adventures do. Instead, weave this into your adventure naturally. Here are some ideas.
 - The adventurers have come into contact with something that could be cursed that causes the nightmares.
 - After arriving in a town that is being plagued by **The Dream Eater** the players begin having nightmares.
 - **The Dream Eater** senses the negative energy in your players after they witnessed something terrible.
- However you run it, feel free to change the start of this adventure to start whenever your party takes a long rest, or you can start the adventure as is.
- The nightmares can also affect elves and other races that don't necessarily sleep.

SYNOPSIS

- The players begin to have nightmares, night after night growing more and more terrible than the previous.
- The players notice an eyeless, smiling figure in all black in the background of every dream.
- After discussing it with their party, everyone realizes that they all see the same thing in their nightmares.
- Players learn about a dark creature from the **Plane of Dreams** known as **The Dream Eater** and the only way to defeat it is by fighting it both in their dreams and in the **Material Plane**.
- While finding out more information, they learn about a woman named the **Dreamweaver** who can help them by making a rare potion called the **Elixir of Waking Dreams** which can be used to allow the players to fight **The Dream Eater** in a shared dream.
- The players collect the needed material for it, then drink the potion to sleep and fight **The Dream Eater**.
- After winning the fight in the dream, **The Dream Eater** attacks the players in the **Material Plane**, waking them and forcing a second phase of the fight.
- After defeating **The Dream Eater**, the players are free from the cursed monster.



THE FIRST NIGHTMARE

Adventuring has an air of grandeur to it. Honor, fame, riches. But these things do not come without a price. The horrors witnessed while striving for greatness takes its toll on the hearts of adventurers, and it quickly becomes too much to ignore. You all, while getting ready to take your long rest, feel a weight on your shoulders, feeling more tired than usual. As you lay down in your bed and close your eyes, you find that sleep comes easily, and the dreams follow soon after.

- Ask the players to leave the room (or deafen their earphones if you are playing online) except for one at a time.
- Ask the player to describe (or make up) a good memory their character had in their life as they dream.
- Begin making strange changes, such as people disappearing or color fading from their dream, and tell the player that a dark figure stands at the distance, rows of sharp teeth smiling at the player impossibly wide, with eyes like two black holes, slowly reaching out to them before they wake up.
- Tell that player to keep their dream a secret, at least until everyone is back in the room/call.
- Do the same for all players, then call everyone back in.

As you wake up in the morning, you feel the weight that was on your shoulders pressing down on your chest, and feel a light pounding in your skull. You blink away the dreams and look around, seeing the rest of your party also slowly waking. As you sit up, the pounding in your head suddenly gets sharper. Everyone, make a Constitution Saving Throw.



- The players must make a DC 11 Constitution Saving Throw or they gain 1 point of exhaustion and don't lower any points of exhaustion they previously had.
- Each time the players take a long rest until the **Dream Eater** is defeated, they must repeat this saving throw, increasing the DC by 1 each night.
- The players are likely to talk about the dream they had.
- If the players want to make a check to see if they know anything about the creature from their dreams, they can make a DC 15 Arcana or History Check.
- Succeeding on the check, they recall hearing about a strange creature that lives half in the **Material Plane** and half in the **Plane of Dreams**.
- No matter what they roll, tell them that they have heard about a woman known as the **Dreamweaver** who lives nearby that might be of help.
- Asking around, they can eventually find that she lives outside of town in the nearby woods, but is known as a strange woman.

DREAMWEAVER'S AID

*As you approach the small hut in the woods, a strange smell fills your nostrils. Almost a pleasant smell of roasting meat but masked by a sickly sweet scent. As you approach the door, it opens before you reach it and the voice of an old woman calls from within. "Come in, come in. I knew you were coming. I can feel it in my bones. You have **The Dream Eater** upon you... I can help."*

- **The Dreamweaver** tells the party about **The Dream Eater**, and how it is a parasite that siphons life off their sleeping victims, and must be killed in both the **Material Plane** and the **Plane of Dreams**.
- She has an incantation that will allow the players to all share a dream together where they can confront **The Dream Eater**, but a better way to ensure victory is by drinking an **Elixir of Waking Dreams**, but it will take a rare ingredient and time.



