

QUESTLINE  
MONTHLY

THRILL OF THE HUNT

*A Prehistoric Themed Supplement*

FREE VERSION

August, 2022

5TH EDITION SUPPLEMENT

# THRILL OF THE HUNT

A PREHISTORIC THEMED SUPPLEMENT

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Hello, my name is Carson and I am the sole creator and writer behind Questline. Nearly seven years ago I first discovered TTRPG's and they have been a creative outlet for me ever since. I found myself constantly weaving story elements together to create plots and situations that I thought players and GMs alike would enjoy. So years later here I am, my passion for TTRPGs is stronger than ever and I spend much of my free time writing homebrew for Questline! My dream is to one day turn my passion for writing and creation into a career, and you are helping me do just that. So thank you, I greatly appreciate your support. Please enjoy!

## FEATURED CREATORS

Within each edition of Questline Monthly, I will be featuring some of my favorite creators who aided me in the creation of this supplement. Please, acknowledge the quality of their content and give them the appreciation they deserve. The creators featured in this edition of Questline Monthly are:

**JOE A. GUZMAN, HOMBREWSKIES, SONIXVERSELABS, & LASERLLAMA**

## ARTWORK

Throughout this supplement you will primarily find art generated using Midjourney & WOMBO Dream. Although, there is also art created by other talented artists including the Hombrewskies.

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# CONTENT OVERVIEW

## SUPPLEMENT PURPOSE

Each issue of Questline Monthly will contain a unique fantasy setting built around enthralling lore, enriched with enticing locations, and populated with engaging characters and imaginative monsters. Giving GMs a foundation to create new adventures or to influence their existing world. And giving players access to irresistible new options, extraordinary spells, and thrilling items. Where will your quest take you?

## INTEGRATION

Ferus Crater can be seamlessly integrated into your current campaign setting, allowing players to continue their adventure in a prehistoric-themed setting so they can gain experience, upgrade equipment, or take a break from their current objectives. You can place Ferus Crater wherever you see fit, preferably on a large continent with a flat landscape near tropical regions. Additionally, you can use the [Quest Hooks](#) provided in this supplement to help you utilize the content found here.

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# LORE



## FERUS CRATER

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ANCIENT LIFE

EXOTIC GAME

SURVIVAL OF THE FITTEST

CATAclysmic REMANENTS

THE KING OF KINGS

## THE PRAEDARI TRIBE

---

ANCIENT WISDOM

REMANENT FLAMES

BUILDING BONDS

# FERUS CRATER

Long ago in prehistoric times, the land felt nature's ultimate wrath as a meteor fell from the sky and a cataclysmic event ensued. A massive crater was formed from the collision and the land was permanently scarred. Eventually, the cycle of life continued and nature reclaimed the crater. A jagged mountain ridge formed from the impact and kept the crater relatively untouched by the outside world for eons. Today, Ferus Crater is a window into a prehistoric time for those who are adventurous enough to peer within.

## ANCIENT LIFE

Ferus Crater has sheltered the life within for thousands of years. Protected by the crater's mountainous edges prehistoric creatures have been able to thrive within. Dinosaurs are the dominant life form here. They hunt in the jungle, lurk beneath the marsh, and soar in the sky. Many of them are enormous and possess a hunting instinct rarely seen outside. Exotic plants have evolved to survive this hostile environment and protect themselves against the many saurian species that feed off them.

## EXOTIC GAME

Hunters travel from far and wide to hunt within Ferus Crater. These hunting grounds are unlike any other. Because not only are the hunters tracking their prey, it's more likely than not a predator is tracking them as well. This creates a thrill that many hunters long for once their expeditions become dull. The crater offers the only place one could hunt for these prehistoric creatures. And so, those seeking a dangerous new world come to test their skills against the best predators that have ever lived.

## SURVIVAL OF THE FITTEST

Surviving within Ferus Crater is no simple task. Many dinosaur species will pounce at the chance of an easy meal and many others would kill to protect their territory from those who wander too close. Despite these threats, a group of humans simply known as wildlings have lived within the crater for hundreds of years. They have adapted to survive in the hostile environment. Doing so by building elevated shelters high in the treetops and learning how to avoid becoming prey to any of the dangerous creatures that hunt below. The wildlings have a ferociousness not seen in other humans and use an ancient form of druidic magic to help them combat the many dangers within Ferus Crater.

## CATAclySMIC REMANENTS

Even though the impact of the meteor occurred eons ago the residual heat can still be seen deep in the heart of the crater. Here the charcoal land forever smolders. elementals roam these areas spreading flames to the edges of the jungles. Kept at bay by the wildlings who fight to defend their land from the consuming flames. However, from these unique elemental beings arose a new form of life known as the brimstone genasi.

## THE KING OF KINGS

A titan from before the cataclysm still lies dormant within Ferus Crater, known as Rex Regum, King of Kings. This super-predator resembles that of an enormous tyrannosaur and hunts with no remorse. Its purpose is not for feeding but sport. It only emerges once every dozen years or so to roam the crater and search for worthy prey.



# THE PRAEDARI TRIBE

The Praedari, meaning True Hunters, refers to the collective wildlings that inhabit Ferus Crater. They can be found scattered throughout the crater in various primitive shelters. However, their chieftain and the bulk of their population reside within the Ancient Wilds. Here they have built treetop cities within the jungle canopy. They are highly efficient hunters, using tactics that have been refined throughout generations. Being primitive people, they value athleticism highly in their culture. But they respect wisdom above all, knowing that those who are the wisest can defeat the deadliest of foes. Their respect for nature and their culture's passion for hunting has allowed them to refine their abilities to flourish within Ferus Crater.

## ANCIENT WISDOM

Their chieftain and a select few chosen have been trusted to pass down not only the Praedari hunting tactics but also ancient druidic secrets. The first Praedari defended themselves from other wildling tribes using this druidic power to transform into large prehistoric creatures, the same as those found within the crater. Today, the chieftain and those chosen to obtain these secrets use them to protect the Praedari people from threats within the crater and outsiders who attempt to disrupt their way of life.

## REMNANT FLAMES

The primordial evil within Ferus Crater has always threatened the sanctum of the Praedari Tribe. Deep in the heart of the crater within the Smoldering Scar elemental beings still roam the area since the days of the cataclysm. Occasionally, these beings will attempt to burn the jungle bordering the Smoldering Scar and the wildlings are forced to engage them to protect their homes. To the Praedari these elemental creatures damage the balance of nature. As such they view these creatures and the brimstone genasi as impious.

## BUILDING BONDS

Outsiders often want to communicate with them so that they may learn more about the ecology within the crater or gain insight into their ancient hunting secrets. However, many of the wildlings do not speak Common, and communicate solely through their wildling language using obscure body language and simple gestures to communicate even complex ideas, relying very little on spoken sounds. A few outsiders who have proven they have not come to disrupt the natural cycle have been able to teach some wildlings Common. Despite these efforts to forge bonds with the wildlings, they still evade outsiders at all possible and only encounter them if they suspect negligence within their jungles.





# PLACES OF INTEREST



SCREAMING REACHES

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TWIN LIFTS

THE MARSHLANDS

---

HUNTER'S LODGE

ANCIENT WILDS

---

CANOPY VILLAGES

SMOLDERING SCAR

---

THE TURQUOISE LAKE



## THE SCREAMING REACHES

The wildlings have little desire to leave Ferus Crater and even if they wanted to it would be impossible for many to do so. They have named the surrounding edge of the crater the Screaming Reaches, for its intimidating height and the constant screeching that can be heard from its peaks. Both of which would prove fatal for all but the strongest of wildlings. From within the crater, the outer rim is a cliff face from its base to the mountain peak above, making the climb to escape the basin extremely challenging. Further, the screeching that echoes from above comes from the swarms of pterrordax that live along the cliff face.

## THE TWIN LIFTS

The mountain range surrounding the basin's edge makes entry extremely dangerous. Those seeking to enter Ferus Crater do not dare to climb the mountains and attempt descent into the crater. There is another option for those with the proper connections. The Irongull brothers have built a pulley system powered by several domesticated saurians just across the mountain's summit. Known as the Twin Lifts, these elevators are the safest way into and out of Ferus Crater. Adrik Irongull operates the top side, while his twin brother Odrik Irongull operates the bottom. On the brothers' command, saurian connected to the pulley will march in unison to power the lifts. This access point is much safer than others. However, the brothers do not work for free and one must be wary of the pterrordax that inhabit the cliff face.

### THE TWIN LIFTS THEME

To the Heart of The Mountain by James Horner

[Spotify Link](#)



## THE MARSHLANDS

The Marshlands is a vast marsh covering much of the southeastern Ferus Crater. This is the first area encountered when accessing the crater by the Twin Lifts, as entering from anywhere would likely end in death. The marshes are inhabited by large amounts of raptors, some normal, some poisonous. As well as other predatory dinosaurs that lurk beneath the shallow waters. One notable landmark here is the Hunter's Lodge. Which was built not far from the Twin Lifts, upon a large mound. Another is the Turquoise Lake, which separates the Marshlands from the Smoldering Scar in the center of the basin.

### HUNTER'S LODGE

Those that have ventured into Ferus Crater have built a small lodge just within the Marshlands near the Twin Lifts. This and the Twin lifts are the only structures to be built within the crater and withstand its hostile environment. Protected by the few dozen hunters that come and go from the lodge. One must be cautious approaching the Hunter's Lodge for the first time, as traps line the perimeter to keep predators at bay. Hunters come here to show off their trophy kills and to get insight into where their next target may be before searching the crater. The hunters here often share stories of their encounters with the exotic creatures found in the basin. Challenging each other to be the first to track and kill these deadly, one-of-a-kind beasts.

### THE MARSHLANDS THEME

Exploring the Island by Jason graves

[Spotify Link](#)



# CHARACTERS OF INTEREST

ADRIK & ODRIK IRONGULL  
BEAST TAMER DAERO  
COLONEL DUNWALDR IRONHIDE  
KALUM GRUDALL  
MANHUNTER JEZKA  
MARKSMAN SLYTHANA  
SHAMAN MYO  
SHIKARI  
SORCERER FLUX  
TRIBESMAN TOKOTA

# MANHUNTER JEZKA

## NPC Bio

*Hunter Jezka, Female Human*

**Personality.** Jezka is a disciplined, brutal killer.

**Appearance.** Average-sized human female with scarred copper skin, blonde hair, and bluish-green eyes. 5' 6" 100 lbs. 26 years old.

## Characteristics

**Ideal.** Violence.

**Bond.** Jezka enjoys physical combat and seeks it out.

**Flaw.** Jezka doesn't trust anyone and views others as lesser than herself.

## Background

Unlike other hunters who came to Ferus Crater, Jezka came to hunt a new type of prey, humans. More specifically wildlings. She is addicted to the sensation she gets when she stalks and ambushes humanoid targets. The panic and intense emotions that flood their faces in their final moments give her a thrill unlike any other. The more she hunted, the more her desire to hunt humanoids further intensified. To satiate her hunger she eventually moved from stalking the wildlings to instead stalking the other hunters within the crater.

## HUNTER JEZKA

*Medium humanoid (human), chaotic evil*

**Armor Class** 18 (+1 studded leather armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	16 (+3)	14 (+2)	16 (+3)	8 (-1)

**Saving Throws** Str +5, Dex +9

**Skills** Investigation +6, Perception +7, Sleight of Hand +9 Stealth +9, Survival +7

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common

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

**Proficiency Bonus** +4

**Favored Enemy.** Jezka has advantage on Wisdom (Survival) checks to track humanoids.

**Spellcasting.** Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks).

*1st level (4 slots): animal friendship, detect magic, ensnaring strike, hunter's mark, protection from evil and good*

*2nd level (3 slots): cordon of arrows, pass without trace, silence, zone of truth*

*3rd level (2 slots): lightning arrow, locate creature, magic circle, nondetection, water breathing*

## Actions

**Multiattack.** Jezka makes three melee attacks or three ranged attacks.

**+2 Shortsword.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 10 (1d6 + 7) slashing damage. This is a magic weapon.

**+2 Light Crossbow.** *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 11 (1d8 + 7) piercing damage. This is a magic weapon.

## Bonus Actions

**Slayer's Prey.** As a bonus action, she can designate one creature she can see within 60 feet of her as the target of this feature. The first time each turn that she hits that target with a weapon attack, it takes an extra 10 (3d6) damage from the weapon. This benefit lasts until she finishes a short or long rest. It ends early if she designates a different creature.

