



**THRONE OF THE
DEVOURER**

6TH, 11TH, 16TH LEVEL
NOTES OF THE DIVINE PART IV

“ANGEL DELIGHT: A FEAST FOR KINGS”



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INTRODUCTION

Throne of the Devourer is a 5th-edition hunt optimised for four characters with an average party level of **6**, **11**, or **16**. Characters who complete this hunt should earn enough experience to progress one-quarter of the way to 7th level, or one-third of the way to 12th or 17th level. A raging supernatural war has turned a pristine island into a charred nightmare landscape. Its once-tranquil rivers now run red with demon blood, and the skies are ablaze with the fires of a heavenly host—both armies determined to bring down a deranged king with a taste for celestial flesh.

The characters travel to the island nation of Shai'taryn in an attempt to end a demonic siege. While travelling through the horrors of the destroyed kingdom, the party learns that the king feeds on the flesh of celestial beings in a bid for power to save his kingdom. The characters must fight through a scattering of demons to enter the citadel and then face off against the corrupted creature the monarch has become.

BACKGROUND

The paradise island of Shai'taryn has known peace and prosperity for generations under the gentle guidance of King Celarian the Benevolent and Queen Lysta the Wise. The kingdom was renowned for its spirituality and refusal to engage in the near-constant wars of neighbouring kingdoms. This policy of neutrality succored the Shai'tan, as its people are known; they were respected and left alone to their divine pursuits.

Vizier Farouz Ali, the king's chief advisor, coveted the divine power of the celestial beings the Shai'tan venerated and devised a scheme to obtain it for himself. For the first step in his plan, the vizier descended to the chasm that surrounded Dor'alon, the island's citadel, and opened a rift to the Abyss. From their realm of chaos and horror, the demons poured, and soon the island burned.

Alone due to their neutrality, no military ally deigned to help, and no angels answered the prayers of the Shai'taryn people. So desperate was King Celarian that he allowed Farouz to implement a drastic and heretical scheme, the second part of his treasonous plot. In a lofty tower of the citadel of Dor'alon, the king and the vizier summoned an angel, trapped it in a magical binding, and sequestered its divine spark in a flawless ruby.

The vizier transfused a fraction of this celestial power into the king and, in a blaze of radiant energy, Celarian sallied out of the nation's redoubt, tearing through the demonic hordes with his bare hands. As the tide of the war turned, the surviving refugees flocked to the citadel's spacious halls and caves, and the king created many wards repelling those of a fiendish nature. Seeing the power held in the blood-red gemstone, the traitorous vizier fled, taking with him the divine spark. Before long, the king's power faltered, and the demons surged with renewed bloodlust, sundering the wards and cracking the walls.

With no alternative, the king mobilised the Ruby Guard—loyal soldiers under the king's direct command—into a brigade of celestial hunters. Unicorns, pegasi, couatl, and countless others were captured, finding their end in the king's ravenous maw. When a forest demigod named Zaoldin attempted to stop the madness, he too was captured and his divine spark transfused into the king. Where the cries of dying Shai'tan and the slaughter of celestial beasts did not stir the passions of the angels, this singular act brought forth a celestial host intent on vengeance and the king's demise.

With each mouthful, the king's wards were rejuvenated, his mind gained another fracture, and his body... changed. Queen Lysta, abhorred by the depraved acts of her husband, attempted many remedies, balms, and spells to restore him to no avail. She believes the changes to be irreversible and grieves his loss. Seeing no alternative, the mourning queen escaped the island, leaving Celarian alone and without counsel. Under the guise of priestess Gameela Haddad, Lysta journeys to find those that might help end Shai'taryn's desolation.

King Celarian and his soldiers still hold back the demon army, his wards—altered to also allay celestials—powered by near-constant consumption of still-living celestial flesh. Demons continue to spout from the portals, replenishing their numbers. Besieged by both angels and demons, the once idyllic nation is now a war-torn hellscape.

MOTES OF THE DIVINE

Before the events of *The Twilight Hunter*, *Flames of the Faithful*, and *Bones N' Roses*, CREO sought a source of power that would allow its creator, CRE, to implement the full scope of its ingenuity. Hearing of the divine and magical beings that abounded in Shai'taryn, CREO travelled there, but was disappointed to find only lesser celestials. However, the Shai'tan often espoused how their benevolent king took counsel with angels and, so, CREO devised a scheme.

First, CREO murdered Farouz Ali and changed its appearance to match that of the late vizier, taking his place in court. Next, it opened a rift to the Abyss, bringing about the cataclysm that begat Celarian's desperation, and joined the king in anguished prayers for aid. Finally, when none answered the king's call, CREO persuaded the king to use a Shai'tan heirloom to summon an angelic ally. Draining the celestial of its essence, they created a *mote of the divine*.

The king was CREO's first experiment, and its first failure. Though it managed to infuse the monarch with divine power, the Humanoid's chassis was too frail. Frustrated, CREO left the Shai'tan to their fate, seeking new subjects on which to experiment: a knight carrying the symbol of a rose, a hunter augmented by steel, and an elemental made of wax. None were successful, and so CREO returned to its creator, a being of untold creativity, deep within the Clockwork Arcadia.

SUMMARY

Here's a quick summary of the important information about this hunt:

- ♦ **Which Monster?** King Celarian has transcended into a deformed creature known as a celestial devourer and feasts on divine creatures for their power.
- ♦ **Monster's Motivations.** The forlorn king wishes to save his kingdom by any means necessary and has lost his humanity—and sanity—along the way.
- ♦ **Monster's Previous Actions.** Hunting down celestial beings and eating them to sustain his ill-gotten power.
- ♦ **Where's the Monster?** The throne of the celestial devourer is in the heart of Dor'alón Citadel at the centre of the island of Shai'taryn.

ADVENTURE HOOKS

Here are a few reasons your characters may be interested in travelling to Shai'taryn and facing the celestial devourer:

- ♦ **Curiosity: Otherworldly Invasion.** It is rare that angels and demons find themselves in the same place, and rarer still that they do so for any other reason than to slay one another. Something that has earned the ire of both abyssal hordes and celestial hosts is surely worth investigating. A

poster on the Loot Tavern's noticeboard from the Church of the Epyreal Solar proclaims it is gathering resources to send aid to the people of Shai'taryn. It describes how both celestials and demons are assaulting the last redoubt of the Shai'tan, the citadel of Dor'alón, and requests aid, be it gold, food, or fighters.

- ♦ **Morality: Angelic Slaughter.** Shai'taryn refugees are travelling through the region and telling all who will listen about the army of darkness that has claimed their island kingdom. The most horrifying accounts describe how their once beloved king has fallen from grace by slaughtering celestials in dark rituals. Gameela Haddad, a priestess among the refugees, pleads with any adventurers she can find at the Loot Tavern to help stop the slaughter. She calls upon them to use their power to defend the weak and bring justice to the island.
- ♦ **Compensation: A Divine Contract.** Many churches have signed an open petition offering a reward to anyone who can stop the mad King Celarian from slaughtering celestials in mass numbers. Though many adventuring parties were keen to receive gold and the blessings of gods, none have been successful, and fewer have returned to speak of their failure. The petition names priestess Gameela Haddad as the executor of this contract.