THE NIGHTMARE REALM

- She requests for the party to search the woods for a creature called a **Slumber Stalker**, a tall, gaunt creature with ashen-gray skin that looks almost cracked and parched, as if drained of all life. It uses its elongated limbs and claws to cling to walls or trees, hiding in the shadows to prey upon its victims.
- She says they live in the forest and she requires one of their hearts per party member.
- After searching the woods for some time, have the party make a *Perception Check* and a *Stealth Check* against the **Slumber Stalker** to determine surprise.
- The players fight against a number of **Slumber Stalkers** equal to the number of party members.
- After defeating the **Slumber Stalkers**, they can rip out their hearts easily as their flesh begins to fade away to ash after they die.



- After returning to **the Dreamweaver** with the hearts, she tells the party that it will take her a full 24 hours to make the **Elixir of Waking Dreams**, but suggests the party try to stop **The Dream Eater** once without it, placing them in a circle in her hut as they prepare for their long rest, casting an incantation that sends them to a dream together.

The Dreamweaver's chants are like a soothing lullaby as you drift off into sleep. As you fall asleep, you feel yourself falling, being consumed by darkness, but you can feel the hands of your party members gripping yours. The sensation of falling slows as the darkness fades, revealing a shadowy, frightening landscape with a sky glowing red. You find yourself in a castle's ruins, broken stone everywhere bathed in red. As you look around, you see the rest of your party. You glance down at yourself and can see your clothes, your weapons, your armor. You can feel it. As you move, you seem to lag, burrowing behind. You notice your shadows begin to grow longer, longer, longer before merging together. Before you stands a dark shadowy figure with rows of sharp teeth and black pits where eyes should be, before he lunges out at you.

- Players can use their spells, items, and abilities as normal against **The Dream Eater**.
- However, the player characters wake up from the dream and disappear from the shared dream if they take damage from **The Dream Eater**. Any damage they take, they take in real life as well.
- When one of the player characters wakes up, they see **The Dream Eater** in the same room as them, siphoning life from one of the sleeping adventurers.
- The players continue initiative in the **Material Plane**, but the fight ends as soon as all of the adventurers wake up from the dream.
- Once all of the players are awake, **The Dream Eater** disappears from the **Material Plane** and the **Dreamweaver** tells the players that they were effective in fighting him.
- If they go back to sleep, they have a normal dream and must make a *Constitution Saving Throw* when they wake up, same as before.



- The next day, the **Dreamwaver** will finish the potion in the evening, so the players are free to spend the day as they wish.
- Once the players are ready, the **Dreamweaver** hands out an **Elixir of Waking Dreams** to each of the players, and tells them to drink it when they are ready.
- She explains that the fight will begin in **The Dream Plane**, but once they get **The Dream Eater** low enough, he will try to escape and kill the party as they sleep.
- The players can only be woken by taking damage, being shaken awake, or by saying the magical phrase, "**By moonlit dreams and stardust beams, awake to the dawn's first gleams!**"



*The Dreamweaver's chants once again drift you off to sleep as you lay hand in hand with your party. The sensation of falling comes once again, and you eventually find yourself in a similar place. A shadowy, frightening landscape with a sky glowing red, but this time you stand on top of a broken castle with no place to run. In the middle, **The Dream Eater** stands smiling as he chokes out a rough whisper.*

"I've been waiting... and I'm oh, so hungry..."

- If **The Dream Eater** is reduced to 0 hit points in **The Dream Plane**, he will disappear, reappearing in the **Material Plane**.
- He can only be killed once he is reduced to 0 in both planes.
- After it is done, the players feel a great lightness to their bodies, as all the stress, anguish, and anxiety leaves their bodies at once.



THE SPIRIT OF FAMINE: Level 15 Encounter

STORY BACKGROUND

- Generations ago, a terrible famine ravaged the lands, leaving the realm starving. Those closest to the main cities managed to survive the famine, but those farther from the cities were not so lucky.
- Entire towns went hungry with thousands upon thousands starving to death and being left to rot.
- A hundred years after the end of the famine, those that starved have been forgotten, but their souls have not been laid to rest.
- The anger and hatred of the forgotten manifested into a singular evil spirit, reanimating into the **Spirit of Famine**, a gargantuan skeletal monster that has begun wreaking havoc on the realm.

PLAYER HOOKS

- **Honor** - The characters may feel a sense of duty to save the realm as they are the only ones strong enough to defeat the skeletal abomination.
- **Money** - A person of status has placed a large reward on the final destruction of the monster.
- **Protecting Loved Ones - The Spirit of Famine** is approaching a town or city that has loved one of the players. Defeating it is the only way to save them.