## Reaction

**Slayer's Counter.** When Jezka is forced to make a saving throw, she can use her reaction to immediately make one weapon attack against the prey, which it makes before the saving throw. If the attack hits, Jezka automatically succeeds on the saving throw against the effect.



# SHAMAN MYO

## NPC Bio

Myo, Female Wildling

**Personality.** Myo is a wise young woman who holds a great deal of love and compassion for the tribe.

**Appearance.** A shorter woman with three long braids of jet black hair and dozens of tattoos and paints covering her head-to-toe. She wears an array of furs and feathers and wields a totemic crook hewn from bone.

Shikari is 5'3" (157 cm) and weighs 110 lbs (49 kg). She is 19 years old.

## Characteristics

**Ideal.** Care. Myo feels as if it is her sole responsibility to ensure the health and well-being of the Praedari tribe.

**Bond.** Like her father Chief Nokk, Myo puts the safety and prosperity of the Praedari tribe.

**Flaw.** In her efforts to care for the Praedari, Myo often discards her own needs.

## Background

Being born the daughter to Chief Nokk, it was discovered early on that Myo possessed innate gifts tied to nature. Flowers would always bloom near her cradle, and certain animals would act paternalistically towards her. She was brought up as a mystic in the tribe along with any other of the village's mages. Trained by the elder shamans, Myo learned to hone her talents for druidcraft and serve the tribe by enchanting the harvests, charming away straying predators, and healing the sick and injured of the village.

## SHAMAN MYO

10th level druid (Circle of the Ancients) Medium humanoid (wildling), neutral good

**Armor Class** 14 (Hide Armor)

**Hit Points** 58 (10d8 + 10)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	16 (+3)	18 (+4)	13 (+1)

**Saving Throws** Int +7, Wis +8

**Skills** Animal Handling +8, Medicine +7, Nature +11, Perception +8, Survival +8

**Senses** Passive Perception 18

**Languages** Common, Praedari

**Challenge** 9 (5,000+ XP) **Proficiency Bonus** +4

**Speak with Beasts and Plants.** Myo can communicate with beasts and plants as if they shared a language.

## Actions

**Multiattack.** Myo makes two crook attacks. She can replace one attack with a use of Spellcasting.

**Crook. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage plus 14 (4d6) poison damage.

**Spellcasting.** Myo casts one of the following spells, using Wisdom as her spellcasting ability (spell save DC 16):

At will: *druidcraft*, *commune with nature*, *mold earth*

5/day each: *animal friendship*, *beast bond*, *cure wounds*, *hunter's mark*

3/day each: *dominate beast*, *polymorph*, *tree stride*

1/day each: *raise dead*, *mass cure wounds*

## Bonus Actions

**Primal Wild Shape (2/Day).** Myo magically transforms into a reptilian Beast or Dinosaur with a challenge rating of 5 or less and can remain in that form for up to 5 hours. Myo reverts to her true form if she dies or falls unconscious. Myo can revert to her true form using a bonus action.

While in a new form, Myo's stat block is replaced by the stat block of that form, except Myp keeps her current hit points, her hit point maximum, this bonus action, its languages, and ability to speak, and its Spellcasting action.

The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.





## QUEST HOOKS

A CASUAL STROLL  
IN PLANE SITE  
BEST OF THE BEST  
AMBUSH PREDATORS  
BIG GAME HUNTER  
PREY THAT FIGHTS BACK  
BLEEDING ROSES  
JUNGLE SAVIOR  
EXTERMINATION  
RESCUE MISSION  
A UNITED FRONT  
EXOTIC TASTE  
REST IN PEACE

# FERUS CRATER QUEST HOOKS

## A CASUAL STROLL

Thymur Proudforge believes that the rare metal he searches for can be found within the Smoldering Scar. However, this place is far too dangerous for him to travel alone. He needs someone to guard him against the elementals that inhabit the area while he searches for signs of this new mineral.

## IN PLANE SITE

Daero Dewgleam spotted a chameleon raptor being tracked by hunters from outside the crater. He is requesting help tracking down this rare species of raptor so that he can attempt to tame it before the hunters slay it.

## BEST OF THE BEST

Sylthana Delrora is open to challenging anyone to a test of marksmanship. Expressing that anyone who can best her can keep her exquisite bow.

## AMBUSH PREDATORS

A raptor pack led by an alpha raptor has become more dauntless, and now occasionally set up ambushes outside the Hunter's Lodge. Kalum Grudall is searching for someone to slay the alpha raptor of this pack.

## BIG GAME HUNTER

Colonel Ironhide promises a reward for each exotic dinosaur the party slays within Ferus Crater.

## PREY THAT FIGHTS BACK

Rumors have surfaced of a hunter name Manhunter Jezka within Ferus Crater that stalks other hunters in the Ancient Wilds. People believe that she is the cause of some of the recent hunter disappearances and the death of several wildlings.

## BLEEDING ROSES

Shaman Myo needs help retrieving the petals of a bloodpetal plant. She says these petals have medicinal value and are a rarity among wildlings. But gathering these petals is too dangerous for most wildlings to aid her.

## JUNGLE SAVIOR

When climbing into Ferus Crater years ago, Kalum Grudall fell from a great height and injured himself gravely. He only survived thanks to a wildling that carried him to a canopy village and treated his wounds. Kalum is offering a reward to anyone who could help find this wildling so that he can repay his debt.

## EXTERMINATION

The Irongull Twins must stay at their posts to run the Twin Lifts. However, the pterrordax are destroying their business. They peck at the ropes of the Twin Lifts, excrete feces across the platform, and even attack those that ride it. The Irongull brothers need someone to deal with the pterrordax swarms and keep them away from the Twin Lifts.

## RESCUE MISSION

Tokota is searching for others to help the Praedari tribe rescue a group of villagers who have been captured by the azzari. They were last seen deep within the Smoldering Scar and Tokota worries they don't have much time to act.

## A UNITED FRONT

The wildlings have associated the brimstone genasi with the other raging primordials in the Smoldering Scar. Flux knows that together they can stand as a united force to keep Ferus Crater safe, but she needs help convincing the wildlings.

## EXOTIC TASTE

Sylthana Delrora says her father has contacted her about the exotic saurian that roam Ferus Crater. Stating that if someone is able to smuggle one outside the crater, they would be rewarded exorbitantly.

## REST IN PEACE

The graves of Shikari's wife and children keep getting overgrown with carnivorous plants. Despite him clearing the plants regularly, they continue to migrate to this area. He needs someone to help him find a way to not only clear these plants again but to keep them away from his family's graves.



# ADVENTURE



## HAIL TO THE KING

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BACKGROUND

ADVENTURE HOOKS

KNOW THY ENEMY

ENCOUNTERS IN THE CRATER

DECENT INTO FERUS CRATER

ENCOUNTER 1: THE COLONEL

ENCOUNTER 2: THE AMBUSH

ENCOUNTER 3: THE SHAMAN

ENCOUNTER 4: THE FORGE

ENCOUNTER 5: THE RACE

FEAST FOR THE FOREBEARS

THE HUNT IS ON

IN CONCLUSION

## ADVENTURE:

## HAIL TO THE KING

**R**eady your band of hunters to embark on this legendary quest to slay the Tyrant of the Crater, the Beast of the Basin, the [King of Kings](#), [Rex Regum](#). This adventure is intended for four **9th-level** player characters and takes place throughout the entirety of [Ferus Crater](#). This adventure is also intended to be ran in a sandbox format, allowing them to traverse the diverse locales of the crater and meet their potential allies in no pre-ordained fashion, however, if you find it easier to plot their course, there should be no issues with doing so.

The players will be tasked with a seemingly impossible mission; to kill the legendary jurassic titan that rests beneath the Turquoise Lake. Doing so by themselves is suicide, however, they will be able to make several powerful allies as they explore Ferus Crater, each with a unique set of abilities and resources to help reduce the threat that Rex Regum imposes.

## BACKGROUND

Untold millennia ago, a meteor struck the planet causing an untold catastrophe and obliterating all life within hundreds of miles of the impact, including an ancient civilization that houses a titan's egg as a deictic effigy. The super-heated fallout from the meteor made a perfect environment to incubate the egg until it would hatch millennia later once life had returned to Ferus Crater. The impact point created a faux-volcano, as its caldera was actually a dimensional rift into the quasi-elemental Plane of Magma. The surrounding areas fostered impossible ecosystems composed of jurassic megafauna and exotic plant life never before seen on this plane. While scholars have yet had the opportunity to intensely study Ferus Crater, it is theorized that the ancient fallout that settled in the crater invited ambient magic effects that clung to life there. Over time, Rex Regum has begun roaming the crater, asserting himself as the indomitable alpha predator, slaughtering all other great hunters of the land. Once Rex Regum has finished testing his skills in the hunt, he slinks back into the terrible depths of the Turquoise Lake and rests for decades at a time, allowing the herds to replenish and evolve before he hunts again.

This pattern of hunts has left the crater scorned by his presence. The Praedari people fear and hide among the trees from the titanic beast, while herds of herbivores begin to migrate to the other end of the valley when the time to wake nears. Rex Regum has made everyone his enemy, though only those who are stalwart of heart would dare to challenge his reign.

## ADVENTURE HOOKS

When the party first hears of Ferus Crater, there are a few reasons why they might want to seek out this newly discovered jurassic biome. The following are a few suggestions, however, you're welcome to introduce your own hooks to weave the crater into a part of your own story!

- **Anthropological Inquiry.** A student at a prestiged college is looking to write their thesis on the newly discovered Praedari peoples and their culture. While they have no practice in swordplay or the arcane, they steal their bravery with the desire for knowledge and will pay the party a considerable sum to escort them to the canopy village of the wildlinds.
- **Miracle Cure.** A wealthy nobleman is withering from an unknown pox. Desperately discarding his fortune, the nobleman is hiring various bands of professional mercenaries to scour the world for a panacea to his ailment. Word of the lost world within the impact crater has reached his crazed ears, and he eagerly pays a good fortune upfront to send the party to search there for his potential cure.

## KNOW THY ENEMY

Rex Regum is the deadliest foe residing with Ferus Crater. If the party stands to last a fighting chance against the prehistoric titan, they need information on how to take it down. The following tidbits can be provided by important NPCs of your choosing (such as Chief Nokk, Colonel Dunwaldr, Shikari, etc.) and will assist the party in plotting their assault against the King of Kings.

- Traditional weapons have been unable to properly penetrate the tyrant's hide, less the arm is magical in nature.
- Witnessing the ferocity of the King of Kings is enough to drive any creature to fear, no matter how brave.
- Storytellers speak of how Rex Regum consumed the residual starfire of the meteor that impacted the crater and can spew these beams of starfire that scorch and wilt the jungles around him.
- Rex Regum's earth-shaking roar can be heard from all corners of the crater, causing rocks to crumble and ears to bleed.
- While the ground trembles beneath Rex Regum's footfalls whenever he wishes it to, the Beast of the Basin has a terrifying talent to quietly stalk beneath the tall canopies.
- Rex Regum is able to control certain creatures that cower beneath him, capable of calling them to his aid.

## ENCOUNTERS IN THE CRATER

The vast Ferus Crater is nearly 100 miles (160 kilometers) in width, leaving a huge breadth of land to explore. Within these sheer-cliff walls are several particular encounters that progress the storyline of hunting Rex Regum. Once the party has completed "Descent into Ferus Crater", there will be 5 new encounter options that they may complete in any particular order. Once each encounter has been completed, they will be able to attend the "Feast for the Forebears" and witness the crater quake as Rex Regum awakens from his aquatic lair. This will kick off the final act of the adventure as the party must prepare and confront the Tyrant of the Crater before he reaches the Praedari canopy village.



## DESCENT INTO FERUS CRATER

The party arrives atop the massive cliff-top edge of Ferus Crater and beholds a grand vista of a lost world. A vast jungle thousands of feet below bustling with flora and fauna, unlike anything they might've seen before. At the peak of this flat-topped mountain is a smaller outpost with a mellow dwarf fellow manning the station with two domesticated saurians resting outside. The dwarf is Adrik Irongull and he operates this outpost as one of two operators of the Twin Lifts. He says how his brother is stationed at the bottom and operates the lift for any party heading back up, however, neither of their services are free. For the cost of maintenance and the privilege to step into this ancient world, Adrik and his brother Odrik Irongull charge 10 gold pieces per head for each trip in the lifts. He also offers a map of the crater for 50 gp. If the party is unable to pay this toll, either of the brothers will offer a contract of bounty, which states that in place of payment for usage of the Twin Lifts, the player characters are obligated to forget 20% of any findings while down in the crater. This also means they consent to being inventoried by the respective brother to make sure they don't sneak anything in or out.