PRIESTESS GAMEELA HADDAD

The Shai'tan Queen, Lysta the Wise, was horrified to discover the monster that her beloved Celarian had become and fled the island under the guise of Gameela Haddad, priestess of the goddess of peace. Unwavering in her duty, she has been searching for any who might help end the demonic siege and stop her husband's cruelty.

As the main point of contact for this hunt, and guide through the island to the besieged citadel, Gameela shares the following helpful information:

- Demons began pouring through portals in the chasm that surrounds their island nation's redoubt: the citadel of Dor'alon.
- In an act of desperation, King Celarian conducted a dark ritual to absorb the divine power of a celestial. Using this new-found power, he warded the citadel against incursion by fiends, but has been driven mad by his blasphemous act.
- When the king devoured a celestial demigod, a host of angels joined the siege of Dor'alon.
- To maintain the wards, the king consumes the still-living bodies of celestials incessantly.
- The celestials are duty bound to rid Shai'taryn of any fiends they see. She believes that if they can be satiated by the death of the king, they will fulfil this duty.

GAMEELA HADDAD

Humanoid (elf), queen/priestess, she/her

Personality. Stoic, patient, resolute. Though kind, she is able to make hard choices.

Appearance. Long silver hair, pale skin, deep emerald eyes. Wears finely cut gold-and-white robes that have seen better days.

Desire. To save her people and restore Shai'taryn.

Fear. That desperation will lead her to despicable and blasphemous acts.

"As leaders, we do what we must to ensure the safety of our people—but some lines must never be crossed. Journey before destination."

HUNT REWARDS PER PLAYER CHARACTER*

Hunt Level	Gold	XP**
6th	1,050 gp	2,500
11th	3,500 gp	4,800
16th	7,750 gp	10,000

*Regardless of which adventure hook you use, give the same rewards.

**Includes all monsters, traps, and puzzles, averaged for a party of 4.

SHAI'TARYN

The island of Shai'taryn was once a tropical paradise permeated by wondrous celestial beings. The Shai'tan revered these sacred creatures, maintaining large swathes of pristine tropical forests in which they made their homes. In return, these divine beings succored the Shai'tan: their harvests were always bountiful, the lost were guided home, and pirates knew better than to raid their shores. When Vizier Farouz Ali summoned the demonic hordes, the island paradise became a hellscape of fire and pain. Dor'alon, last bastion of the Shai'tan, stands at the base of a mountain before a landscape of charred forests, razed settlements, and scorched meadows.

GAMEELA HADDAD



REGIONAL EFFECTS

The celestial devourer's presence affects the area surrounding Dor'alon for miles. Refer to Appendix C (page 25) for more information on regional effects.

TRACKING

While the seas around Shai'taryn are placid and easily navigated, the journey from shore to citadel is dangerous and time-consuming. Though Gameela knows the land well, avoiding roving demon hordes makes the journey a more risky affair. The party are deposited on a beach in a small, sheltered cove, half a dozen miles from Dor'alon and, as the characters make their way across the island, they need three Tracking checks and one success to find their way to the citadel. Each check takes 1 hour of travel time, and a successful check results in a clue encounter (see Know Thy Enemy, page 7). These clue encounters can be in addition to or in place of normal narrative encounters. Failed checks result in a combat encounter; randomly determine which encounter from among Pot Luck, Aerial Assault, Fistful of Rubies, or The Heavens Strike Back encounters.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
6th	13	+5	5 (2d4)	20 ft.
11th	15	+7	10 (3d6)	40 ft.
16th	17	+9	21 (6d6)	60 ft.

POT LUCK

An enormous bronze bowl, previously used to hold oil in one of Shai'taryn's many lighthouses, has been brought to a village by a group of sadistic demons. A great fire has been lit beneath the bowl, and the half-dozen surviving villagers are treading water as the bowl's contents slowly heat. As the party approaches, they can hear the villagers' cries for help and see steam rising from the bowl.

Stealth. If the party was proceeding stealthily, have them make a **VDC Dexterity (Stealth)** check against the demonic scouts on the rooftops. On a failed check, the demons are prepared for the party and attempt to ambush them (**passive Stealth** equals **VDC**). The demons flee if half their number are slain.



SPIKETooth

Hotting Up. From the moment the party hears the villagers' cries for help (about 300 feet from the bowl), the party has **1 minute** before the water gets hot enough to deal damage. After this minute, any creature in the bowl takes fire damage on initiative count 20 of each round. The fire damage starts at **1** and doubles each round to a maximum of 8. There are six villagers, including one village elder (5 **commoners** (4 hit points) and 1 **noble** (9 hit points)).

APL Composition

6th	1 hell hound, 2 quasits, 1 vrook
11th	1 glabrezu, 3 hell hounds, 1 hezrou
16th	1 glabrezu, 2 hezrous, 1 nalfeshnee

AERIAL ASSAULT

Although the demons have some flying forms, they are not numerous enough to control the skies over Dor'alon, and so those that can fly have taken to patrolling the island looking for easy pickings. In a steep-sided, heavily vegetated valley, one such patrol catches sight of the party.

Tactics. The demons engage in hit-and-run tactics, aiming to grapple easy targets and drop them from great heights. If this tactic is foiled, they resort to dropping boulders (+**Vmod** to hit), dealing **Vdam** bludgeoning damage on a hit. An individual demon will flee when reduced to one-third of its hit points or fewer.

Composition. An abyssophan uses the **harpy** statistics, but has the Fiend (demon) type, and the damage and condition resistances and immunities of a **vrook**. A creature with the prefix 'flying' has a flying speed of **60 feet**.

APL Composition

6th	2 abyssophans ^o , 3 pitcrows*, 1 vrook
11th	1 flying hezrou, 1 murder of pitcrows*, 2 vrocks
16th	6 flying hezrous

^oUses modified statistics of another creature. *See Appendix C

FISTFUL OF RUBIES

The Ruby Guard are in the midst of hog-tying a captured unicorn to bring back to King Celarian. The party can choose to fight the guards or attempt to ally with them.

Combat. The guards surrender if half their number are slain. If any are allowed to walk free, the party is refused entry at the citadel's gate and must seek alternate entry.

Unlikely Allies. If the party succeeds on two **VDC** checks to convince the guards they're on their side, the guards let the party accompany them back to Dor'alon. These checks can be anything that makes sense, such as an Intelligence (Deception) or Charisma (Religion) check to convince the guards they know how best to butcher a celestial. En route to the citadel, the group is attacked by a host of enraged celestials (see The Heavens Strike Back).

APL Composition

6th	3 knights, 1 sorcerer*
11th	2 gladiators (AC 20; CR 6), 1 mage, 2 rangers*
16th	1 archmage, 2 assassins, 3 gladiators (AC 20; CR 6)

*See Appendix C



SUNJELLY

THE HEAVENS STRIKE BACK

With a flash of blinding light, a patrol of airborne celestials attacks the party. If the party is in the company of the Ruby Guard and their captive unicorn (see *Fistful of Rubies*), there is no chance of a parlay and there are twice the number of celestials in the patrol.

De-complicate. For the sake of simplicity, the GM can assume that the Ruby Guard fights the ‘doubled’ celestials and that all guards fall, while one celestial remains with half its hit points.