SYNOPSIS

- The players hear about a massive skeletal monster that is traveling across the land at night, consuming entire towns of people.
- A group of **worshippers of Lathander** (or whatever good religious group you wish to use) tell the party that a specific religious ritual can stop the creature and save the souls, but it requires careful following of steps in between fighting the creature.
- The players confront the **Spirit of Famine** and fight it, having to save the souls in between stages of the fight.



DESPAIR RISES

Generations ago, a terrible famine threatened the very existence of mankind. The stars seemed to align as a violent war started just before a long winter, followed by disease and pests that devastated the remaining harvest. With the threat of extinction looming on the horizon, the king made a decision to leave a majority of the communities to die, while preserving what life they could in the capital city. The plan worked, but not without great cost. Hundreds of thousands of people were left to starve, and entire towns were left to fade away and be forgotten over time.

But while their bodies were gone, their spirits remained, unable to continue to the afterlife as the anger and despair in their hearts chained them to the **Material Realm**. On the 100th anniversary of the end of the famine, those lost were completely forgotten by the living. The anger and hate in the spirits grew larger and larger, coming together with the skeletal remains, morphing into a massive skeletal monstrosity that had an insatiable hunger.

Through the night, it traveled, ravaging whatever poor soul happened upon it, growing larger and larger as it consumed village after village, town after town. Every morning the form falls, but as soon as night falls, the spirits gather again to form **The Spirit of Famine**. As the monstrosity comes close to a major city, your party has been hired after the defeat of entire armies, as you are the only hope for defeating such a powerful foe. As you ready yourselves for a seemingly hopeless fight, your party is approached by the grand priest of the **Church of Lathander**.

- **Alderian Dawson**, the grand priest of the **Church of Lathander** is an old, frail man who comes to the party with great warning.
- He says that he was visited by an angel of **Lathander**, learning that merely defeating the **Spirit of Famine** in combat is not enough.
- **Alderian** explains that there is a special ritual that will help both weaken and permanently exercise the spirits.
- The party must fight the **Spirit of Famine**, and when they damage it enough, there will be a chance to perform a ritual. At least one person must be successful in each of the 4 stages of the ritual to seal away the spirits forever.



- Each stage starts every time the **Spirit of Famine**'s health is reduced by $\frac{1}{4}$.
- During the ritual stage, initiative order is kept, and the **Spirit of Famine** is immune to damage until it reanimates, but it can't do anything for 1 turn.
- Once its health is reduced to 0 and all 4 stages have been successful, the party is victorious.
- Reward the players as fit in your game.

• **Stage 1: The Cleansing Smoke** - Players can make 1 of the following ability checks.

- **Arcana (DC 18)**: Understands the magical properties of the herbs and how to burn them correctly for maximum effect.
- **Survival (DC 18)**: Skillfully arranges the herbs to ensure they will burn long enough to weaken the monster.

- If at least one player succeeds on a check before the **Spirit of Famine** comes back together to fight, you can lower the AC of the **Spirit of Famine** by 1 per successful check as dozens of spirits flee the form

• **Stage 2: The Binding Symbols** - Players can make 1 of the following ability checks.

- **Religion (DC 18)**: Recognizes which symbols are best suited to banishing undead and stabilizing their spirits.
- **Sleight of Hand (DC 18)**: Quickly and accurately draws the symbols despite the chaos of combat.
- **Investigation (DC 18)**: Discovers weak points on the monster's bones where symbols can do the most damage.

- If at least one player succeeds on a check before the **Spirit of Famine** comes back together to fight, the **Spirit of Famine** has a -1 penalty for attacks per successful check.



• **Stage 3: The Spirit Chant** - Players can make 1 of the following ability checks.

- *Performance (DC 18)*: Delivers a moving chant that resonates with the spirits, reminding them of peace.

- *Persuasion (DC 18)*: Uses kind words and empathy to encourage the spirits to let go and move on.

- *Intimidation (DC 18)*: Intimidates the spirits, asserting that they are no longer welcome in the mortal world.

- If at least one player succeeds on a check before the **Spirit of Famine** loses its **Starving Aura** ability.

• **Stage 4: The Final Banishment** - The spirits must be convinced or compelled to stop their assault and move on. This stage requires invoking their names, reminding them of their lives, or intimidating them into retreat. Players can make 1 of the following ability checks.

- *Religion (DC 18)*: Offers a prayer or incantation that invokes protection and guides the spirits to their rest.

- *Insight (DC 18)*: Intuits the spirits' unresolved feelings and addresses them directly to resolve their bitterness.

- *Constitution Saving Throw (DC 18)*: Endures the taxing toll of the ritual, keeping focused despite fatigue and injury.