**Lift Details.** The lifts themselves are nothing amazing to behold. Each is a 20-foot by 20-foot platform with a 15-foot tall cage made of thin iron and wood. The lifts are supported by four incredibly thick hempen ropes used on freight ships. Each rope has an AC of 13, 25 hit points, and immunity to bludgeoning, poison, and psychic damage. The cage itself has an AC of 17, 100 hit points, and immunity to poison and psychic damage. The lift can be supported by a single rope, though all four are needed for optimal stability. If one rope is cut, then that platform becomes difficult terrain as the weight distribution becomes awkward. If two ropes are cut diagonally from one another, creatures on the platform also have disadvantage of Dexterity saving throws. If two ropes are cut on the same side, the platform swings, and all creatures fall prone against the side of the cage, dangling through the holes between the bars. If three ropes are cut, all creatures are piled in a single corner of the platform and are only able to move by climbing along the sides. If all four ropes are cut or the cage is entirely destroyed, then the platform plummets into the crater, and you can refer to the **Failure Scenario** section. While the craft seems to be a bit rickety, it gets the job done.

**Boarding the Lift.** When the party loads onto the platform, Adrik shuts the gate and wishes them a safe trip. As he turns to his saurians outside and ushers them onto a treadmill, you can read the following passage:

The gentle creaking of wood, straining of rope, and squeaking of metal, all create the ambiance for you as we begin our descent down unto the majestic lost world of Ferus Crater. The lift gently sways down this massive open-faced shaft, giving you all an impossibly gorgeous vantage of the feral vistas before you. Life here is teeming and lush and simply waiting to be explored.

As you continue this slow de-escalation, you hear a horrific grinding noise coming from far above you all. The shriek echoes along the gray cliff face around you, and the lift halts in place.

Characters will be eager to figure out what is going on and will look up to the distant mechanism to see what the root of the noise is. A character can make a DC 16 Wisdom (Perception) check or a DC 14 Intelligence (Smith's Tools or Tinker's Tools) check to ascertain that the lift's pulley has grinded to a halt due to an unfortunate malfunction. Characters who succeed this check can also see Adrik in the far distance trying to fix the error, although the shrill screech from the lift has alerted the nearby fauna.

A distant cry is heard from the steep mountainsides around you. Anyone who turns to look to the sides of the lift will see small swarms of distant flying beasts congregate in airborne chaos. A shadow briefly drapes you all before soaring towards the clusters of pterosaurs, revealing a positively massive spear-beaked azhdarchid who joins the fray. It lets out this discordant baritone rumble before turning towards the lift, flying with the intent of a predator striking prey. The sound of a hundred hungry creatures all crying out in fury echoes off the crater walls. In this moment, you now know why the perimeter of Ferus Crater is called Screaming Reaches.

Roll initiative.

What is quickly flying towards the party are 3 swarms of pterrodax led by an exotically colored quetzalcoatflus who have been alerted to the lift malfunction. The party will have one turn to prepare before the swarms are upon them. The objective of this combat is to defend the lift and kill the beasts before they are able to damage it enough to break it. The beasts will desperately rip and tear at the wood and bars in an attempt to get their beaks on the party. While they are not quite clever enough to understand the importance of the ropes initially, they might become frustrated enough with a lack of success against the cage that a few of the pterrodax might begin biting at the ropes instead.

**Victory Scenario.** Should the party be successful in repelling the airborne hunters, Adrik will finish his repairs and the lift will promptly continue ferrying them downward. Upon touchdown to the lower outpost, they will be greeted by Odrik who is quick to assess the damages to the lift, not paying the party much mind. He grumbles about the cost of repairs and curses his brother for not maintaining his end well enough. Odrik initially dismisses the party, however, if pressured by them for the mishap, he will offer refunds for the ride. He does clarify however that the refund is not for their grief, but instead for how they took on the swarms of pterrodax, as he and his brother have a mutual hatred of those "sword-faced sky-rats".

**Failure Scenario.** The tension built in this encounter comes entirely from how the elevator itself withstands the assault, as its failure can spell certain doom. Despite this, we do not want to offer such lethal stakes so early on. Failure to rid the lift of these pests will result in a freefall to the bottom, where Odrik waits with a *scroll of feather fall*. While the scroll will prevent the party from dying outright, the airborne debris and ragged basin edges should bludgeon them to unconsciousness before they reach the bottom.

## ENCOUNTER 1: THE COLONEL

As the party marches on beneath the tall canopies of the Ancient Wilds, they hear ruffling in the bushes nearby. Read the following excerpt:

The shuffling of nearby foliage catches your attention, along with the faintest clinking of metal. You clutch onto your weapons and arms, bracing for what's to come. To your surprise, a manic dwarvish man leaps from the brush, ironclad in decorated military attire. You barely have a moment to take in other details as he rushes past you all, desperately reloading a sizable cannon in his arms.

"Bugger! Run-run-RUN!" You all hear him shout.

The rattling of shrubbery does not cease once the dwarf has stepped out of them. The frantic thuds of dozens of clawed feet ripping up the jungle floor draw near as an entire hunting pack of raptors emerge from the bushes. One raptor hobbles with a grievous wound in its hind leg where blood bathes the entirety of its now-lame limb. A seeming alpha sits at the front of the hunting pack and begins barking to the others, whose stances lower and prepare to pounce.

Roll initiative.

Before the party is 1 alpha raptor aided by a hunting party of 8 raptors, one of which has been shot by the dwarf and has 1 hit point remaining. Colonel Ironhide starts off the fight with his cannon needing to be recharged and is missing 65 hit points.

Once the pack of raptors has been slain, the colonel formally introduces himself and profoundly thanks the party for saving his hide. While he does so, he is ripping teeth and claws from the corpses of the raptors and tossing them into his pack. He explains how he is a trophy hunter fresh out of retirement eager to spend his twilight years making a name for himself as a legendary hunter.

Impressed by the performance of his saviors, Colonel Ironhide offers a proposition to the party: For every unique great beast they slay and harvest a worthy trophy from, he will pay them anywhere between 250 to 1,500 gold pieces for the trophy. If the party asks any questions about what sort of beasts he is hunting or if he is hunting something particular, he simply states how he seeks the nastiest jurassic terrors he can find, but will pay them a bonus if they can find hints or clues relating to Rex Regum.

- **Who/What is Rex Regum?** The colonel isn't entirely sure, but from the rumors he's heard from other explorers and adventurers in Ferus Crater, it's the biggest beast in the jungle. He is unsure if hunting it would be a suicidal task, though he would do anything to at least see it. If the party entertains the idea of hunting it, he will offer them a grandiose reward of 100,000 gp if he can help kill it and plunder a trophy from his carcass.
- **Where can we find you?** Once the party is ready to set off, Colonel Ironhide declares he has a very comfortable encampment in a safe secluded area about an hour south of the Twin Lifts.



COLONEL DUNWALDR IRONHIDE

## ENCOUNTER 2: THE AMBUSH

While the party continues to traverse the shaded paths beneath the overgrown jungle, the player character with the highest passive perception notices that several nearby trees show signs of heavy damage against their trunks with broken branches around their canopies. Any player who succeeds on a DC 14 Wisdom (Survival) check will find a well-trodden crossroads with faint three-finger footprints of massive beasts. A DC 12 Intelligence (Nature) check confirms any suspicion that these tracks indeed belong to the fearsome tyrannosaurus rex.

Little does the party know while they investigate the path, they are currently being hunted and hounded by a family of tyrannosaurus rexes. If the party chooses to follow the large tracks, they happen upon a large clearing that acts as a nesting den, where they are then assailed by the family pack. Any character with a passive Perception lower than 15 is surprised as 4 **tyrannosaurus rexes** (two adults and two juveniles, though all use the same stat block) rush from the surrounding foliage and ambush the party.

If the party decides not to pursue into their den, the rexes are unable to surprise them, however, will engage the party nonetheless.

This encounter is meant to be lost, as it acts as a means to introduce one of the wildling hunters, Shikari, and present his quest to hunt Rex Regum, although if the party miraculously is able to endure the combat to the very end, they should be rewarded for such an amazing feat.

Once combat begins, each rex will attempt to focus on a single party member, although will go to another's aid if one of their family is being particularly focused. Once each party member is reduced to 0 hit points, their unconscious bodies will be cast aside out of harm's way while they work on the other members. As the fight grows dire and the party's defeat is near, consider reading the following passage:

As the last of you fall to weakened knees, looking onward to these massive venators whose teeth now drip with the blood of your party, you spy in your peripheral vision the silhouette of a figure leaping from branch to branch far above in the canopies. One of the rexes steps forward with its head extended to bite at you once again with its massive maw, however it pauses as the sound of a distant vengeful scream rapidly approaches. Slamming down with the velocity of a bullet, a wildling man clad in exotic furs, a triceratops skull on his shoulder, and a decorated hunting spear impales the rex's skull, causing a geyser of blood to burst from the wound as the beast reels back in agony. The wildling screams to match the ferocity of the beast now drenched in the sanguine of his quarry and turns to its kin. The other rexes look now towards their new target who has just assailed one of theirs, leaving you all be for the moment. This respite may be brief, as while your new ally looks fearless and fierce, he looks far from immortal.

The wildling man is Shikari, and he targets the weakest of the tyrannosaurus rexes, critically striking them for 30 points of damage. If this damage does not kill the beast, he still has two more attacks that he will make recklessly, gaining advantage as he drives the spear deeper and deeper into the skull. The other tyrannosaurus should refocus their ire onto this feral wildman while the remaining conscious character(s) can either tend to their unconscious allies or turn the tide with their newly arrived ally.

Once the parental rexes have been slain, the two juveniles may flee back into the jungles and exit combat. If the party is still relatively healthy and eager to fight on, consider the juveniles stealing their bravery and lashing out in fury to avenge their slain elders.

**Victory Scenario.** If the party survives the encounter with a member still conscious, Shikari does not pause to greet them, and instead goes straight to attending to any unconscious allies and stabilizing them as fast as he can, starting with whoever has failed the most death saves. Shikari hardly speaks, preferring to reply in incredibly short responses, however, he does say how he was impressed by the party's skills in combat.

**Failure Scenario.** If the entire party is knocked unconscious after Shikari arrives, they all stabilize after their second death saving throw and awake 1d4 hours later with 1 hit point, surrounded by the corpses of the rexes that had assailed them. Their wounds have been mended and splinted by twine, leaves, and branches. The wildman is currently ripping a large fang from the skull of the largest and stringing it onto his necklace, where they can see he already has a sizable collection.

**Death Scenario.** If any of the player characters die during this combat, Shikari will be quick to mention that if they want any chance to save their fallen allies, they will need to swiftly bring them to the Praedari Canopy Village before the end of the tenday. If they arrive fast enough, the bodies will still be fresh enough for the village shaman to revive them using *raise dead*. Shikari invites them to invoke his name to the shaman, as that should be enough to warrant the resurrections for all he has given to the tribe.

## INTRODUCING SHIKARI

Once the combat has concluded and the party has begun to rest, Shikari will make comments about the party, asking about the outside world and where they learned to fight. Allow this opportunity to roleplay with the party about the wildlings and their culture. Shikari avoids most personal questions, however, consider the following answers to questions asked:

- **Why did you help us?** "I was near. You need help. I help."
- **How do you know Common?** "Outsiders come. Speak to Praedari. Teach some. Enough."
- **What are you doing so far away from the village?** "Hunt."
- **What are you hunting?** "Rex Regum. Monster."
- **Why?** "... Monster. Hurt Shikari family. Hunt."

After the conversation subsides, Shikari mends his wounds before venturing back into the jungles, eager to continue his work. He avoids farewells and leaves quietly.