Parlay. A character can use its action to sheathe any weapons and make a **VDC Charisma (Persuasion)** check. On a success, combat pauses as the celestials take a moment to listen to the party. Any attack or spellcasting reignites combat. While combat is paused, the celestials interrogate the party; a second successful **VDC ability** check (any that makes sense) convinces them to leave the party alone, but never to help them.

Composition. Any non-Celestial creatures (marked with a superscript σ “^o”) have the Celestial type, and have the same damage and condition resistances and immunities as a **deva**. These creatures ride the pegasi.

APL	Composition
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6th	2 knights ^o , 2 pegasi
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11th	1 assassin ^o , 1 deva, 1 gladiator ^o , 2 pegasi
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16th	5 devas
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^oUses modified statistics of another creature.

FAIRY’S TOOTHBRUSH



UNIQUE FLORA & FAUNA

Though the island’s flora and fauna have been decimated by demon hordes, patches of the once-blessed landscape persist still. Here are some examples of the more intriguing things the characters can find on the island:

Sun Jelly. A sun jelly is similar in appearance to a minuscule jellyfish—but made of shimmering golden light and floating in mid-air instead of swimming through the sea. These benign creatures also lack the sting of their sea-faring counterparts. Their shimmering swarms drift around sweet-smelling grass or vegetation and emit a faint light, much like glow bugs. The duration of any item’s effect that creates light is doubled when a sun jelly’s ichor (component DC 10) is used as an additional crafting component.

Spiketooth. Despite their small size, these four-legged creatures possess thick white leathery hides, wide heads with short horns above the forehead, and oversized, rhino-like horned noses. Their beady eyes resemble cut sapphires embedded in their craggy faces, and large serrated teeth fill their massive jaws. While they appear ferocious, they are extremely playful and loyal, often bonding with young children. An annual festival—Prickleless—is held across Shai’taryn celebrating this bond.

Fairy’s Toothbrush. This sweet-smelling flower grows in and around forests home to Celestial or Fey creatures. Their trefoil-shaped petals range in colour from bright yellow (Celestial) to crimson (Fey), and they perfume the air with an intoxicating, cotton-candy-like scent. As the name suggests, a fairy’s toothbrush has abrasive petals that are often chewed to clean teeth, leaving them sparkling and freshening the breath of its chewer.

KNOW THY ENEMY

Shai'taryn holds many hints to the celestial devourer's nature that the characters can find while journeying to Dor'alon. As they make their way to the citadel, the party finds a recruitment poster bragging about the king's radiant sword, ash-covered children singing an interesting song while skipping rope, and a demon attacking a wounded celestial who escaped the king through the power of healing. Each encounter gives the characters a chance to learn the following information about the celestial devourer:

- The celestial devourer is protected from and has a blade that deals radiant damage.
- The king's type is now Celestial.
- Healing magic hurts the celestial devourer.

The GM can determine the order in which these clues appear to the characters on their journey through the scorched and desolate island.

CLUE 1: RADIANT BLADE

The path towards the citadel leads through a charred forest that smells faintly of cooked meat. A blackened notice hangs from a warped iron waymarker and bears a seal of crimson wax. "The Ruby Guard," Gameela mutters, "the king's own troops". Under an image of a winged monarch holding a glowing, golden sword are the words, "Citizens! King Celarian calls for your assistance! Exchange celestial fat and liver for gold at Dor'alon!"

Give the players a copy of Handout 5.1 Celarian's Call. A character that succeeds on a **DC 11 Wisdom (Survival or cook's utensils)** check recognizes that the combination of celestial fat and liver can be cooked to make a variant of the magical meal *gobbois gras*. A successful **DC 13 Intelligence (Religion or cook's utensils)** check recalls that these ingredients confer the ability to damage celestials and absorb radiant damage to any imbiber. A **DC 15 Wisdom (Perception)** check notices that the king's blade appears to be covered in radiant energy.



HANDOUT 1. CELARIAN'S CALL

CLUE 2: ANGEL KING

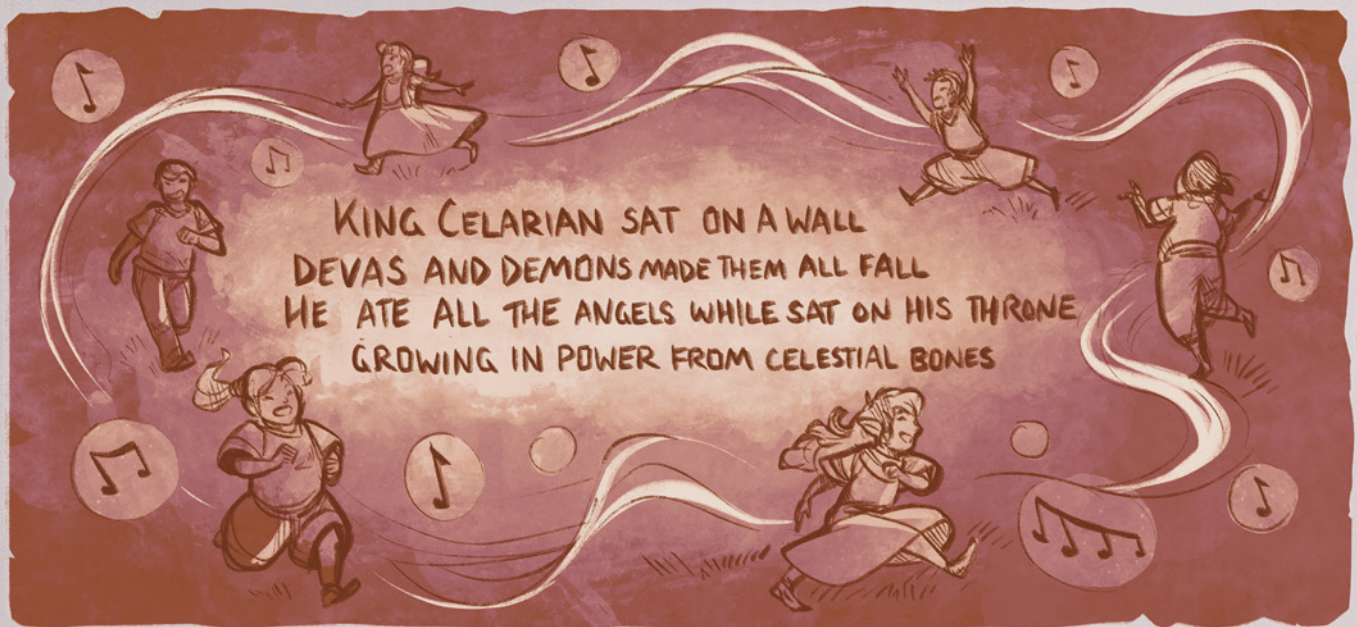
Travelling across the island, you pass through meadows filled with ash, cinders, and the crumbled remains of villages echoing with the silence of the dead. As you edge around the outskirts of one of these ghost towns, you hear the sound of children singing just before they come into view. A trio of ash-covered children is chanting while skipping rope behind a burned-out farmhouse.

If the characters attempt to speak to or interact with the children, they instantly scream and dash away in fear. The skipping song they were singing is in Elvish, and if there isn't a character that understands, Gameela translates for them in a sing-song voice. The song goes as follows:

“King Celarian sat on a wall,
Devas and demons made them all fall.
He ate all the angels, while sat on his throne,
Growing in power from celestial bones.”