- If at least one player succeeds on one of the checks, the **Spirit of Famine** is defeated.



Appendix A: Magic Items

The Trickster's Coin



Wondrous Item, uncommon

This coin appears mundane but glows with a faint magical aura. When flipped, the coin magically alters fate. Once per day, when you make an ability check, attack roll, or saving throw, you can flip the Trickster's Coin and call heads or tails. If you call it correctly, you gain advantage on the roll. If you call it incorrectly, you suffer disadvantage on the roll.

Mask of Shattered Reflections



Wondrous Item, uncommon (requires attunement)

Once per short rest, when you are hit by a melee attack, you can use your reaction to create a mirrored duplicate of yourself that lasts until the start of your next turn. This duplicate appears within 5 feet of you and draws the attacker's attention, giving disadvantage to all further attacks against you until the end of their turn.



Appendix B: Creature Stats

Balloon Brawler

Medium Construct, Chaotic Neutral

Armor Class 13 (inflated body)

Hit Points 39 (6d8 + 12)

Speed 25 ft., Fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Dex +4

Skills Acrobatics +4, Performance +3

Damage Vulnerabilities Piercing, Slashing

Damage Immunities Poison

Condition Immunities Poisoned, Prone

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common but cannot speak

Challenge 2 (450 XP)



Explosive Demise. When the Balloon Brawler is reduced to 0 hit points, it bursts in a 10-foot radius cloud of colorful confetti and compressed air. Each creature within the area must make a DC 12 Dexterity saving throw, taking 7 (2d6) thunder damage on a failed save or half as much on a successful one. The area becomes difficult terrain as the sticky confetti settles, lasting until the end of the Brawler's next turn.

Bouncy. When the Balloon Brawler moves, it can use a bonus action to bounce up to 10 feet without provoking opportunity attacks

Actions

Multiattack. The Balloon Brawler makes two Slapstick attacks.

Slapstick. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 12 Dexterity saving throw or be knocked prone.

Balloon Bash. Ranged Weapon Attack: +4 to hit, range 20 ft., one target. Hit: 8 (2d6 + 1) bludgeoning damage. On a hit, the Balloon Brawler can immediately bounce 5 feet in a direction of its choice.

Sticky Confetti Burst (Recharge 5-6). The Balloon Brawler releases a blast of sticky confetti in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw or be restrained until the end of the Balloon Brawler's next turn as they are covered in sticky, colorful confetti.



Shadow Mime

Medium Construct, Chaotic Evil

Armor Class 12

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	13 (+1)

Skills Stealth +4, Deception +3, Performance +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison, Psychic

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common but cannot speak

Challenge 2 (450 XP)

Mimic Movements. The Shadow Mime can choose a creature it can see within 30 feet at the start of its turn. Until the end of the Shadow Mime's next turn, it mirrors the creature's movements, appearing as a twisted reflection. While mimicking, the Shadow Mime gains advantage on attack rolls against that creature.

Actions

Multiattack. The Shadow Mime makes two Slashing Hand attacks.

Slashing Hand. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 2) slashing damage.

Mocking Reflection (Recharge 5-6). The Shadow Mime conjures twisted mirror images of itself in a 10-foot radius around it. Each creature within the area must succeed on a DC 12 Wisdom saving throw or become disoriented, granting disadvantage on its attack rolls until the end of its next turn. The Shadow Mime becomes invisible until the end of its next turn or until it attacks.



Rubber-Hammer Harlequin

Medium Construct, Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

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

Skills Acrobatics +4, Performance +3

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages Understands Common but cannot speak

Challenge 4 (1,100 XP)



Bouncy Strikes. When the Rubber-Hammer Harlequin hits a creature with its Rubber Mallet attack, it can force that creature to make a DC 13 Strength saving throw or be knocked back 10 feet and fall prone.

Wobbling Resilience. If the Rubber-Hammer Harlequin would be reduced to 0 hit points, it can make a DC 10 Constitution saving throw to drop to 1 hit point instead. It can use this feature once, regaining the ability after a short or long rest.

Slapstick Agility. The Harlequin has advantage on Dexterity saving throws to avoid being grappled or restrained.

Actions

Multiattack. The Rubber-Hammer Harlequin makes two Rubber Mallet attacks.

Rubber Mallet. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. On a hit, the target must succeed on a DC 13 Strength saving throw or be knocked back 10 feet.