## ENCOUNTER 3: THE SHAMAN

A number of things could have brought the players into the sunken marshlands, such as stories of the Hunter's Lodge that resides there or perhaps rare herbs that can be mixed into powerful draughts. Whatever the reason, the party finds themselves wading through swarms of annoying mosquitos, feeling their boots squelch into soft soil, and have their ears assailed by the nonstop chirps, croaks, and buzzing of the denizens of the bog. As they travel, they can hear a ferocious roar fairly nearby. A small three-inch wave of water originating from the source gentle splashes at their feet. Any inquisitive player who wishes to see what's happening may walk a short distance toward the source. Through the thicket of swamp trees, they can spot a wide murky clearing where you can proceed to read the following:

As you march forward towards the source of the sound, you behold two forces of nature at each other's literal throats. Likely one of the largest snakes you've ever seen has its titanic form coiled around what looks to be a tyrannosaur. The two beasts snap and bite at one another, although the brawl is clearly in the favor of the snake as the limbed venator collapses under the serpent's constriction. As it falls, it lets out a weak cry to the sky, hoping that something hears it. It surrenders to the crushing weight of the snake before one of its eyes spies you on the distant treeline. Now stirred by a second wind, it begins to flail once more and desperately bites at its offender.

Unknown to the party, this venator is not actually a beast at all, but rather a wildling druid by the name of Shaman Myo, the daughter of Chief Nokk of the Praedari tribe, and she is currently wild-shaped into this massive beast. If the characters spy on the venator's odd behaviors, they can make a DC 12 Intelligence (Nature) or Wisdom (Insight) check to realize that the venator possesses a form of intelligence that is far beyond what is possible for creatures like it, and it's more likely that it isn't truly a beast at all. Regardless of the player's conspiracies, the venator is clearly begging for their help to escape the clutches of the titanoboa that is currently constricting it.

Myo's venator form has lost 31 hit points from the crushing coil and is currently prone when combat begins. The titanoboa will continue constricting the venator until Myo reverts to her human form, however, the snake will turn and focus its bite attack on whatever player character appears the largest to it.

The murky waters in a 60-foot radius around the titanoboa is considered difficult terrain aside from a few small ecological hammocks spread thinly throughout the arena. The depths of these waters greatly vary as well, so it might be in the party's best interest to lure the titanoboa to them by engaging it with ranged weaponry and spellcraft.

The battle may be pyrrhic as the great snake is a great foe, however luckily for the party, Myo happens to be a very competent healer with *raise dead* always prepared in case of the worst of circumstances.

If they come to her aid and slay the titanoboa, she will profusely thank the party before continuing her foraging around the area. Considering the following answers to potential questions asked:

- **Who are you?** "I am Myo. Shaman to Praedari. Daughter of Chief Nokk. Healer!"
- **What are you doing here?** "Gathering! Rare plant to Praedari. Will help many people."
- **How did you end up in that situation?** "Not looking good enough. Snake sneaks to me and bites! Lucky I have time to change before it swallow me whole."
- **How did you become such a mighty beast?** "Praedari druids! We learn shapes of home. We become what hunt us."

Myo is a part of the Circle of the Ancients as told by potential questioning. If one of the player characters is a druid, this may present an opportunity for them to potentially change their circle if enough time is spent with Myo learning the magics of Ferus Crater.

Regardless of the questioning, Myo is still struggling to find enough of the particular herb she's after. If the party offers to help, any number of player characters can roll a DC 18 Wisdom (Survival) check to aid in locating the plant she describes and repeat the check after each hour. Spending too much time foraging in the marshland however may attract unwanted attention for the local predators, such as a few hunting threshadons.

After locating enough of the herbs she seeks, Myo will once again thank the party for their services and say how she must return to the Praedari canopy village as quickly as she can. If the party wishes to follow her to the village, they must succeed on a DC 14 Charisma (Persuasion) check. Otherwise, she will politely decline, saying that her journey requires her to go as fast as possible before wild shaping into a quetzalcoatlus and taking to the sky.

### WHAT IF THE PARTY DOESN'T HELP?

In the unfortunate circumstance the party does NOT decide to aid Myo in her struggle against the titanoboa, she will escape the snake's grapple when it crushes her venator form, wild shape into a quetzalcoatlus, and fly off without provoking an opportunity attack because of her *flyby* trait. She will eventually land in front of the party and reveal her true form, only to scold them for their cowardice. Because the structure of this adventure hinges heavily on her magic and utility, she will still aid them at key intervals of the story due to mutual interest.

## ENCOUNTER 4: THE FORGE

During the party's journey around the various exotic locales of Ferus Crater, they might've come across an elemental anomaly or two regarding fiery elementals scorching the lands as they roamed. Praedari locals or friendly NPCs might've spoken to the party regarding the Smoldering Scar; the heart of the crater that possesses a dimensional rift to the quasi-elemental plane of magma. Rumor has it that starmetal strong enough to pierce Rex Regum's hide is scattered in deposits all around the Smoldering Scar. A DC 13 Intelligence (History, Nature, or Smith's Tools) check will reveal that "starmetal" within any sort of crater is most likely adamantine, one of the rarest and sturdiest metals known. Surely a weapon forged of this metal could be used to fell the Tyrant of the Crater.

If the party pursues this lead and embarks toward the Smoldering Scar, they might battle through any of the following encounters as they near the terraformed landmark:

### SMOLDERING SCAR RANDOM ENCOUNTERS d6 Encounters

- 1d4 magma elementals hiding below molten rock
- A family of 1 salamander and 1d6+1 fire snakes
- 5 firenewt warriors mounted on 5 giant striders
- 1 firenewt warlock and 2 fire elemental myrmidons
- A swarm of 3d6+3 magma mephits
- A feral young red dragon on the hunt

After battling through one or two of the previously shown encounters, the party will eventually happen upon what looks to be a destroyed land vehicle with mining equipment scattered across the jungle floor. Following this trail of debris will lead to an open field directly before the faux-volcano in the center of the Smoldering Scar. From here, read the following section:

The air here is unbearably hot. You feel beads of sweat drip down your necks and foreheads as you behold this ashen wasteland before you. Licks of flame occasionally sprout from the black ground around you, and your distant horizon is blurred by waves of heat. As you all tread on, you begin to notice figures that stick out from the typical black wasteland floor; bodies. Surrounding you all on each side are five-to-six recently deceased humanoids, each of their bodies dressed in laborer's attire and scorched by elemental fire. As you assess the dead, you hear a distant call for help closer to the Smoldering Scar. You spy an individual half-buried in the black soot.

The dwarvish man struggling to crawl from the ash is Thymur Proudforge. After hiring a team of naive adventurers to escort him to the Smoldering Scar in an attempt to mine some of the adamantine that lingers here, the group was assailed by a family of 3 forgetail saurians who are still in the general vicinity.

Thymur is thankful for the party's timely arrival, however, he insists that he has come this far for nothing. Brushing himself off and hoisting a warpick, he offers the wages he promised the dead band to help him finish what he started. The wages consist of 500 gold pieces per player character. He also adds that if this venture goes well, he might even pay them in a single adamantine item of their choice.

Hunting this family of forgetails is not a matter of skill, but rather one of time given the surrounding terrain has little cover. While Thymur seems eager to slay the beasts, he will not actually participate in the fight unless forced to do so.

Once the saurians have been slain, Thymur will pay out the party and ask if they would consider staying for a bit longer to help him regather the supplies lost around the destroyed cart so that he may erect a mining encampment. While the location isn't the safest for such a camp, Thymur insists that he can be discreet enough as he works to avoid any further detection from the elemental locals. After a day passes, Thymur has fully set up his camp complete with his portable forge. He will take the requests from the party of what items they want to be cast in adamantine, giving the following lead times for the creation of each item:

### ADAMANTINE ARMS

Items	Lead Time
Medium Armor	15 days
Heavy Armor	30 days
Shield	3 days
Simple Melee Weapons	3 days
Martial Melee Weapons	7 days

After fulfilling his end of the bargain with the party, he says how they can pay him for additional arms if they're willing to wait his lead times. From here, he begins the lengthy construction process to create an adamantine golem. The party can assist in reducing the time required to create this golem by having potential hirelings come to this encampment to be recruited by Thymur or even offering their own services if one of the players is a smith. The timing required to complete the golem should be a narrative one instead of an actual timeline, as the construct should be finished by the time the party faces off against Rex Regum.

Prolonged time spent in Thymur's encampment is not without complications. There are often run-ins with the elemental beings of the Smoldering Scar as mentioned on the previous encounter table. If the party is willing to invest enough resources and enough of their time in this camp and are present when the golem has finished being constructed, Thymur uses it as a bodyguard that makes defending the camp a trivial thing and allows him to refocus on mining the adamantine deposits for exportation. The adamantine golem uses the stat block of an iron golem with immunity to critical hits.

## ENCOUNTER 5: THE RACE

In the vast expanse of the ancient wilds, the party will once again find themselves navigating to and from specific objectives. During this intermedial travel, read from the following passage:

Your trek is surprisingly mellow on this gorgeous day. While the warm beams of light piercing the high-above canopies illuminate the path before you, you eventually happen upon a muzzled saurian within a small enclosure. A hunched half-orcish man is perched sitting on the fence with arms crossed. As you all approach, he startles a bit and reaches for his blade, but relaxes when he sees your faces.

"Careful, might wanna stand back for a bit. They're due any moment now."

He looks down a long path that stretches to the distant left and right before curving out of view. A moment passes and the far-off sounds of quick-paced stomps rapidly approach until two saddled raptors bolt into view, sprinting at full capacity with two riders astride their backs. An elvish rider pulls greatly ahead, leaving the other orcish rider in his literal dust.

The elderly halfling guffaws triumphantly as his raptor lets out a bark. The orcish man awkwardly dismounts his muzzled raptor and adjusts himself with a frown. "Ahh! Better luck next time, friend. Maybe don't throw *all* your weight into those corners."

The orc does not bother replying and simply tosses a hefty coin purse to the halfling before trundling off with the other half-orcish man.

The halfling is the Beast Tamer Daero, a famed beast tamer who specializes in capturing specific quarries for clientele with the coin to afford his services. Today, Daero Dewgleam is letting a few of his quarries stretch their legs a bit in some racing with a few clients. The orcs are father and son who just lost a sum of coin and are taking their leave as the party arrives.

As Daero spots the fresh new faces, he eagerly introduces himself to the party and asks if they're there to peruse his goods; his goods being a few domesticated saurians and raptors. His prices are fairly steep at 1,000 gold pieces for a saurian mount and 2,200 gold pieces for a Large sized raptor, although the players might have noticed that he is a betting man.

If the party is being stingy with their money or are simply unable to afford the steep prices of Daero's lot, he will issue one of them a challenge: pick out their preferred mount of the lot and race him around his trailblazed track. The winner gets a mount of their choosing for free. If the player loses, then they have to purchase with a 20% loser's tax. Agreeing to this challenge will have Daero jump in excitement as he goes to switch raptors for the race, letting his initial beast rest.

The players will get to choose a beast from the lot which houses 5 beasts total. Their stat blocks initially are unimportant for the race, as the race details are as follows:

**The Track.** The length of the circuit is 500 feet and is approximately 15 feet wide. The path is uneven with flattened leaves, pummeled roots, and clods of earth.

**The Rules.** The race is divided into 6-second rounds. On Daero's mark, the dinosaurs take off in full sprints, each one covering 80 feet per round.

Initiative rolls are unnecessary. Once per round, each ride can make a DC 15 Wisdom (Animal Handling) check. On a successful check, the rider's mount moves an extra 10 feet that round, or 20 feet if the check succeeds by 5 or more. On a failed check, the rider's mount moves 10 feet slower that round, or 20 feet slower if the check fails by 5 or more. The race ends when the first rider crosses the finish line at the 500-foot mark.

If both riders cross the finish line at the same time, determine the winner of the race by having the riders each roll a d20. The highest roll determines the winner, with the rider narrowly claiming victory. If both riders roll the same result, then the riders tie and Daero, being so impressed with their riding skills, gives them a 50% discount on a single purchase.

**The Events.** At the start of each round after the first, roll a d6 and consult the Race Events table to determine what happens that round. When an event occurs, determine which rider is affected by rolling any die. On evens, Daero is affected. On odds, the player is affected.

### RACE EVENTS

#### 1d6 Events

- 1 One of the beasts trip on a root, reducing its speed by 40 feet this round.
- 2 The beast's saddle loosens. The rider must succeed on a DC 11 Dexterity saving throw or fall off the mount, automatically losing the race.
- 3 One of the beasts is fueled by a surge of adrenaline and moves an additional 30 feet this round.