FROM THE MOUTHS OF BABES

Gameela doesn't recognize the song and states it must be new. A character that succeeds on a **DC 15 Intelligence or Wisdom (Arcana or Religion)** check determines that the rhyme references King Celarian consuming angels, which has changed his morphology in some way. A character who exceeds the DC by 5 or more posits that he may, himself, be Celestial now.



HANDOUT 2. RUMOURS &
RHYMES

CLUE 3: HEALING VULNERABILITY

Thunderous cries of battle can be heard from just up ahead, and two massive figures locked in combat come into sight a moment later. A golden-skinned humanoid with shredded wings is crossing swords with a red-scaled demon that oozes a noxious gas from its skin. The battle rages for just a few seconds before the angel's sword slips past the demon's defence and into its black heart, disintegrating it in a blast of golden light. However, the demon's magic has done its work, and the celestial collapses to the ground as its skin begins rotting and sloughing off in bloody chunks.

HANDOUT 3. HEALING INVERSION

The dying celestial is a **deva** named Orphamiel who recently escaped Dor'alon. He doesn't have much longer to live as the demon's magic is killing him and can't be stopped by any means short of a *wish* spell. A successful **DC 15 Charisma (Persuasion)** check calms him enough to trust the characters and pass along the following useful information:

- King Celarian captured a demigod named Zaoldin, who Orphamiel tried to rescue.
- The celestials will pay the demons little heed until the king is slain.
- Celarian granted Orphamiel an audience, allowing him to bypass his wards.
- Orphamiel attempted to cure the madness infecting the king, but Celarian's skin burst into black and gold flames at the touch of his healing magic.
- He used every iota of healing magic he had, receiving only pained screams in return, and fled while the king was weakened.



THE BATTLE AHEAD

Once the party reaches Dor'alon, they have a chance to rest and prepare using the clues they gathered. When they choose, the characters can try and enter the citadel, triggering the boss battle. The battle is divided into three distinct phases called waves that each introduce new challenges and difficulties. In the first, the characters fight their way through demons to cross the bridge to the main gate. In the second, the party fights the king's Ruby Guard, and in the third, the king himself.

The Demon Portal. The aim of this hunt is not to close the demon portal. That happens anyway once the king is defeated (see Aftermath, page 19). Portraying the gorge as teeming with demons and pockmarked with floating rifts can help ward players off this course of action. If a creature attempts to enter the gorge, you can have them fall through a rift (see Hazard: Ethereal River, page 12), or take **Vdam**

cold, fire, or lightning damage from the maelstrom of magic in the rift. In addition, a creature that starts its turn in the gorge or moves there for the first time on a turn must make a **VDC Dexterity saving throw**, taking **Vdam** piercing damage on a failure, or half as much damage on a success.

DOR'ALON CITADEL

Dor'alon Citadel was the shining jewel of Shai'taryn. Its gleaming towers, delicate minarets, and lace-like crystal arches were a sight that even the gods smiled upon with approval. Surrounded by a moat-like chasm and sporting high walls, Dor'alon has been both palace and redoubt for the Shai'tan. Blood, ash, and the ruins of fallen towers now litter the blackened waste at its feet; time is running out before it crumbles entirely.

The heavenly forces seeking to avenge the slain demigod continue to be rebuffed or captured by King Celarian. The demonic horde that ascends the chasm by way of jagged metal ladders pound in disorgan-



ised clumps at the wall, attacking those angels who descend too close. A spectral river of ethereal energy surrounds the citadel, flowing between rifts that pockmark the chasm, swallowing those that fall into their flow before ejecting them in some other location. The Ruby Guard rain arrows upon these attackers from warded ramparts that ring the citadel.

Helping Hand. While Gameela (**priest**) doesn't join the characters directly, she guides them to the citadel and finds safe refuge whenever combat occurs. At any time during the battle (GM's discretion), she can give or administer a *potion of healing* (normal, greater, or superior at 6th, 11th, or 16th level, respectively) to a character or cast *lesser restoration* or *dispel magic* (+3 spellcasting ability modifier).

RUBY GUARD

The citadel is filled with the king's Ruby Guard, who descended into madness after exposure to the king's corrupting magic. They are devoted to their lord and occasionally slink from the citadel to capture celestials so that the king might sate his appetite on their still-living flesh. They are easily distinguished by their appearance: they share unnaturally gaunt faces, painfully wide smiles, and red tabards bearing the king's crest. Prolonged exposure to the king's corruption has granted them new traits.

Corrupted soldiers use the referenced creature's statistics with the following modifications:

- It is a Humanoid.
- Its alignment is Lawful Evil.
- It has **resistance** to radiant damage.
- It is **immune** to the charmed condition.



REST & PREPARATION

As the party draws within sight of Dor'alon Citadel's walls—which are easily 200 feet high—Gameela guides them towards the remnants of a burned church. A *hallow* spell protects the ruin from any roving demons. This location provides the characters a place to rest and prepare for the coming battle; the players can act on the clues they learned by preparing new spells, changing item attunement, and discussing tactics.

ENTERING DOR'ALON

Compared to the scale of the three battling armies—all of whom are focused on one another—the party is small and easily ignored. Gameela points out the main gate, accessed by a crumbling bridge, stating it's the only way to enter.

To kick off the first wave, read aloud or paraphrase the following:

The great citadel of Dor'alon stands against the high mountains behind it, a final redoubt for the Shai'tan. Its silvery towers are decrepit, cracks web the thick walls, and demons crawl from its moat-like chasm. Above, a crimson sky roils with fiery fiends and blood-spattered angels; a whirlwind of blades and fire that would surely eviscerate any that try to fly through it. Dor'alon's defenders fire arrow after arrow down onto the assailants, protected behind the fortress's wards. An ethereal river of light flows underneath the bridge, carrying jagged boulders like leaves along a lazy stream.

Directly ahead is a crumbling bridge leading to the citadel's main gates. A small mob of demons picks through corpses, but the chaotic flow of battle has left this pathway remarkably undefended.

Most of the demons on the bridge are focused on the citadel defenders and miss the characters as they sneak past. A few demons notice the party and attack with fury as they cross the bridge.

WAVE 1: BESIEGED BRIDGE

The party must break through a small contingent of demons to reach the front gates. At the gate, Gameela speaks a passcode, causing the defenders within to grant passage. This wave uses Map 1. Dor'alon Bridge (page 13).

Hazard: In the Shade. The archers on the citadel's walls indiscriminately fire their arrows at regular intervals onto the bridge. On initiative count 20 (losing ties), each creature on the bridge must succeed on a **VDC Dexterity saving throw** or take **Vdam** piercing damage. A creature wielding a shield can use a bonus action to raise it above itself and gain **advantage** on its saves until it lowers it (no action required).

Hazard: Ethereal River. Flowing beneath the citadel's bridge is a stream of ethereal energy. A creature that falls into this river must make a **VDC Charisma saving throw**, taking **Vdam x 2** psychic damage on a failed save, or half as much damage on a successful one. Success or failure, on initiative 0 of that round, the creature is deposited back onto the bridge where it lands **prone**.