Whirling Strike (Recharge 5-6). The Rubber-Hammer Harlequin spins in place with its mallet, striking all creatures within 10 feet. Each creature in the area must make a DC 13 Dexterity saving throw, taking 18 (4d8) bludgeoning damage on a failed save, or half as much on a successful one.

Balloon Barrier (1/Day). The Rubber-Hammer Harlequin releases a barrage of inflated balloons that hover around it in a 5-foot radius. While the barrier is active, all ranged attacks against the Harlequin have disadvantage. The barrier lasts for 1 minute or until destroyed (AC 10; HP 20).



The Mirror Man

Medium Humanoid, Chaotic Neutral

Armor Class: 17 (Studded Leather)

Hit Points: 110 (17d8 + 34)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	12 (+1)	20 (+5)

Saving Throws: Dex +7, Int +6, Cha +8

Skills: Deception +1, Performance +1, Sleight of Hand +7, Stealth +7

Damage Resistances: Psychic

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Common, Elvish, Thieves' Cant

Challenge: 6 (2,300 XP)



Evasion. If The Mirror Man is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, he instead takes no damage if he succeeds, and only half damage if he fails.

Shapechanger. As a bonus action, The Mirror Man can magically polymorph into a Medium humanoid he has seen before, or back into his true form. His statistics, other than size, remain the same. Any equipment he is wearing or carrying isn't transformed.

He reverts to his true form if he fails a concentration check.

Master of Illusions. The Mirror Man can cast illusion spells without needing material components. He can also maintain concentration on two illusion spells simultaneously.

Actions

Multiattack. The Mirror Man makes two dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d4 + 4) piercing damage.

Blinding Illusion (Recharge 5-6). The Mirror Man can create a flash of illusory light in a 30-foot radius. Creatures of his choice in that radius must succeed on a DC 16 Wisdom saving throw or be blinded until the end of their next turn.

Spellcasting

The Mirror Man is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): Minor Illusion, Prestidigitation, Mage Hand, Message
1st level (4 slots): Disguise Self, Silent Image, Tasha's Hideous Laughter
2nd level (3 slots): Invisibility, Mirror Image, Phantasmal Force

3rd level (3 slots): Major Image, Counterspell

4th level (3 slots): Greater Invisibility, Phantasmal Killer

5th level (1 slot): Mislead

Legendary Actions

Illusory Step. The Mirror Man teleports up to 30 feet to an unoccupied space he can see.

Mirror Strike. The Mirror Man makes one dagger attack.

Identity Theft. (Costs 2 Actions) The Mirror Man drops a smokescreen that makes the area heavily obscured for just a moment. Under the cover of the smokescreen, he transforms to replicate the appearance and voice of a humanoid within 5 feet that he can see. The transformation lasts for 1 hour or until he uses this ability again. Creatures can discern the illusion with a successful DC 16 Intelligence (Investigation) check. This ability requires concentration.



Deepwater Mutant

Large Monstrosity, Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +3, Stealth +3

Senses Darkvision 60 ft., Passive Perception 13

Languages —

Challenge 4 (1,100 XP)



Amphibious. The Deepwater Mutant can breathe both air and water.

Reactive Carapace. When the Deepwater Mutant takes damage, it reflexively hardens its scales, gaining +2 AC until the start of its next turn.

Serrated Jaws. The Deepwater Mutant's bite attack scores a critical hit on a roll of 19 or 20.

Echolocation Burst (Recharge 5–6). As a bonus action, the Deepwater Mutant emits a burst of ultrasonic energy, allowing it to pinpoint the exact location of creatures within 60 feet of it until the end of its next turn, even if they are behind cover or invisible.

Actions

Multiattack. The Deepwater Mutant makes two attacks: one with its Bite and one with its Tail Slap.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be grappled (escape DC 13). While grappled in this way, the target is restrained, and the Deepwater Mutant cannot bite another target.

Tail Slap. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 10 (2d6 + 4) bludgeoning damage, and the target must succeed on a DC 13 Strength saving throw or be knocked back 10 feet.

Brine Cloud (1/Day). The Deepwater Mutant releases a cloud of thick, salty brine in a 15-foot radius around itself, lasting for 1 minute or until dispersed by a strong current. Creatures inside the cloud have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight. The area is lightly obscured, and any creature that starts its turn in the brine cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.