4-6 No event.

Once the race has been concluded and the prize exchanged, Daero asks the group about their individual skill sets, focusing on any particular hunters in the party. If one piques his interest, he will ask them if they've ever encountered an elusive chameleon raptor, a beast which he has been searching for since he first arrived. He states that if the party can locate and capture a chameleon raptor and bring it to him alive, he will pay them a generous bounty of 8,000 gold pieces.

Completing this quest for Daero will make him a viable ally down the road when the party faces off against Rex Regum, as he will have a good relationship with the party and will be eager to face down against the greatest beast of the crater.

## FEAST FOR THE FOREBEARS

Once the party has completed each of the prior encounters in this adventure and have visited the Praedari canopy village at least once, they will find that the Praedari people are currently in the midst of hanging lovely decorations throughout the village. If they were to ask one of the wildlings who speaks the common tongue, they will inform the party that Chief Nokk has begun preparations for the Feast for the Forebears, an annual holiday in which the Praedari honor all those who came before them. This particular festival is the first of its kind, as it is the first time Chief Nokk is allowing outsiders to participate in the celebration. Outsiders might include the Beast Tamer Daero Dewgleam, Colonel Dunwaldr Ironhide of the Powder Corps, or any NPCs the party might've met included in the *Characters of Interest* chapter of this supplement. Shikari is also surprisingly present at this festival, although he seems to only be here to visit his brother, Chief Nokk. The chief is saddened by the state of his brother but is thankful to see him all the same.

The festivities include dancing, games, storytelling, and concludes towards the end of the night with a massive feast. Have this night be a wonderful respite for the players, offering each of them an opportunity to let them shine.

**The Dances.** From dusk until dawn, various dances will spontaneously begin with no premeditated purpose. A drummer or flautist might suddenly begin a melody that will enthrall anyone with the energy and spirit to dance. The longer an individual can perform, the more desirable they are often seen by members seeking partners. Any character who would like to participate in one of these dances can make a Charisma (Performance) check with no determined DC and be judged accordingly to their roll. If the same character wishes to continue dancing, they can make a DC 12 Constitution (Performance) check to continue doing so with the same grace. On a failed check, they might make a saving throw at your discretion to suffer a point of exhaustion. The DC of this check should increase by 2 for each hour they continue dancing. Dancing for more than 4 hours during the festival will have them praised by a great deal of Praedari will drape them in flowers and offer high-quality pelts to them. A character who fails these checks is still praised for the effort and is given extra food and water to make sure they're well hydrated.

**The Games.** Easily considered the favored events of the festival, there are handfuls of games that the majority of the Praedari participate in to prove their physical talents.

- **Wrestling.** A simple sport between participants, the simple objective of this game is to pin your opponent. A dozen or so volunteers pair up and begin to grapple one another. The first player to pin their opponent wins and moves on to the next match, where they will face another pair's winner. This continues until only two participants are left, where they will engage in a final match. Any participating players in this sport will make a series of contested Strength (Athletics) checks, needing 3 successful grapples total to win. A character with the *Grappler* feat only requires 2 to win. The winner of this game will be rewarded with a *+1 spear*.

- **Swing Racing.** In this game, a cluster of a dozen or so participants all line up on a platform overlooking the unconstructed perimeter of the village where masses of robust vines dangle. The racers will all jump and swing vine-to-vine as fast as they can. The first individual to circle to the perimeter and land on the starting platform will win. To play, a person requires sufficient upper body strength and keen hand-eye coordination. With racing rules extremely similar to Daero's dinosaur racing in Encounter 5, participants will all make DC 12 Dexterity (Acrobatics) checks each round, moving up to half their speed each round or their whole speed if they have a climbing speed. A creature that succeeds its ability check by 5 gains an additional 20 feet of movement for that round, or 40 feet if they pass by 10 or more. A creature that fails its ability check by 5 or less has its speed halved that round. A creature that fails its ability check by 8 or more falls from the vine and plummets to the jungle floor. Luckily, a Praedari mystic is on watch nearby and will cast *feather fall* on any free-falling participant. The winner of this race will be rewarded with *gloves of climbing and swimming*.
- **Rock Tossing.** Considered to be the simplest of the games, rock tossing is a blanket feat of strength where participants chuck a hefty rock as far as they can. Any participating character simply makes a Strength (Athletics) check. The character who rolls the highest total wins the game. If two or more participants roll the same result, determine the winner of the toss by having those characters each roll a d20. The highest roll determines the winner, with one rock rolling just an inch farther. If the roll for first place is tied, the game ends in a tie. The winner of this game will be rewarded with a *+2 sling*.

**The Feast.** A banquet table 60 feet in length is placed in the center of the largest hut within the canopy village, inviting all members of the tribe and honored guests to partake in the bountiful hunted game and harvested spoils of nature. Among the spread of delicious foods are exotic fungi, venator meat, boulder-sized fruits, and so much more. Each member of the village would be able to eat their fill and then some. While the people help themselves to this delicious annual catering, the shamans of the tribe weave stories and use minor illusions to paint vivid visuals for all to enjoy. Myo might be present to retell the village tale of how she was saved from the titanoboa by the heroic party.

## EARTHQUAKE

The raucous feast and festivities are abruptly interrupted by the sudden shaking of the earth. Loose leaves and branches shower the canopy village while loose structures shake from the foundations and plummet to the ground. The mystics all jump into action, casting as many wards and abjuring spells as they can in the moment to save their village and its people, though they can only save so many. Have each member of the party roll DC 20 Dexterity saving throw. On a success, they are able to cling tightly to secured beams and parts of the structure they're in, while any member that fails plummets to the jungle floor far below, taking 35 (10d6) bludgeoning damage. This quake lasts for about five minutes before finally settling.

## AFTERMATH

The village is in complete disarray at this point, and approximately 25% of the population has perished by this disaster. Survivors swing down to the jungle floor and clamber through the rubble, trying to save as many of their people as possible. If the party decides to discard any of their own wounds and help, read the following passage:

Casting aside whatever injuries you have sustained, you quickly right yourselves and begin to aid the Praedari in unearthing their loved ones. Screams and crying ring from every direction, throwing you into various degrees of stress as you work fervently to save as many lives as you possibly can. While a few you stand atop a mound of wood that was once a part of the feasting hut, you spot Shikari rampantly ripping up the debris and casting it aside. He looks up and spots you all before simply calling out, "Help!"

Anyone who wishes rushes to his aid, lifting massive logs and throwing them aside side-by-side with the hunter. A bloody hand is uncovered as you all dig, and Shikari throws off any remaining debris covering this individual to reveal the crushed body of Chief Nokk who is using his form to shield a wildling child, who still lives but is crying in distress. Shikari pulls the child from his brother's embrace and sets them aside while he flips over Nokk and tends to his wounds. Nokk is beyond saving, as nearly every bone in his body has been shattered. An internal hemorrhage is currently in the midst of washing his body in a bruise and blood pours from the chieftain's lips.

With a dying breath, Chief Nokk shakily raises his spear and presses the handle into Shikari's hands. "Save... us..." he pleads, before finally expiring.

Shikari clutches the ceremonial spear almost with enough strength to shatter it. He trembles and fights to stifle whatever grief or anger that stirs within him.

"Father...?" Myo calls, spying the scene from a high vantage atop the rubble. Tears well in her own eyes as she spies the lifeless body of Chief Nokk with her uncle now wielding the ancestral spear.

This tense is once again interrupted by a roar that echoes off of every wall within the crater. Gazing up through a punctured hole in the canopy, all survivors witness with horror as a massive teal beam of energy reaches up into the sky, burning so bright that the entire crater is illuminated with haunting blue energy.

Shikari growls something in his native language with venom on his tongue. Myo translates, "The Blue Sun has risen again. Rex Regum has awoken."

Shikari is correct. For the first time in a decade, Rex Regum has been shaken from his slumber and has crawled from his aquatic lair beneath the Turquoise Lake to begin his hunt, warning all who would challenge him by irradiating the sky with his atomic breath.

## ANSWERING HIS CHALLENGE

Before the party can react, Shikari clutches the ancestor's spear and sprints into the jungle, rushing to meet Rex Regum head-on. Myo calls out and begs him to think, but he is far too gone. The shaman knows that Shikari's action is suicide, and pleads with the party to intercept him before he makes it to the King of Kings.

Without mounts, it is a two-day trip to Turquoise Lake where Rex Regum begins his hunt or a one-day trip with mounts. With Shikari's decades of experience on the party, he knows every possible shortcut to arrive before the party. This travel to the lake should also be uninterrupted, as even the most violent of jungle predators have retreated to their dens to hide from the Tyrant of the Crater.

When the party arrives at Turquoise Lake, there is ample evidence showing where Rex Regum has been rampaging. Mosasaur corpses have been dragged to shore, the tropical treeline has been trampled, and various species' nests have been destroyed. With a DC 14 Wisdom (Survival) check, the party can find the most recent set of tracks leading into the jungle with no signs of Shikari anywhere. The party should assume that if they found these tracks, then Shikari would have as well, and follow them into the jungle. As they wade into the divided expanse of damaged trees and flattened plant life, they come to an open clearing where the tracks seemingly abruptly cease.

As a grim reminder of Rex Regum's clever hunting prowess, any creature with a passive Perception lower than 18 is surprised as he lunges from nature's veil and makes a full round of attacks against the party, each attack targeting a different member. As he is toying with his food, he will simply throw any creature that ends up grappled in his bite instead of swallowing. As the party recovers from this grizzly assault, a similar scenario will replay from their first tyrannosaurus ambush. Leaping from the canopy far above, Shikari plunges down with his newly acquired magic spear in an attempt to pierce Rex Regum's skull, though the Tyrant of the Crater's senses are far more heightened than any mundane monster. Weaving out of Shikari's trajectory, Rex Regum uses his massive tail to bat Shikari out of the air and launch him towards the party. He crumbles under the blow but limps back up with gritted teeth and fury in his eyes. Allow another round of initiative to demonstrate Rex Regum's ferocity, but remember; Rex Regum is only playing and doesn't wish to kill the party yet. As punishment for attempting to ambush him, the tyrant will attempt to bite and chew Shikari, holding the wildman between his teeth.

After the second round of combat has concluded, the third round begins with Shaman Myo wild shaped as a **quetzalcoatlus** diving down and impaling Rex Regum with a bite attack, causing him to roar and drop Shikari. Rex Regum will retaliate, using his claws and tail and killing the pterosaur and reverting Myo to her true form. Myo will look to the party and yell at them to run before using her second use of wild shape to turn back into a quetzalcoatlus, sweeping up Shikari, and retreating to the sky using her *flyby* trait, which prevents Rex Regum from taking an attack of opportunity. Anyone who doesn't flee the fight is faced with certain death, whereas anyone who retreats does so without complication, as they will have proven themselves unworthy to be chased by the ego of an apex predator.



## THE HUNT IS ON

This final chapter is dedicated to doing the impossible: killing Rex Regum. The party will attempt to amass a full team of individuals they've helped along their journey to plot a counterstrike lethal enough to slay this titan.

After fleeing from Rex Regum, the party eventually regathers at any location of their choosing, as long as it's far away from the titanic tyrant. After a few minutes pass, Myo will spot the party and land, releasing Shikari from her beastly beak and turning back into her normal self.

She will berate Shikari for his selfishness for a moment before turning back to the party and reciting the following:

"I see from above Rex Regum hunting forward. His path, it leads towards home! If Rex Regum continue his hunt, he will find home! We must stop him before. We find friend. Any friend, all friend. Anyone who can fight Rex Regum must! Who can we ask for help?"

From here, the actions of your party from the previous encounters will be tallied in potential allies. The below list of options will present NPCs the party may be able to enlist in their hunt:

- ***Colonel Ironhide can help!*** Assuming the party saved the colonel from the pack of raptors, he will need little-to-no convincing in joining the hunt, as he has been looking forward to the opportunity to either slay the world's most legendary beast or be immortalized in death aiding in its destruction. If his name is invoked, Myo will say that she is quite familiar with the colonel's antics and can fly to his encampment to fetch him.