Hazard: Warring Skies. The skies above the citadel are thick with angels, arrows, and magic. A creature that flies more than **90 feet** above the ground around the citadel must make a **VDC Dexterity saving throw** every 10 feet that it flies. The creature takes **Vdam** piercing damage, **Vdam** slashing damage, and **Vdam** fire damage on a failed save, or half as much damage on a successful one.

ENEMIES

The enemies in this section are Fiends from the demonic army. Each enemy has the Fiend (demon) type instead of its normal type. It gains **resistance** to the following damage types in addition to any resistances and immunities it has: cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks.

Level 6. At 6th level, the wave 1 combatants are:

- 5 dustwretches (**dust mephits**; CR 1/2)
- 1 **vrock** (CR 6)

Level 11. At 11th level, the wave 1 combatants are:

- 4 **hell hounds** (CR 3)
- 1 **vrock** (CR 6)
- 1 **hezrou** (CR 8)

Level 16. At 16th level, the wave 1 combatants are:

- 2 **vrocks** (CR 6)
- 3 **hezrous** (CR 8)
- 1 **glabrezu** (CR 9)

TACTICS

The demons are bloodthirsty, fighting without any sense of self-preservation and often taking risks that may injure themselves in exchange for dealing more damage to the party.

Development. A new wave of the same demons will approach the party if the characters linger or engage with the demons beyond the initial wave. Gameela strongly encourages them to reach the gate as soon as possible.

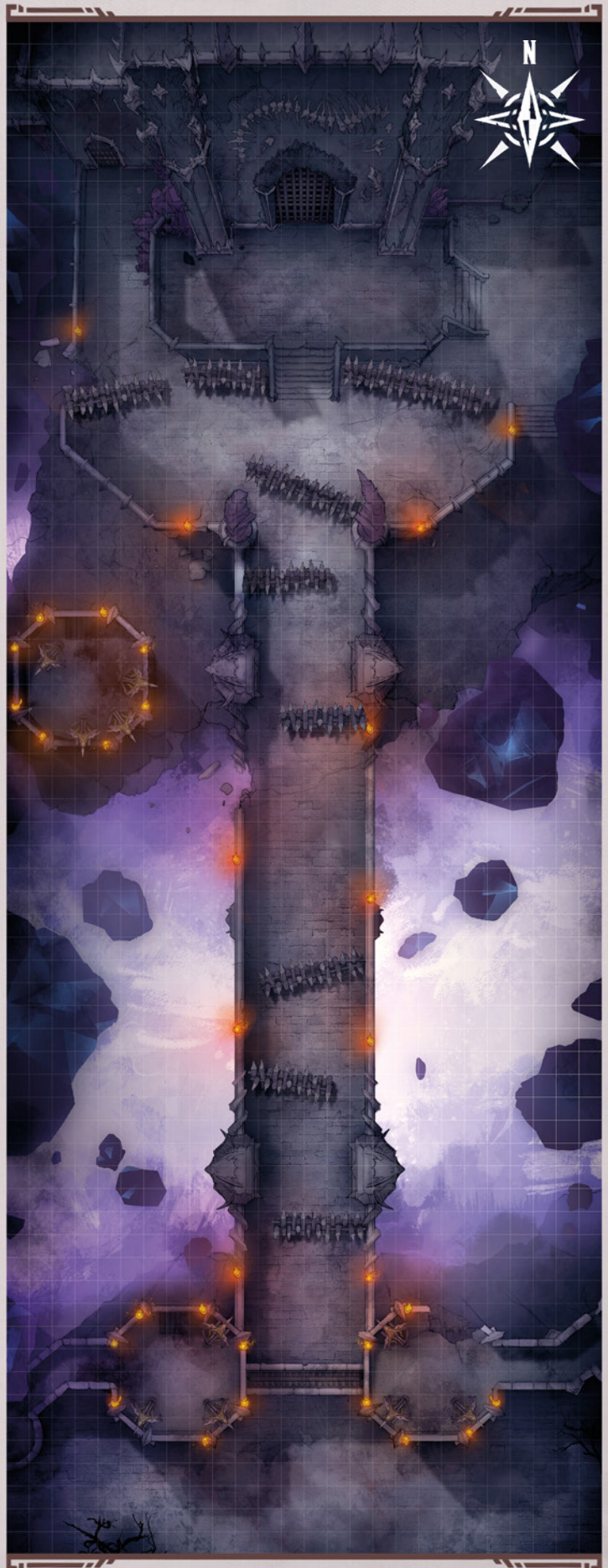
END OF WAVE

The wave ends when the characters pass through the citadel's pedestrian gate. Gameela speaks through the door to the guards, stating the party has "celestial meat for the king," and the guards open the door to let them inside. The guards reseal the iron gate with metal bars before Gameela casts *sleep* to knock them unconscious and leads the party towards the throne room.

1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 1. DOR'ALON BRIDGE



WAVE 2: CELESTIAL SLAUGHTERHOUSE

The second wave occurs in a throne room with a bridge that mimics the citadel's main gate bridge. Corrupted soldiers are in the process of dismembering a small herd of pegasi for the monarch to devour. This wave uses Map 2. Dor'alon Throne Room on page 15.

ROLEPLAYING THE CELESTIAL DEVOURER

King Celarian firmly believes that what he is doing is for the good of the kingdom, and he is righteous in taking the steps necessary to protect his people.

His pride and desire to push himself past the tipping point have resulted in his inevitable decline into madness, but he is oblivious to this fact. In his enthusiasm, he believes that the gods refused to help his kingdom out of jealousy, so he must become a new god to set things right. His machiavellian worldview is his justification for the atrocities he commits, and he sees any who dare to challenge that perception as enemies of the crown.

THE BUTCHER'S THRONE

The majority of Dor'alon is crumbling, and the few remaining sections are barely being held together by King Celarian's power. To maintain the magical wards and protections, the king requires a constant stream of celestial flesh and blood to consume. His throne room has become the central hub to control the wards and a slaughterhouse to prepare the celestials for consumption.

Hazard: Protection Wards. A modified *hallozw* spell protects the **60-foot-radius area** around the throne (**spell save DC is VDC**). The spell is held in place using two crystals embedded into pillars flanking the bridge (marked on the provided map with an 'X'). The crystals have an AC equal to the **VDC**, hit points equal to **Vdam x 2**, and **immunity** to poison and psychic damage. Destroying the crystals ends the protection spell. While active, the area's effects are as follows:

- The ward prevents Fiends and Celestials from entering, unless permitted by the king.
- **Tongues:** All creatures can communicate with any other creature in the area, even if they don't share a common language.
- **Protection from Good:** Good-aligned creatures have **disadvantage** on attack rolls while in the spell's area of effect.

- **Courage:** Evil-aligned creatures have **immunity** to the **frightened** condition while in the spell's area of effect.

Hazard: Endless Well. The ethereal tears and rips that buffet the exterior of the citadel (see Hazard: Ethereal River, page 12) have also made their way into the throne room. A creature that falls off the bridge falls through these rips until, on initiative 0 of that round, they are jettisoned from a random spot in mid-air above the bridge, taking **Vdam** bludgeoning damage and falling **prone** in an unoccupied space on the bridge.