Gorefang Boar

Medium Beast, Unaligned

Armor Class 13 (Natural Armor)

Hit Points 52 (7d8 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	2 (-4)	10 (+0)	6 (-2)

Saving Throws Strength +5

Skills Perception +2

Damage Resistances Piercing

Senses Darkvision 60 ft., Passive Perception 12

Challenge 3 (700 XP)

Charge. If the boar moves at least 20 feet straight toward a target and then hits it with a tusk attack on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Quill Defense. When a creature within 5 feet of the boar hits it with a melee attack, the attacker takes 3 (1d6) piercing damage from the boar's quills.

Actions

Tusk. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Quill Barrage (Recharge 5–6). The boar launches a spray of quills in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much on a successful one.



Leech-Maw Ape

Medium Monstrosity, Neutral Evil

Armor Class 12 (Natural Armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	7 (-2)

Saving Throws Strength +5, Dexterity +4

Skills Perception +3, Stealth +4

Senses Darkvision 60 ft., Passive Perception 13

Challenge 3 (700 XP)

Blood Drain. When the Leech-Maw Ape successfully grapples a creature, it can attach its leech-like mouth to the target as a bonus action. While attached, it automatically deals 5 (1d10) necrotic damage to the target at the start of each of the ape's turns, healing for half the damage dealt. The ape can only attach to one creature at a time. The attachment ends if the ape is incapacitated or if the target escapes the grapple.

Actions

Multiattack. The Leech-Maw Ape makes two attacks: one with its claw and one with its bite.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or lose 3 (1d6) hit points at the start of its next turn due to blood loss. The bleeding effect can be ended if the creature receives any healing or someone uses an action to make a DC 10 Wisdom (Medicine) check to staunch the wound.



The Mad Scientist

Medium Humanoid (Human), Chaotic Evil

Armor Class: 15 (leather armor)

Hit Points: 112 (15d8 + 45)

Speed: 30 ft.

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

Saving Throws: Dex +6, Int +7, Wis +4

Skills: Arcana +7, Investigation +7, Medicine +4

Senses: Darkvision 60 ft., Passive Perception 11

Languages: Common, Abyssal

Challenge: 6 (2,300 XP)



Alchemical Instability. When the Mad Scientist is reduced to 50 hit points or fewer, he dashes to his workstation as a **Legendary Action** and drinks one of his transformation potions, changing form and restoring 30 hit points. He can transform up to 2 times during the fight. After each transformation, he gains a new set of abilities but cannot return to a previous form.

Mad Scientist's Potions. The Mad Scientist has three forms:

Normal Form: His base form with spellcasting and alchemical attacks.

Potion of Slime Mutation: Transforms him into a slimy, tentacled creature.

Potion of Chimeric Beast: Transforms him into a beast with blended traits of various animals.

Actions

Multiattack. In Normal Form, he makes two Alchemical Flask attacks. In his other forms, he has different Multiattacks.

Alchemical Flask (Normal Form Only). Ranged Weapon Attack: +6 to hit, range 20/60 ft., one target. Hit: 11 (2d8 + 3) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Spellcasting (Normal Form Only). The Mad Scientist is a 6th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): acid splash, poison spray, mage hand
1st level (4 slots): shield, ray of sickness, chromatic orb
2nd level (3 slots): mirror image, Melf's acid arrow
3rd level (3 slots): stinking cloud, counterspell

Legendary Actions

The Mad Scientist 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. The Mad Scientist regains spent legendary actions at the start of his turn.

Vial Toss (Costs 1 Action). Throws a vial containing acidic, fiery, or icy contents at one target within 20 feet. The target must make a DC 15 Dexterity saving throw or take 10 (3d6) acid, fire, or cold damage (DM's choice).

Mad Dash (Costs 2 Actions). The Mad Scientist moves up to his speed without provoking opportunity attacks, attempting to reach another potion station.

Potion Scramble (Costs 3 Actions). He quickly mixes a volatile potion, creating a random effect. Roll a d6:

1-2: Gains advantage on all attacks for one round.

3-4: Heals 10 hit points.

5-6: The next attack against him has disadvantage as he becomes partially invisible.



Potion of Slime Mutation

When he drinks the Slime Mutation potion, his body mutates into a slimy, tentacled creature.

Armor Class: 14

Hit Points: Restores 30 HP upon transformation

Slime Form. The Mad Scientist is resistant to bludgeoning, piercing, and slashing damage from nonmagical attacks, and immune to poison and acid damage. He has disadvantage on Dexterity saving throws but advantage on grappling attacks.



Actions

Multiattack. He makes two Tentacle Slap attacks.