- ***Daero Dewgleam can help!*** If the party successfully captured a **chameleon raptor** for Daero in their travels, he will be recruitable in this grand hunt against Rex Regum as he will arrive astride his new bestial companion. Otherwise, Daero will only be willing to provide the party with mounts they may need in combating the great beast. Shikari speaks how he has spoken to Daero a few times before, prodding him for his expertise into the beasts of the crater, and offers to retrieve him or any beasts he can offer.
- ***Thymur Proudforge can help!*** Assuming the party aided the prospector in erecting his mining encampment, Thymur will prove to be a remarkably valuable asset in the fight. While the dwarf himself won't be worth a damn in the fight, his adamantine golem will prove invaluable in the fight. Neither Myo nor Shikari have ever heard of this man, so it will be the party's responsibility to retrieve him.
- ***I know someone else who can help!*** Depending on the content ran separately from the adventure, consider any other NPCs as a part of the party's backstories or friends they may have made along the way, but carefully consider if you want them attending the fight. Not only should you consider how they will affect the balance of the fight, but they also have the potential to die if things go south. Plan accordingly, but reward the players of the bonds they've made regardless! You can do this in ways other than the NPC's attendance: the person can perhaps gift the party with armaments, enchanted goods, or special potions!

REX REGUM, KING OF KINGS



## THE FINAL FEAST

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Once the party departs to fetch any of the appropriate allies, they will rendezvous back at the Praedari canopy village, which is erecting a funeral monument for their fallen chieftain, family, and friends. Upon their return alongside Shikari, the village will see him wielding the *ancestor's spear*, and murmur among themselves. Shaman Myo will assure the tribe that in his dying breath, her father bestowed Shikari the blessed weapon, thusly deeming him the new rightful chief of the Praedari. The people are eager to accept this, as they need leadership now more than ever amidst these dire events. The party should be allowed a night of solace with the Praedari and rest for the challenge ahead of them.

Before they take a long rest, Myo will invite the party to the old chief's hut that still hangs within the canopy. Once they arrive, she has set a circular table with enchanted meats, fruits, and water. As part of the ceremony for a new chief, she has used a clandestine ritual to conjure a *hero's feast* for the party to consume.

## LAST STAND

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When the morning comes, the party must finish preparations for their encounter against Rex Regum. His pace has been slowed by the fact that he is taking his time hunting every den between the village and his lair, however, he is almost upon the village and they must confront him before them.

Gifted with mounts to ride out and meet Rex Regum head-on, all aiding NPCs will be making their last-minute preparations. Myo and Shikari insist that the party leaves first to intercept the tyrant and that they will be close behind.

The party will ride out to what is about 10 miles outside the village before they can feel the ground rumble in response to the Beast of the Basin's approach. Read the following excerpt:

"You all sit astride your various mounts in anticipation to confront the tyrant once again. Whatever fear that might lie dormant in you has been cleansed by the feast a day prior. You clutch your weapons and magic tightly as the Tyrant of the Crater's gargantuan form emerges from the sparse jungle trees. You've chosen wisely to face the beast in this wider and open arena.

Rex Regum halts in place as he smells the scent of familiar prey. Turning in your direction, his lips curl into what can only be described as a cruel grin before letting out a roar that shakes the valley. This is it, the final encounter.

Roll initiative. "

The fight ahead will be trying, however, they are far from alone. The first round of initiative will commence in favor of the party given the distance advantage they hold over the King of Kings, however, it will not last. Refer to the next page for notes on how to run the encounter.

## REX REGUM'S TACTICS

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None of Rex Regum's prey has ever been as clever as the party. Sheer brutality has normally been the initial response to any beast that would oppose his reign, but today he is faced with foes with sorcery and arms far beyond what he has ever seen.

While it would be easy for him to spew an *atomic breath* attack against them, his cocky demeanor wishes to see what they can do before he obliterates them. Little does he know that his cockiness might prove his downfall. Once Rex Regum has arrived within melee proximity of the party, allow one round to pass where he can deliver a flurry of attacks into the party and their mounts. He will attempt to bite whichever player that has shown to be the biggest threat, tail swipe any meaty melee character away from him, and claw at whatever is left.

After the first round(s) have past, reinforcements will arrive.

## COLONEL IRONHIDE: AIR SUPPORT

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A distant boom can be heard, distracting Rex Regum and the party only momentarily before the side of the tyrant's head is struck by a combustive round from the colonel's cannon. Astride a charmed quetzalcoatlus, Dunwaldr flies maniacally 80 feet above, taking pot shots at Rex Regum. In this range, he is close enough to make ranged attacks with his *cannon rifle* without disadvantage, but also close enough to be shot out of the sky with Rex Regum's *atomic breath*. Keep this in mind if the colonel becomes too much of a problem.

The quetzalcoatlus itself does nothing save for circle the sky around Rex Regum, as while it is charmed by the help of Myo's magic, it is far more afraid of the King of Kings.

## HUNTER DAERO DEWGLEAM: AMBUSH

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Leaping from the bushes beneath Rex Regum's nose, Daero and his chameleon raptor mount have avoided the beast's attention well enough to make a round of attacks against him with advantage, allowing the raptor to potentially land its sneak attack.

While Daero and his raptor are capable of dishing out high amounts of damage, they are both within a remarkably dangerous proximity. One round of attacks from Rex Regum may be enough to deal with Daero and his trusty mount.

## THYMUR PROUDFORGE: SECRET WEAPON

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At this point, no members of the party should have seen the adamantine golem in its completed state. While the other reinforcements arrive after the first round, the golem is fairly slow and will show up another round later.

Despite its tardiness, it knows how to make one hell of an entrance. As Rex Regum turns to bite at somebody, the golem will leap into action, prying his mouth open with its impressive strength and using its *poison breath* attack down his throat. While the adamantine golem is an amazing tank to have in this fight, Rex Regum's attacks should be considered magical for the purposes of overcoming its immunities.

## MYO & SHIKARI: CAVALRY

Arriving with the signature roar attributed to a t-rex, Myo arrives wild-shaped once again as a venator charging forward with Shikari mounted atop her. Before Myo gets into Rex Regum's reach, Shikari makes a full volley of attacks against him with the ancestor's spear that keeps returning to his hand after each strike.

After entering the tyrant's reach, Shikari will dismount Myo in an attempt to draw the King of Kings' attention.

### A HEROIC DEATH

Facing Rex Regum has been Shikari's only drive since he lost his family tragically nearly a decade ago. This encounter is everything he has thought about since and will assure victory by any means. Allowing this skirmish to be his last stand will be a wonderful conclusion to his self-contained story. Consider using Shikari as a heroic sacrifice to pull Rex Regum's attention away from another character or have him relinquish his spear in his dying moments to allow another party member to deliver a death blow. Regardless, be sure to attribute the time that he merits to his demise depending on how he got along with your party.

Upon his death, his magic items may also be distributed as appropriately dictated.

### LET THE PLAYERS PLAY!

Potentially, you as a GM are going to be juggling a lot while you run this encounter. Strongly consider assigning each player one of the NPC stat blocks that they may control during combat. This helps to keep them engaged with new mechanics and options while also alleviating the amount of work you're doing behind the screen.

### CINEMATIC DEATHBLOW

Killing Rex Regum should be no mediocre maneuver, nor should an NPC be one to score it (unless it is Shikari as a final strike). When a player deals damage that reduces Rex Regum to 0 hit points, go down the table asking each player what their characters are doing in this final moment of combat, each working as a clockwork piece to set up the final player for an epic deathblow. Allow insane flourishes, defy the fantasy laws of physics, and let the players have this final celebratory moment to cement their victory as one of the most hard-fought victories of their lives. Let Rex Regum live on as one of the greatest kills ever scored in their tabletop experiences.



ANCESTOR'S SPEAR



KING'S FANG

## IN CONCLUSION

With the King of Kings finally slain, the creatures of Ferus Crater are finally free to flourish unafraid of a decennial culling by the tyrannical butcher. The latent magics that imbue the crater with Rex Regum's influence also begin to subside the precise moment he is dead, and while the entire crater is still a death trap for the unseasoned vagabond, it can now prosper of its own accord.

As for the encounter itself, the party and their allies will explode into celebration now that they have felled the legendary foe. Any beasts under Rex Regum's command will retreat into the jungle and away from the party that slew him. The dwarves Dunwaldr and Thymur will both pose atop the beast's massive corpse and have one of their companies reach into the colonel's bag to fetch a camera obscura to commemorate the feat.

While there are thousands of pounds of flesh to harvest from if the party so chooses, his body holds an absolute trove of precious items. The resplendent minerals decorating his spine and crown are precious diamonds worth dozens if not hundreds of thousands of gold pieces; prime material components that can be used in valuable spells, such as *true resurrection*. His stomach might also yield a cache of magic items belonging to previous adventurers unfortunate enough to be hunted by him. What captures the eye of Thymur Proudforge the most however are the massive radioactive fangs within that drip with his teal blood. Eager to get first pickings, Thymur rips out one of the fangs and will spend a month of downtime shaping it into the King's Fang. While Thymur's golem fought hard against the Tyrant of the Crater, Thymur himself did not technically participate, making it so he is unable to attune to the artifact, as dictated by the fang itself. For this reason and this reason alone, he presents it as a gift to the party.

## WHO IS CHIEFTAIN OF THE PRAEDARI?

After the kill is reported back to the Praedari canopy village, the survivors celebrate that their very existence is no longer under constant threat from the Beast of the Basin. Before the village will celebrate this legendary occasion, a question arises: Who is their Chieftain?

**Shikari.** If the wildman survives the encounter with Rex Regum, he will feel that the souls of his lost family are finally at rest as he completes his quest for vengeance. In his retirement, he accepts the responsibility of his elder brother, and returns to the Praedari village to rule as fairly and as kindly as his sibling once did.

**Myo.** If Shikari was felled during the hunt and the party relinquishes the *ancestor's spear* to her, Myo will step up to act as chieftain for her people, using all the lessons taught to her by her late father who ruled before her. Myo acts as a wise and intelligent leader who will lead the Praedari people into an age of prosperity.

**Someone Else.** If a party member has taken a liking to the *ancestor's spear*, they might have some merit to become chieftain of the Praedari. While the spear's significance is often associated with leadership, it alone does not make you chief, and the Praedari must still approve of an individual before they are allowed to rule.

# PLAYER OPTIONS



## RACES & SUBRACES

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HUMAN VARIANT: WILDLING  
GENASI SUBRACE: BRIMSTONE

## BACKGROUNDS

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TRAPPER

## SUBCLASSES

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DRUIDIC CIRCLE: CIRCLE OF THE ANCIENTS  
PRIMAL PATH: PATH OF SURVIVAL

## RACE:

## VARIANT HUMAN: WILDLING

"When we first came to Ferus Crater, we were overwhelmed by the paleontological possibilities set before us. When we stepped foot into the bowl for the first time, it was a hell unlike any other. Left and right, my fellow man was snatched up, strangled, and stomped. We were not ready for the horrific challenges that awaited us. That was until one of the natives appeared before me, and showed us the way to food, water, and shelter."

—Dr. Madeline Celestine, Esteemed Paleontologist

## CHILDREN OF THE CRATER

The Praedari people colloquially referred to as wildlings, are a unique step of evolution. It is commonly assumed that wildlings are distant ancestors of humans who exist out of time, although this presumption has been found to be false. While indeed resembling antediluvian humanoids, they have evolved perfectly to adapt to the harsh environment of Ferus Crater. Their longer arm and hand proportions make them adept at navigating the canopies with little effort. Their innate vigilance makes them hyper-aware of their surroundings, minimizing the risk of being engulfed by a luminous plant or hunted by a venator. They also seem to possess a hereditary intuition for hunting and gathering. Because of these varying benefits evolved by the Praedari people, they are perfect specimens to survive their harsh jurassic environment.

## CLANDESTINE SAVIORS

The wildlings of Ferus Crater speak little and seldom interact with those from outside. All other races are brand new to them and are thusly seen as essentially alien to the tribesfolk. Lizardfolk and dragonborn particularly stand out for their reptilian features, which are seen as ill omens amongst the tribe. Regardless, it is obvious to the average eye of these keen and quiet people that the foreign humanoids are in desperate need of guidance, as they commonly bumble their way into the nests of predators or gorge themselves on poisonous fruits. The wildlings often make it their job to guide foolish creatures to safety, as long as it is not too dangerous for themselves. Because reciprocation is such an important cornerstone of wildling social interactions, they will often demand, if not outright take whatever they believe they are owed after they are done guiding and protecting their quarry. Likewise, if a wildling is saved or aided by another, they will offer whatever they think the effort was owed, often overpaying as a form of thanks.