Once the characters open the door to the throne room, read aloud the following:

The massive doors swing open on screaming hinges, revealing a nightmarish scene on the other side. The stench of rot and death rolls out of the darkened chamber, and the group of malformed creatures inside turns to stare in silence, bloody knives held in their clawed grips.

An enormous throne occupied by an equally massive king sits at the end of a long bridge that spans a pit of light-devouring darkness. Stacks of partially-chewed body parts litter the floor around Celarian, whose eyes flicker with obvious madness. Just within the doorway stands a small group of blood-covered soldiers butchering a trio of restrained winged horses. A pegasus' eerie scream rends the silence as a soldier carves a ragged piece of meat from its flank, presenting it to the king.

As soon as the party are noticed, they are warned to leave the chamber. If they do not, or they are first noticed having already crossed the throne room's bridge, wave 2 begins and the soldiers attack.

Development. Three **pegasi** (each with 20 hit points remaining) lay on their sides, **restrained** with thick ropes around their wings and hooves. A character within **5 feet** of a pegasus can use an action to make a **VDC Strength (Athletics)** check, releasing the pegasus from all restraints on a success. While a pegasus can't enter the area surrounding the throne unless the party destroys the wards (see Hazard: Protection Ward, above), they become fierce allies to the character that releases them from their bonds.



1 SQUARE = 5 FEET

CARTOGRAPHER:
CZE & PEKU

MAP 2. DOR'ALON THRONE
ROOM

ENEMIES

The corrupted soldiers (see Ruby Guard sidebar, page 11) are gathered on the southern platform in front of the chamber's entrance.

Level 6. At 6th level, the wave 2 combatants are:

- 2 corrupted **priests** (CR 2)
- 3 corrupted **knights** (CR 3)

Level 11. At 11th level, the wave 2 combatants are:

- 2 corrupted brutes (**gladiators**; CR 5)
- 2 **shield guardians** (CR 7; bound to the celestial devourer)

Level 16. At 16th level, the wave 2 combatants are:

- 3 corrupted brutes (**gladiators**; CR 5)
- 2 corrupted executioners (**chain devils**; CR 8)
- 1 **stone golem** (CR 10)

TACTICS

The corrupted soldiers crowd the entryway and bridge to block the party's access to the other side. The celestial devourer watches the battle dispassionately unless he is targeted by a player character.

END OF WAVE

This wave ends once one of the following events occurs:

- All enemies are reduced to 0 hit points.
- The protective wards are destroyed.
- The celestial devourer is attacked, damaged, or forced to make a saving throw by one of the player characters or their allies.

Wave 3 begins on initiative count 0 of the round when the end of wave 2 is triggered.



WAVE 3: THE CELESTIAL DEVOURER

When it becomes clear the characters are an actual threat, the celestial devourer and his two personal attendants enter the battle. This wave is extended further once the celestial devourer activates his mythic trait. This wave uses Map 2. Dor'alon Throne Room on page 15.

Throne Room Hazards. For this wave, continue using the hazards described in The Butcher's Throne, page 14.

Lair Actions. The celestial devourer's presence has infused his throne room with dark power, allowing him to manipulate his lair as an extension of himself. Refer to page 25 for more information.

Once the wave begins, read aloud the following:

Lurching from the throne, the bloated monarch draws a blade thrumming with golden energy. His free hand, caked in congealed blood up to his elbow, pulls back the matted strands of his silver hair, revealing a face indignant with rage. "You stain these sacred halls with your filth, heathens! You stand before your king and god! BEND YOUR KNEES!"

A golden glow erupts from his eyes as pulses of light peel off him in expanding waves. Divine presence fills the air but is tinged with corruption that leaves your mouth filled with the taste of rancid meat and your nostrils with the stench of soured milk. A pair of figures rush from the shadows on either side of the throne, weapons raised towards you.

ENEMIES

The corrupted soldiers (see Ruby Guard sidebar, page 11) are flanking either side of the celestial devourer on his throne.

Level 6. At 6th level, the wave 3 combatants are:

- 2 corrupted warriors (**animated armors**; CR 1)
- 1 **celestial devourer parvus*** (CR 7)

Level 11. At 11th level, the wave 3 combatants are:

- 1 corrupted **knight** (CR 3)
- 1 **flesh golem** (CR 5)
- 1 **celestial devourer medius*** (CR 12)

Level 16. At 16th level, the wave 3 combatants are:

- 1 **flesh golem** (CR 5; doesn't have the Aversion of Fire trait)
- 1 corrupted executioner (**chain devil**; CR 8)
- 1 **celestial devourer magnus*** (CR 16)

*See Appendix C

TACTICS

The celestial devourer uses his Teleport legendary action to traverse the chamber at will and he avoids melee-oriented characters. He targets spellcasters and ranged combatants with his Decaying Blast. The Ruby Guard support him as a tactical team, positioning themselves between melee characters and the king, where possible.

Development. Once the celestial devourer enters his mythic state, read aloud the following:

The king's massive frame shudders, and his flesh begins to flow and bubble like boiling water. "You cannot break me," he growls. "The gods are complacent fools, and their mewling sycophants are nothing more than meat for the grinder."

His flesh erupts, appendages pull themselves through the skin of his back, leaving bloody rents that shed beams of golden light. They twist to form macabre wings made of hands and gore-covered tissue. As tears of blood pour from his golden eyes, the king smiles. "You are but dust to a being such as I, and... you... will... PERISH!"

After activating his mythic trait, the celestial devourer uses his Convert mythic action to charm characters to join his side. He uses his wings to grapple characters and teleports them above the chasm, releasing them into the pit (see Hazard: Endless Well, page 14).

END OF WAVE

This wave ends once the celestial devourer is reduced to 0 hit points while his mythic state is active. Once this occurs, read aloud the following:

With a heaving cough, a stream of thick, black blood pours from the king's mouth. He falls to his knees while his appendage wings flail wildly, seeking to grip and crush anything nearby. "This... no... this cannot be... I must protect them... I am holding the darkness at bay! I cannot die!" he wails while his body convulses further.

Gameela quietly steps from the shadows as she gently shakes her head. Tears stream down her face as her voice cracks with anguish. "No, Celarian... my love. You have become the darkness. This sickness must end with you." The king's eyes grow wide at the sound of her voice. "Lysta...? My queen...?" he manages to whisper just before his twisted wings wrap around his body and tear him into bloody pieces. Golden light builds within the dying king with every chunk of flesh ripped off his bones and every scream that erupts from his throat until that, too, is torn away.

Each creature in a **20-foot-radius sphere** centred on the celestial devourer must make a **VDC Dexterity saving throw** as he explodes in a gory flash of fire and golden light, taking **Vdam** radiant damage on a failed save, or half as much damage on a successful one.

Read aloud the following if this hunt follows the optional story arc (see Motes of the Divine sidebar, page 2).

A blinding light bursts from within the king's chest, burning through his flesh and charring his bones as it blasts a hole through the chamber's roof. The pressure of a divine presence smothers you, pushing the air from your lungs and hitting you with a brief flash of vertigo. The light and presence fade away, leaving only the bloody and charred husk of the king on the ground with Lysta kneeling beside it with tears in her eyes.

The light seen leaving the king is the fragment of the divine spark that the false Vizier Farouz Ali implanted. This spark is from the same energy taken from the imprisoned angel that CREO (often disguised) used to engineer the other creations the characters faced in previous hunts.