Tentacle Slap. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning damage. The target must succeed on a DC 15 Strength saving throw or be grappled (escape DC 15). Until the grapple ends, the target is restrained

Acidic Ooze (Recharge 6). He exudes an acidic spray in a 15-foot radius around him. Each creature in the area must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save or half as much on a success.

Potion of Chimeric Beast

Hit Points: Restores 30 HP upon transformation

Chimeric Form. Gains a fly speed of 40 feet.

He is resistant to fire, cold, and lightning damage and has advantage on Dexterity saving throws.

Actions

Multiattack. He makes one Bite and one Claw attack.



Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 10 (1d12 + 4) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with a minor mutation, causing disadvantage on one ability score (determined by the DM) until the end of its next turn.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 12 (2d6 + 4) slashing damage. **Breath of the Beast (Recharge 5-6).** The Mad Scientist exhales a 15-foot cone of fiery breath. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much on a success. check to staunch the wound.



Slumber Stalker

Medium Monstrosity, Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 82 (11d8 + 33)

Speed: 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	10 (+0)

Saving Throws: Dex +7, Wis +5

Skills: Stealth +7, Perception +5, Insight +5

Damage Resistances: Psychic

Condition Immunities: Charmed, Frightened

Senses: Darkvision 60 ft., passive Perception 15

Languages: Understands Common but cannot speak

Challenge: 5 (1,800 XP)

Proficiency Bonus: +3



Dream Eater. If the Slumber Stalker reduces a creature to 0 hit points, it can choose to put that creature into a deep sleep instead of rendering them unconscious. The creature becomes stable but gains 1 level of exhaustion each hour they remain asleep due to terrifying nightmares. Only magic (such as greater restoration or dispel magic) can wake a creature affected in this way.

Nightmare Pheromones. At the start of each of its turns, the Slumber Stalker emits a 20-foot aura of subtle, sleep-inducing pheromones. Each creature that starts its turn within this area must succeed on a DC 14 Wisdom saving throw or suffer disadvantage on Wisdom (Perception) checks and saving throws against being frightened until the start of its next turn. Creatures who are immune to being charmed are unaffected.

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

Actions

Multiattack. The Slumber Stalker makes two Claw attacks.

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

Fearsome Gaze (Recharge 5–6). The Slumber Stalker fixes its hollow, glowing eyes on one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature suffers recurring nightmares whenever they take a long rest, gaining no benefit from it and receiving 1 level of exhaustion each time they attempt a long rest until they succeed on the saving throw. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Soporific Breath (1/Day). The Slumber Stalker exhales a cloud of mind-numbing vapors in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if it takes damage or if another creature uses its action to shake the creature awake.

Reaction

Shadow Slip. When a creature within 10 feet of the Slumber Stalker hits it with an attack, the Slumber Stalker can use its reaction to move up to 15 feet without provoking opportunity attacks.

5-6: The next attack against him has disadvantage as he becomes partially invisible.



The Dream Eater

Large Aberration, Neutral Evil

\Armor Class 17 (natural armor)

Hit Points 200 (20d10 + 80)

Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	15 (+2)	16 (+3)	21 (+5)

Saving Throws Dexterity +9, Wisdom +8, Charisma +10

Skills Insight +8, Intimidation +10, Perception +8

Damage Resistances psychic; bludgeoning, piercing, and slashing.

Condition Immunities frightened, charmed, exhaustion

Senses darkvision 120 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

Challenge 9 (5,000 X)

Proficiency Bonus +4



Dream Walker. The Dream Eater exists partly in the dream world and partly in the material world. At the end of each of its turns, the Dream Eater can choose to shift fully into the dream realm (vanishing from the material plane) or shift fully into the material plane (vanishing from the dream realm). When it shifts, it reappears in an unoccupied space within 30 feet of its previous location.

Soul Drain. When the Dream Eater reduces a creature to 0 hit points, it can absorb part of their essence, gaining temporary hit points equal to half of the creature's maximum hit points.

Nightmare Aura. Creatures within 15 feet of the Dream Eater must succeed on a DC 17 Wisdom saving throw at the start of each of their turns or take 10 (3d6) psychic damage and become frightened until the start of their next turn. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

Actions

Multiattack. The Dream Eater makes two Claw attacks and one Bite attack or two Nightmare Spike attacks.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20 (3d10 + 4) piercing damage plus 10 (3d6) psychic damage.

Nightmare Spike. Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 18 (4d8) psychic damage, and the target must succeed on a DC 17 Wisdom saving throw or be haunted by disturbing visions until the start of the Dream Eater's next turn. While affected by these visions, the creature has disadvantage on attack rolls and ability checks.