## WILDLING NAMES

Wildling naming conventions are made with a singular syllable so that it may be uttered quietly and succinctly. All names are unisex.

**Wildling Names:** Hok, Kit, Cho, Tik, Eev, Hing, May, Lin, Hugg, Vrot, Chit, Reg

## WILDLING TRAITS

As a wildling, you have the following racial traits.

**Ability Score Increase.** Any ability score increases by 2, and any other ability score increases by 1.

**Age.** While rare for a wildling to die of old age, they can live as long as 75 unless magically prolonged, such as by druidic magic.

**Size.** Wildlings are generally just shorter than the average human, although they make up for this with a more robust width.

**Speed.** Your walking speed is 30 feet, and you have a climbing speed equal to your walking speed.

**Cautionary Instinct.** You can add your proficiency bonus to your initiative rolls.

**Cunning Artisan.** As part of a short rest, you can harvest bone and hide from a slain beast, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a shield, a club, a javelin, or 1d4 darts or blowgun needles. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.

**Keen Relict.** You gain proficiency with Survival and one of the following skills of your choice: Animal Handling, Medicine, Nature, Perception, Stealth.

**Righting Reflex.** You take half damage from falling and are not knocked prone from taking fall damage.



# DRUIDIC CIRCLE: CIRCLE OF THE ANCIENTS

Nature continuously evolves, bringing new life to the world and ending it others. Throughout time there have been many forms of life that have thrived for hundreds of years only to eventually meet their extinction. Druids of the Circle of the Ancients are holders of primeval secrets and guardians of prehistoric life. Passed down from generation to generation since the dawn of time they use their ancient abilities to Wild Shape into fierce prehistoric creatures. Using the power of species since extinct to protect their people, their secrets, and the remnants of prehistoric life that remains.

The Praedari tribe is one of the few known people to still possess these secrets. They only allow the wisest of their people, and those most determined to defend nature access to these ancient secrets. With them, they hunt with raptor packs in the Ancient Wilds, graze upon the surmounting vegetation with the graceful saurian, and soar through the sky as a pterrodax. Keeping a watchful eye and prepared to intervene if anyone dares to disrupt the natural cycles of nature.

## CIRCLE SPELLS

Your link with ancient dinosaurs grants you access to certain spells. At 2nd level, you learn the primal savagery cantrip.

When you reach certain Druid levels, you gain access to the spells below. These spells count as druid spells for you and you always have them prepared, but they don't count against the number of spells you prepare each day.

### Druid Level Spells

2nd	<i>feral prescience, flourish</i>
3rd	<i>feral rage, enlarge/reduce</i>
5th	<i>fear, haste</i>
7th	<i>dominate beast, freedom of movement</i>
9th	<i>commune with nature, insect plague</i>

## ANCIENT FORMS

When you adopt this Circle at 2nd level, your blood, whether by heritage or ceremony, now bears the memory of ancient dinosaurs. As a bonus action, you can expend a use of Wild Shape to take the form of a reptilian beast or dinosaur with a CR as high as 1. You can ignore the max CR column of the Beast Shapes table but must abide by all other limitations.

You don't need to have seen a dinosaur before to Wild Shape into it. However, you can are limited to Wild Shaping only into dinosaurs and their descendants: birds and reptiles. Examples include velociraptors, crocodiles, and vultures.

At 6th level, you can Wild Shape into an Ancient Form with a CR as high as your druid level divided by 3, rounded down.

## PRIMITIVE ADAPTATION

You are enhanced by the ancient power in your blood. When you join this Circle at 2nd level, you gain a climbing speed and a swimming speed equal to your movement speed.

## PRIMAL STRIKES

Your unique Wild Shapes have grown in power. Starting at 6th level, your attacks while in Wild Shape count as magical for the sake of overcoming resistances and immunities.

## DREADFUL WILD SHAPE

Your connection with ancient dinosaurs increases. Starting at 10th level, you can expend two uses of Wild Shape as a bonus action to transform into an Ancient Form with a CR equal to your druid level divided by 2, rounded down.

## MONSTROUS FORM

Beginning at 14th level, you can enhance your Ancient Form with druidic power. While in Ancient Form, you can cast the enlarge portion of enlarge/reduce, targeting only yourself, without expending a spell slot or material components.

You can cast enlarge/reduce in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.



# ITEMS



MARKSMAN'S LONGBOW  
BRACERS OF THE PACK LEADER  
HAILFIRE CROSSBOW  
LIQUID FOSSILIZATION  
BARBED JAVELIN  
PAULDRON OF THE TRI-HORNED GUARDIAN  
ANCESTOR'S SPEAR  
KING'S FANG  
BOLIDE STAFF



**PAULDRON OF THE TRI-HORNED GUARDIAN**

Wondrous item, very rare (requires attunement)

This reinforced triceratops skull once belonged to a primal guardian spirit who overlooked and protected all of its kin within their territory. When Rex Regum, the King of Kings, had hunted them all, its remains lay dormant. That is until a legendary wildling hunter happened upon the remains and bound the spirit to its bones, using its power to hunt his greatest foe; the King of Kings.

While attuned to this pauldron, you gain the following benefits:

**Guardian's Boon.** You have a +1 bonus to AC.

**Unstoppable Force.** When you take the Dash action on your turn and travel at least 20 feet in a straight line, you can use your bonus action to try to shove a creature within 5 feet of you. The shoved creature takes 2d8 + your Strength modifier piercing damage, in addition to either being knocked prone or pushed.

**Blessing of the Guardian.** You know the *Protection* fighting style as detailed in the Fighter class and can use the pauldron in place of a shield for this ability.

**ANCESTOR'S SPEAR**

Weapon (spear), legendary (requires attunement)

This Praedari spear has been passed down from chieftain to chieftain, blessed by shamans who divine omens from the stars to grant the power of legendary hunters into the spear's obsidian tip.

**Blessing of the Venator.** This spear grants a +3 bonus to attack and damage rolls made with it and it returns to the wielder's hand immediately after it is used to make a ranged attack.

**Bane of Beasts.** When you hit a beast or monstrosity with this spear, that creature takes an extra 4d8 damage.

**Knowledge of the Ancestors.** Whenever you make an ability check to hunt, track, or recall information and lore about beasts and monstrosities, you add twice your proficiency bonus.

**KING'S FANG**

Weapon (greatsword), artifact (requires attunement by one who helped slay Rex Regum)

Carved from a colossal tooth from the very maw of Rex Regum, this bone blade contains the primal ferocity of the King of Kings himself within every swing. Wielding this weapon also bolsters the bond you have with any beast or monstrosity you currently have mounted as reflected in the granted properties below.

**Random Properties.** The greatsword has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental properties

**King's Ferocity.** You gain a +3 bonus to attack and damage rolls made with this magic weapon.

**Apex Predator.** This greatsword scores a critical hit on a roll of 18-20.

**Bane of Beasts.** When you hit a beast or monstrosity with this greatsword, that creature takes an extra 4d12 damage.

**Fearless.** You and your mount are immune to being frightened.

**Run Them Down.** If you are mounted and your mount moves at least 30 feet in a straight line, you can use your reaction to make a single weapon attack against each creature within your reach along this path.

**Destroying the Fang.** The greatsword can only be destroyed by casting it into the magma atop the Smoldering Scar.



KING'S FANG

ANCESTOR'S SPEAR

PAULDRON OF THE TRI-HORNED  
GUARDIAN

# MONSTER STATBLOCKS

## PREDATORS

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CARACASSAUR

RAPTOR

VENATOR

THRESHADON

MEGACONDA

TITANOBOA

## DACTYLS

---

PTERRORDAX

## SAURIAN

---

SPINED SAURIAN

ARMORED SAURIAN

SHIELDHORN SAURIAN

## CARNIVOROUS PLANTS

---

BLOODPETAL

LUMINOUS BULB

MANEATER

## PRAEDARI WILDLINGS

---

WILDLING BERSERKER

SAURIAN RIDER

CIRCLE OF THE ANCIENTS DRUID

## CATAclysm PRIMORDIALS

---

MAGMA ELEMENTAL

AZZARI

CINDER MOTE

## THE KING OF KINGS

---

REX REGUM

# THRESHADON

Huge beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 127 (15d12 + 30)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	2 (-4)	11 (+0)	7 (-2)

**Saving Throw** Str +6, Dex +5

**Skills** Perception +3, Stealth +5

**Senses** blindsight 30 ft., passive Perception 10

**Challenge** 8 (3,900 XP)      **Proficiency Bonus** +3

**Deep Breath.** The threshadon can hold its breath for up to 20 minutes.

**Semi-Aquatic Sight.** The threshadon can only use its blindsight while underwater, and can only use it to perceive creatures that are underwater.

**Ambusher.** In the first round of combat, the threshadon has advantage on attack rolls against any creature it has surprised.

**Stunning Dive.** If the threshadon swims at least 20 feet towards a target and then hits it with a bite attack on the same turn, if the target is a creature, it must succeed a DC 13 Constitution saving throw or be stunned until the end of the spined threshadon's turn on a failed save.

**Swift Claw.** If the threshadon has a creature grappled, it can make one Claw attack as a bonus action.

## Actions

**Multiattack.** The threshadon makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 19 (3d10 + 3) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 13). While the threshadon has a creature grappled, the threshadon can use this attack to automatically deal 19 (3d10 + 3) piercing damage to its grappled target, and it can't bite another target.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.



## MEGAACONDA

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 135 (14d12 + 45)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	2 (-4)	16 (+3)	4 (-3)

**Saving Throw** Str +10, Dex +5

**Skills** Perception +7, Stealth +5

**Senses** blindsight 30 ft., darkvision, 60 ft., passive perception 17

**Conditions Immunities.** prone

**Challenge** 10 (5,900 XP)      **Proficiency Bonus** +4

**Ambusher.** The megaconda has advantage on initiative checks. In the first round of combat, the megaconda has advantage on attack rolls against any creature it has surprised or has not acted yet.

**Keen Smell.** The megaconda has advantage Wisdom (Perception) checks that rely on smell.

**Surprise Attack.** If the megaconda surprises a creature and hits it with an attack roll during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**Thermal Senses.** The megaconda can use its blindsight to see creatures that are invisible, and creatures have disadvantage on Dexterity (Stealth) checks against the megaconda.

### Actions

**Multiattack.** The megaconda makes two attacks: one with its bite, and one with its constrict. The attacks must be against the same target.

**Bite.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage and the target must succeed a DC 17 Strength saving throw or it is moved toward the megaconda until adjacent.

**Constrict.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 43 (8d8 + 7) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the megaconda can't constrict another target.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage.



## MANTRAP

Large plant, unaligned

**Armor Class** 13 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 5 ft., climb 5 ft.

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

**Skills** Stealth +5, Perception +2

**Damage Vulnerabilities** fire

**Damage Immunities** psychic

**Senses** blindsight 60 ft., tremorsense 60 ft., passive Perception 12

**Condition Immunities** blinded, charmed, deafened, frightened, stunned, paralyzed

**Challenge** 2 (450 XP) **Proficiency Bonus** +2

**False Appearance.** While motionless, the mantrap is indistinguishable from a plant.

**Attractive Aroma.** Creatures that first enter or starts its turns within 60ft. of the mantrap must succeed a DC 13 Constitution saving throw or be poisoned on a failed saving throw.

**Poisoned.** creatures are considered to be charmed, incapacitated, and is forced to use all its movement to get as close to the mantrap as possible. An affected target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Upon a successful saving throw, creatures are immune to being poisoned in this manner for the next 24 hours.

**Rooted Defense.** The mantrap has advantage on saving throws and ability checks against be pushed, shoved, or knocked prone.

**Flammable.** Whenever the mantrap takes fire damage, it catches aflame. While aflame, it takes 5 (1d8) fire damage at the start of each of its turns for one minute. It must use its action to put out the flames. However, while in this state, its attacks deal an additional 5 (1d8) fire damage for the duration.

### PHOTOSYNTHESIS

While in sunlight, the mantrap gains the following benefits:

**Regeneration.** It can regain 10 hitpoints at the start of each of its turns while it has at least 1 hitpoint and hasn't taken fire damage on its turn.

**Rapid Recovery.** At the start of each of its turns, it can end one of the following conditions: poisoned.

## Mantrap Actions

**Engulf.** *Melee Weapon Attack:* +6 to hit:, 10 ft., one Medium or smaller creature. *Hit:* 17 (2d12 + 4) piercing damage. Upon a hit, the target is trapped in its jaws.