OPTIONAL ENDING: ANGELS & DEMONS

If you are running this as a one-shot adventure, you may wish to create an overly dramatic event when the celestial devourer has finally been defeated. For example, when the magic shielding the citadel from the demons and celestials outside fails, the two armies begin to tear the structure apart. The characters must successfully complete a series of saving throws in order to navigate their way past falling debris, avoid falling into the ethereal river, and make their way across the bridge safely before it collapses. Run the final flight as follows:

First Save. The ceiling of the throne room begins to collapse under the weight of the enemy attacks, and debris begins to fall. Each creature must succeed on a **VDC Dexterity saving throw** or take **Vdam x 3** bludgeoning damage.

Second Save. The floor begins to collapse as the ethereal river pulls the citadel apart from below. Each creature must succeed on a **VDC Strength saving throw** to avoid being pulled into a tear and teleported to a random location on the Ethereal Plane.

Third Save. The main entry bridge is collapsing into the ravine below, and the angels and demons still fill the sky (see Hazard: Warring Skies, page 12). Each creature racing across the bridge must succeed on a **VDC Constitution saving throw** or fall into the sinkhole as the citadel collapses on top of them, taking **Vdam x 10** bludgeoning damage.

AFTERMATH

After defeating the celestial devourer, his corrupting magic disappears along with the shields protecting the citadel. Here is a breakdown of the developments that can occur after this adventure:

- With the defeat of the celestial devourer, the angels' lust for vengeance is satiated and they attack the demons, sending them back to the Abyss from whence they came and closing the portals.
- Queen Lysta explains and apologises for her deception and thanks the party for their role in saving what remains of the kingdom. She offers the characters any reward previously agreed upon and her eternal gratitude for protecting her people.
- The queen awards each character a Divine Sun medal, the highest award in the Shai'taryn military. Any Shai'tan loyal to the crown who sees this medal will render aid to its bearer.
- Ransacking Farouz Ali's room results in discovering notes that detail the vizier's plot to twist the king and use him to summon and trap a celestial.
- Queen Lysta places a bounty on the vizier's head and offers the contract to the characters if they wish to find the missing vizier.
- Queen Lysta takes command of the few remaining Shai'tan and begins the slow rebuilding of the island. Decades later, it is once again a safe refuge for all manner of creatures and, while the Shai'tan adhere to their policy of neutrality, they house a standing army in newly built strongholds, ready to repel another invasion.

CRAFTING

The following unique items can be crafted from the celestial devourer's components.

CELESTIAL DEVOURER CRAFTABLE ITEMS

Item	Item Type	Rarity	Attunement	Components	Essence	Value*
Clutching Crown	Wondrous item	Rare	Required	Celestial (devourer) bone	Robust	2,500
		Very rare			Potent	10,000
		Legendary			Mythic	58,000
Grasping Mantle	Wondrous item	Rare	Required	Celestial (devourer) skin	Robust	2,200
		Very rare			Potent	9,500
		Legendary			Mythic	54,000
Hand of the King	Weapon (any sword)	Rare	Required (Spellcaster)	Celestial (devourer) brain	Robust	3,000
		Very rare			Potent	10,800
		Legendary			Mythic	64,000

*This is the 'off-the-shelf' purchase cost and can vary significantly from the crafting cost.

TREASURE

An unlocked treasure chest behind the throne contains a small sum of gold, presumably for paying for the celestial products the king had been consuming. Queen Lysta deducts any treasure taken from the chest from the reward given to the players.

TREASURE

Hunt Level	Coins	Gems
6th	2d6 x 100 gp	2d4 x 25 gp
11th	3d6 x 150 gp	2d4 x 100 gp
16th	4d6 x 200 gp	2d4 x 500 gp

HARVESTING

The following unique components can be harvested from the celestial devourer, in addition to those normal for a celestial. The food component for the unique recipe is a *Celestial (devourer) hand* (flesh).

CELESTIAL DEVOURER HARVEST TABLE

Component DC	Components
5	Hand ^{E+} (20)
10	Bone (10)
20	Brain (1), skin (1)

APPENDIX A - MAGIC ITEMS

CLUTCHING CROWN

Wondrous item, very rare (requires attunement)

Component: Celestial (devourer) bone

Deeply uncomfortable by design, this crown torments its wearer with the constant drumming of skeletal fingers on metal, which echoes in the ears in an unnatural fashion. Occasionally, the sharp thumbs of its osseous claws cut the wearer's skin in a sadistic caress that absorbs the droplets of blood they draw.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn. The veil on the crown gives other creatures **disadvantage** on Wisdom (Insight) checks made against you, without hindering your vision.

Touch of the Grave. While wearing this crown, you can cast the *chill touch* cantrip (**2d8** damage, **+6 to hit**)

at will. When you cast this cantrip, you can expend up to **4** charges to empower it in one of the following ways:

- **Many Hands.** For each charge expended, you can target one additional creature with the cantrip.
- **Grasping Hands.** For each charge expended, a target that is hit by the attack takes an additional **2d8** necrotic damage and, if you expended at least 2 charges, the target is also restrained until the end of its next turn; if you expended at least 4 charges, the target is also **paralysed** until the end of its next turn.

Rare variant: Reduce the attack bonus to **+5**. You can only expend up to **2** charges at a time.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the attack bonus to **+7**.



GRASPING MANTLE

Wondrous item, very rare (requires attunement)

Component: Celestial (devourer) skin

The soft rustling of fingers on fur is an ever-present distraction for the wearer of this cloak, as the many hands on the mantle move with a will of their own, grasping at its red velvet and caressing all they can reach in disturbing and uncomfortable ways.

This item has **6 charges** and regains **1d6** expended charges daily at dawn.

Helping Hands. While wearing this cloak, you can cast the *mage hand* cantrip at will, or expend **2 charges** to cast the *arcane hand* spell (**save DC 16**). When either spell is cast in this way, the hand it produces is always somehow wrong: it might lack fingernails, have extra fingers, or have its thumb on the opposite side. In addition, when you cast the *arcane hand* spell using the cloak, it deals necrotic damage instead of force damage, you take **1d6** necrotic damage immediately

before you begin concentrating on the spell, and the spell has the following additional option that you can use as a bonus action.

Sapping Finger. The hand touches a creature within **5 feet** of it with one finger, attempting to drain it of energy. The target must succeed on a **Constitution saving throw** or fall **prone** and have its speed reduced to **0 feet** until the end of its next turn.

Rare variant: Reduce the charges to **4**, the recharge to **1d4**, and the **DC** to **15**. Increase the damage you take when you cast the *arcane hand* spell to **1d8**. Remove the Sapping Finger option from the Helping Hands property.

Legendary variant: Increase the charges to **8**, the recharge to **1d8**, and the **DC** to **17**. Reduce the damage you take when you cast the *arcane hand* spell to **1d4**.





HAND OF THE KING

Weapon (any sword), very rare (requires attunement by a spellcaster)

Component: Celestial (devourer) brain

When fresh blood is spilled on the pristine blade of this sword, its true, corroded appearance is unveiled, a reminder that a glamorous appearance doesn't guarantee noble intentions.