Nightmare Rend (Recharge 5-6). The Dream Eater reaches into the mind of a creature within 60 feet, showing it visions of its deepest fears. The target must make a DC 17 Wisdom saving throw, taking 36 (8d8) psychic damage on a failed save or half as much on a successful one. If a creature fails this save, it is also paralyzed with fear until the end of its next turn.

Legendary Actions

The Dream Eater can take 3 legendary actions, choosing from the options below.

Claw Attack. The Dream Eater makes a Claw attack.

Mind Shroud (Costs 2 Actions). The Dream Eater creates a cloud of psychic energy around itself, imposing disadvantage on Wisdom saving throws for creatures within 10 feet of it until the start of its next turn.

Dream Shift (Costs 3 Actions). The Dream Eater immediately shifts between material realms. It can appear within 30 feet of a creature that it has previously attacked or frightened in this battle.



Spirit of Famine

Armor Class: 19 (natural armor)

Hit Points: 285 (30d12 + 90)

Speed: 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	18 (+4)	10 (+0)	16 (+3)	18 (+4)

Saving Throws: Str +13, Con +10, Wis +9, Cha +10

Skills: Perception +9, Intimidation +10

Damage Vulnerabilities: Radiant

Damage Resistances: Necrotic; Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Immunities: Poison, Psychic

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

Senses: Darkvision 120 ft., Passive Perception 19

Languages: Understands all languages but cannot speak

Challenge: 15 (13,000 XP)

Legendary Resistance (3/Day).

If the Spirit of Famine fails a saving throw, it can choose to succeed instead.

Starving Aura.

A 30-foot radius around the Spirit of Famine is infused with a palpable aura of starvation. Any creature that starts its turn within the aura must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. Creatures resistant to necrotic damage have advantage on this saving throw.

Undying Hunger.

The Spirit of Famine can regenerate 15 hit points at the start of its turn if it has at least 1 hit point. This ability does not function if it has taken radiant damage since its last turn.

Actions

Multiattack.

The Spirit of Famine makes two Crushing Famine attacks and uses Drain Vitality.

Crushing Famine. Melee Weapon Attack: +13 to hit, reach 20 ft., one target.

Hit: 25 (4d8 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or gain one level of exhaustion.

Drain Vitality.

The Spirit of Famine targets a creature within 30 feet that it can see. The target must succeed on a DC 18 Constitution saving throw or take 45 (10d8) necrotic damage, and the Spirit of Famine regains hit points equal to half the necrotic damage dealt. On a success, the target takes half damage and the Spirit of Famine does not heal.

Soul Gnaw (Recharge 5–6).

The Spirit of Famine gnashes its massive jaws, attempting to devour the soul of a creature within 60 feet. The target must make a DC 18 Wisdom saving throw. On a failure, the target is paralyzed until the end of the Spirit of Famine's next turn and takes 36 (8d8) necrotic damage. On a success, the target takes half damage and is not paralyzed.

can appear within 30 feet of a creature that it has previously attacked or frightened in this battle.



Spirit of Famine

Legendary Actions

The Spirit of Famine 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. The Spirit of Famine regains spent legendary actions at the start of its turn.

Skeletal Grasp.

The Spirit of Famine makes one Crushing Famine attack.

Hunger's Howl (Costs 2 Actions).

The Spirit of Famine emits a haunting wail. Each creature within 60 feet must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Consume the Weak (Costs 3 Actions).

The Spirit of Famine targets one creature within 30 feet that has 50 hit points or fewer. The creature must make a DC 18 Constitution saving throw. On a failure, the creature takes 54 (12d8) necrotic damage. If this reduces the target to 0 hit points, the Spirit of Famine absorbs their essence, regaining 20 hit points.

Lair Actions

If the Spirit of Famine is encountered in its lair (a barren wasteland or desolate battlefield), it can take lair actions. On initiative count 20 (losing initiative ties), the Spirit of Famine takes a lair action to cause one of the following effects:

Grasp of Bones. Spectral skeletal hands burst from the ground, grappling creatures. All creatures within 20 feet of the Spirit of Famine must succeed on a DC 18 Strength saving throw or be restrained until the start of the Spirit of Famine's next turn.

Famine's Chill. A wave of necrotic energy pulses through the lair. All creatures in the lair must make a DC 18 Constitution saving throw or take 21 (6d6) necrotic damage and suffer disadvantage on Constitution saving throws until the start of the Spirit of Famine's next turn.



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