While trapped, that creature is blinded, restrained, and has total cover from attacks and other effects outside the mantrap. While trapped in this manner, thgat creature takes 14 (4d6) acid damage at the start of each of its turns.

If the mantrap dies, the creature is no longer restrained. For the duration of engulf, the mantrap can only trap one creature at a time and cannot make another Engulf attack against another creature during the duration.

## Reactions

**Reactive Jaws.** Whenever a creature first enters within 10 ft. of the mantrap, it can use its reaction to make a Engulf attack against that creature.



# PRAEDARI WIDLINGS

The Praedori tribe has lived within Ferus Crater for hundreds of years, developing the skills and abilities needed to survive. They continuously face the threat of death from the elements, creatures that hunt them for their flesh, and the primordial wrath that smolders nearby. Many wildlings use their inner rage and will to survive to fight back. Some use their bond to the creatures within the crater. While others use ancient druidic circles to transform into ancient beasts.

## WIDLING THEME

UruR by Wardruna

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## WIDLING BERSERKER

Raised in the Ancient Wilds and tempered in the fires of the Smoldering Scar barbarians who follow the path of the survivor grow stronger through their suffering and possess an immense passion to survive against all odds. Life within Ferus Crater is unforgiving. To survive within the crater one must overcome the elements of nature, the numerous predatory creatures, and the raging primordials that roam within the Smolder Scar. They must be not only strong but possess the mental fortitude and will to live. The praedari tribe has survived within Ferus Crater for hundreds of years by teaching the importance of this mentality to their young. So that they can grow to follow the path of the survivor and persevere above all else in this dangerous landscape.

## WIDLING SAURIAN RIDER

These special wildling warriors can form an unshakable bond with the saurian within Ferus Crater. Through these bonds, both the wildling and the saurian share complete trust in one another. At a young age, they are paired together, and throughout their lives, they care for and train together. These warriors are revered among the wildlings and have high respect within the Praedori tribe, just below the ancient druids. These warriors are among the first to arrive when the primordial forces attempt to wreak havoc on the Ancient Wilds.

## DRUID OF THE ANCIENTS

The praedari tribe is one of the few known people to still possess these secrets. They only allow the wisest of their people, and those most determined to defend nature access to these ancient secrets. With them, they hunt with raptor packs in the Ancient Wilds, graze upon the surmounting vegetation with the graceful saurian, and soar through the sky as a pterrodax. Keeping a watchful eye and prepared to intervene if anyone dares to disrupt the natural cycles of nature.



## WILDLING BERSERKER

Medium humanoid, varies

**Armor Class** 16 (Unarmored)  
**Hit Points** 51 (6d8 + 18)  
**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

**Saving Throws** Str +5, Con +5  
**Skills** Athletics +5, Perception +5, Intimidation +3  
**Senses** passive Perception 15  
**Languages** Common  
**Challenge** 3 (700 XP)      **Proficiency Bonus** +2

**Brutal.** The berserker can deal a critical hit on a 19 or 20 melee attack roll.

**Berserker Frenzy.** When the berserker starts its turn below half its hitpoint maximum, the berserker gains resistance to all damage until the start of its next turn.

**Retaliation.** When the berserker is hit with a melee attack, it can use its reaction to make a greataxe attack against that creature.

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls until the start of its next turn but attack rolls against it have advantage for the duration.

**Relentless.** When the berserker starts its turn with 0 hit points, it can make a DC 10 Constitution saving throw. On a successful, it regains 1 hit point. For each successful saving throw, the DC for this feature increases by 5. This DC resets after a long rest.

### Actions

**Multiattack.** The berserker can make two greataxe or longbow attacks.

**Greataxe.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, 150/600 ft. one target. *Hit:* 7 (1d5 + 2) damage.

## WILDLING SAURIAN RIDER

Medium humanoid, varies

**Armor Class** 15 (Unarmored)  
**Hit Points** 51 (6d8 + 18)  
**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	9 (-1)	16 (+3)	9 (-1)

**Saving Throws** Str +5, Con +5  
**Skills** Athletics +5, Perception +5, Intimidation +3  
**Senses** passive Perception 15  
**Languages** Common  
**Challenge** 4 (1,100 XP)      **Proficiency Bonus** +2

**Brutal.** The berserker can deal a critical hit on a 19 or 20 melee attack roll.

**Charge.** If the rider moves at least 20 ft. on its turn while mounted, it can deal an additional 11 (2d10) slashing damage on its next battleaxe attack. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls until the start of its next turn but attack rolls against it have advantage for the duration.

**Battle Mount.** While mounted, the rider and its mount both take action on the same turn. The rider's mount can take its turn before or after the rider's turn.

**Mounted Flurry.** If the rider makes two melee weapon attacks against two different creatures on its turn, it can make an additional weapon attack against a third creature in range.

**Saddle Born.** While mounted, both the rider and its mount have advantage on saving throws. Upon failing a saving throw the rider and its mount take half damage

### Saurian Rider Actions

**Multiattack.** The berserker can make two greataxe or longbow attacks.

**Battle Axe.** *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit* 10 (1d12 + 3) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, 150/600 ft. one target. *Hit:* 7 (1d5 + 2) damage.

### Bonus Action

**Savage Mount.** The rider can use its bonus action to command its mount to use its reaction to make a melee weapon attack against that creature.

### Reaction

**Battle Bond.** While mounted, if the rider or its mount takes damage, the rider can use its reaction to split the damage between both targets.



REX REGUM, KING OF KINGS

## KING OF KINGS

*"It would be a legendary regicide to slay the King of Kings. Alas, even my appetite for big game isn't suicidal enough to push me to invoke his wrath. Not without help of course. When the king roars, the crater quakes."*

—Colonel Dunwaldr Ironhide of the Powder Corps

**Primordial Titan.** When the meteor that created Ferus Crater struck, it obliterated an ancient civilization that housed a titanic egg atop a holy ziggurat. Unbeknownst to its origins, the people of this culture believed the egg to host an infant god that would ascend the people to a higher form of being. With vested interest to protect the egg until it one day hatched, the people of this culture infused its shell with wards, rendering it invulnerable until the day it hatched. After the celestial fallout settled, the heat from the blast was enough to properly incubate the beast inside, thus unleashing the primordial titan into his new untainted kingdom.

**Tyrant of Tyrants.** The very presence of Rex Regum frightens lesser beasts, leaving him to be the incontestable apex predator of Ferus Crater. Unlike all other beasts in the crater, Rex Regum does not hunger. An aberrant property of his primordial physiology allows him to derive energy from sun alone, allowing him to rest peacefully beneath the Turquoise Lake for decades at a time, only emerging once every dozen or so years to roam, curious as to see if a worthy competitor has risen to contest his title.

**Cruel Ruler.** Because Rex Regum does not hunger, his only reason for killing is assumed to be for sport. With each assault on saurian herds or massacre of venator families, Rex Regum only works to hone his talents for slaughter. The praedari druids discovered this terrifying pattern, noticing that Rex Regum seldom consumes the carcasses of slain prey. The question became posed; if Rex Regum is only testing himself, what manner of beast does he anticipate fighting?

### REX REGUM'S LAIR

After each of the King of Kings' hunts, the super-predator returns to the depths of the Turquoise Lake where it will rest for a few decades. Treasure hunters who seek Rex Regum's lair will find it only populated with bones, for the real treasures never leave the behemoth's stomach.

### LAIR ACTIONS

On initiative count 20 (losing initiative ties), Rex Regum can take a lair action to cause one of the following magical effects, but can't use the same effect two rounds in a row:

- **Stampede.** Rex Regum's roar startles a nearby herd, causing a tide of beasts to stampede across the battlefield in a 30-foot by 100-foot rectangle at a point Rex Regum chooses within 300 feet of him. Creatures within that area must succeed on a DC 20 Dexterity saving throw or take 27 (5d10) bludgeoning damage.
- **Inspire Fear.** Until the next initiative count 20, all allied beasts within the lair are inspired by fear, causing them to have advantage on melee weapon attack rolls and causing attack rolls to have advantage against them.
- **King's Feast.** Rex Regum grabs one allied beast within 30 feet on him and devours them, regaining 27 (5d10) hit points and killing the beast.

### REGIONAL EFFECTS

The Turquoise Lake and much of the land around it is warped by the proximity to the slumbering titan, creating one or more of the following effects:

- **Flourishing Ecosystem.** All plant and beast life within 5 miles of the lair is magically enriched. Plants grow 5 times as fast whereas beasts are able to reach maturity in half the normal time.
- **Predatory Prescience.** Beasts within 1 mile of the lair become frightened and disoriented, as though constantly under threat of being hunted, and might lash out or panic even when no visible threat is nearby.
- **Growling Earth.** Occasional rumbles in the ground shake randomly within 1 mile of the lair. This rumbling can sometimes topple trees, cause rockslides, and spook herds.



## REX REGUM, KING OF KINGS

*Gargantuan monstrosity (dinosaur, titan), neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 396 (24d20 + 144)

**Speed** 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	22 (+6)	5 (-3)	13 (+1)	11 (+0)

**Saving Throws** Str +15, Dex +8, Wis +8, Cha +7

**Skills** Perception +8, Stealth +8

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

**Condition Immunities** charmed, frightened

**Senses** darkvisions 120 ft., passive Perception 18

**Languages** —

**Challenge** 24 (62,000 XP)

**Proficiency Bonus** +7

**Amphibious.** Rex Regum can breathe air and water.

**Apex Predator.** Rex Regum scores a critical hit on a roll of 18-20.

**Heightened Senses.** Rex Regum has advantage on Wisdom (Perception) checks.

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

**Siege Monster.** Rex Regum deals double damage to objects and structures.

### Actions

**Multiattack.** Rex Regum can use his King's Imposition. He then makes three attacks: one with his bite, one with his claw, and one with his tail.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 28 (3d12 + 8) piercing damage plus 13 (2d12) necrotic damage. If the target is a Large creature, it is grappled (escape DC 23). Until this grapple ends, the target is restrained, and Rex Regum can't bite another target.

If the target is a Large or smaller creature, it must succeed on a DC 20 Dexterity saving throw or be swallowed by Rex Regum. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside of Rex Regum, and it takes 28 (8d6) acid damage at the start of each of Rex Regum's turns.

If Rex Regum takes 30 damage or more on a single turn from a creature inside it, he must succeed on a DC 23 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the Rex Regum. If Rex Regum dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 20 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage and the target must succeed on a DC 20 Dexterity saving throw or be tossed up to 20 feet horizontally in a direction of Rex Regum's choice and land prone.

**King's Imposition.** Each creature of Rex Regum's choice that is within 120 feet of him and aware of him must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Rex Regum's King's Imposition for the next 24 hours.

### Bonus Actions

**Trample.** Rex Regum moves up half his speed towards a hostile creature he can see. Creatures that are within 10 feet of Rex Regum's path must succeed on a DC 23 Strength saving throw or be knocked prone.

**Atomic Breath (Recharge 6).** Rex Regum exhales a ray of pure radiation in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

### Legendary Actions

Rex Regum 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. Rex Regum regains spent legendary actions at the start of his turn.

**King's Decree.** Rex Regum commands one beast that is frightened by him and can hear him to expend its reaction to move up to its speed and attack a creature he chooses.

**Tail Swipe.** Rex Regum makes a tail attack.

**Earthshaking Stomp (Costs 2 Actions).** Rex Regum stomps the ground, sending a tremor through the earth. All other creatures on the ground within 60 feet of Rex Regum must succeed on a DC 23 Strength saving throw or be knocked prone. Creatures that are concentrating must make Constitution saving throws to maintain concentrating with disadvantage.

**Call For Aid (Costs 3 Actions).** Rex Regum calls for ancient beasts to protect him. Rex Regum summons 1d6 + 2 *pteranodons*, 1d3 + 1 *deinonychuses*, or 1 *tyrannosaurus rex* that appear on initiative count 20 in unoccupied spaces within 120 feet of Rex Regum. Rex Regum can have up to 10 pteranodons, 6 deinonychuses and 2 tyrannosaurus rexes summoned by this ability at a time. The dinosaurs treat Rex Regum as an ally and last until they are reduced to 0 hit points, Rex Regum goes back into his lair, or until Rex Regum dies.

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Sincerely, *Carson H.*

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