This item has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Decaying Smite. When you hit a creature with an attack using this sword, you can expend **1 charge** and one spell slot to deal necrotic damage to the target, in addition to the attack's damage. The extra damage is **3d8** for a 1st-level spell slot, plus **1d8** for each spell level higher than 1st, to a maximum of **7d8**. The damage increases by **1d8** if the target is a Celestial, to a maximum of **8d8**.

Eldritch Empowerment. You can hold this sword by the blade to use it as a spellcasting focus, taking **1d8** slashing damage when you do so, casting the spell out of the pointing finger on the hilt. When you do so, you can expend **1 charge** to cause the spell to be cast at one level higher (up to a maximum of 5th level).

Rare variant: Reduce the charges to **4**, the recharge to **1d4**, the damage dice of the Decaying Smite property to **d6s**, and the Eldritch Empowerment property's spell level maximum to 4th level.

Legendary variant: Increase the charges to **8**, the recharge to **1d6 + 2**, and the Eldritch Empowerment property's spell level maximum to 6th level.

APPENDIX B - SPELLS

BLINDING RADIANCE

4th-level evocation

Casting Time: 1 action

Range: Self (10-foot-radius sphere)

Components: V, S, M (a strip of magnesium)

Duration: Concentration, up to 1 minute

Class: Cleric, Paladin, Sorcerer, Warlock

Bright light erupts from your form and dazzles those around you. For the duration, you emit bright light in a **50-foot radius** and dim light for an additional **50 feet**. Each creature that moves within **10 feet** of you for the first time on its turn or that starts its turn there must make a **Constitution saving throw**. On a failure, a creature takes **3d10** radiant damage and is **blinded** until the start of its next turn. On a success, a creature takes half as much damage and isn't blinded.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by **1d10** for each slot level above 4th.

CAN'TRIP

Abjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

Class: Bard, Sorcerer, Warlock, Wizard

You temporarily tangle the Weave around a creature within range that you can see. Until the start of your next turn, each time the creature tries to cast a cantrip whilst this spell affects it, it must succeed on a **spell-casting ability** check against your **spell save DC** or waste its action (but not a spell slot). The spell ends if the target moves out of the spell's range.

The maximum level of spell inhibited by this cantrip increases when you reach 5th level (1st-level spells), 11th level (2nd-level spells), and 17th level (3rd-level spells).

MAGNETITE SHARD

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a piece of magnetite)

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see within range, where it detonates in an explosion of icy, metallic shards. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **4d6** cold damage and **3d6** piercing damage on a failure, or half as much damage on a success. Creatures made of a ferrous material or wearing ferrous armour have **disadvantage** on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by **1d6** for each slot level above 3rd.

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards a creature within range. Make a **ranged spell attack** against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

This spell's damage increases by 1d6 when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).



APPENDIX C - CREATURES

CELESTIAL DEVOURER

A wretched, mutated creature, a celestial devourer is borne of greed, gluttony, and pride. Though no pious clergy person would label a celestial devourer as ‘angelic’, they are physiologically and arcanically Celestial. Spells such as *detect evil and good* identify them as such and a *magic circle* impedes them the same as a deva or solar.

A Glutton’s Punishment. Consuming the flesh of celestials is no trivial affair. In small quantities, one might notice an enhancing effect: a buoying fortitude, an augmentation to one’s charisma, perhaps even the ability to detect the presence of good and evil. Regular consumption can see these boons turned on their heads: emaciation, a sinister twist to one’s smile that few trust, and a blind madness towards morals and ethics. When taken to excess, a mortal creature will usually die by their own wasting, through misadventure, or at the hand of a vengeful paladin. However, a creature in a position of power with access to other means of sustaining and protecting itself might undergo the full transformation to a celestial devourer.

Followers and Fanatics. A celestial devourer generates an infectious madness; a zealous entitlement that causes both them and their followers to believe it is worthy of godhood. Over time, their followers’ lose their kindness and mercy, becoming cruel sycophants. They develop an innate resistance to radiant damage and they can’t be charmed, such is their adoration for the devourer they serve.

LAIR ACTIONS

While the celestial devourer is in its lair, it can use the following lair actions. The saving throw DC and damage of the lair actions depend on the level of the adventure, as shown in the Variable Lair Action Statistics table.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam	Vdist
6th	13	+5	5 (2d4)	20 ft.
11th	15	+7	10 (3d6)	40 ft.
16th	17	+9	21 (6d6)	60 ft.

Lair Actions. On initiative count 20 (losing initiative ties), the celestial devourer can take a lair action to cause one of the following effects; the celestial devourer can’t use the same effect two rounds in a row:

Royal Reverence. An object of import within the lair—such as a throne, altar, or statue—releases a wave of divine energy. Each creature of the celestial devourer’s choice within **Vdist** of that object must succeed on a **VDC Constitution saving throw** or fall **prone** in supplication to the celestial devourer and gain 1 level of **exhaustion**.

Bolster Zealots. Followers of the celestial devourer that can hear his speech are suffused with fanatical energy and throw themselves into battle with reckless abandon. Until initiative count 20 on the next round, allies of the celestial devourer gain **advantage** on attack rolls, but attack rolls against them have **advantage**.

Radiant Burst. All lights that the celestial devourer can see flare with divine energy. Each creature within **20 feet** of a light source must succeed on a **VDC Constitution saving throw** or become **blinded** until initiative count 20 of the following round.

REGIONAL EFFECTS

The region containing the celestial devourer’s lair is warped by the infusion of his dark magic, creating one or more of the following effects. For the sake of this adventure, the lair is Dor’alon.

- Celestials that come within 1 mile of the lair feel an intense dread growing within them. A Celestial must succeed on a **DC 10 Charisma saving throw** at the end of each hour spent in the affected area. On a failure, it becomes **frightened** of the lair for **24 hours**. The effect can be removed earlier by a *greater restoration* spell or similar magic.
- Food spoils at twice the usual rate within 3 miles of the lair, and creatures within the affected area must eat and drink twice as much to be satiated.
- Vegetation within 6 miles of the lair grows twisted and blackened as if scorched by fire. Creatures born in the region are deformed and vulnerable to disease.

If the celestial devourer dies, the intense dread and food spoilage quickly fade in 24 hours. The deformed vegetation returns to normal over **1d10** days.

CELESTIAL DEVOURER PARVUS

Large celestial, Lawful Evil

Armour Class 14 (natural armour)

Hit Points 90 (12d10 + 24)

Speed 40 ft., fly 120 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Con +5, Wis +6, Cha +7

Skills Perception +6

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 16

Languages Celestial, Common, Elvish

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 7 (2d6) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 90 hit points, his Decaying Blast recharges, he regains any expended use of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 2,900 XP (5,800 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

Legendary Resistance (1/Day). If the devourer fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 7 (2d6) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +7, range 120 ft., one creature. *Hit:* 13 (2d8 + 4) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 15 Dexterity saving throw**, taking 14 (4d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 10 (3d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 15 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one Humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 15 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 14 Dexterity saving throw** or take 7 (1d8 + 3) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 14**).

CELESTIAL DEVOURER MEDIUS

Large celestial, Lawful Evil

Armour Class 16 (natural armour)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 120 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	18 (+4)	19 (+4)	20 (+5)

Saving Throws Con +7, Wis +8, Cha +9

Skills Perception +8

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 18

Languages Celestial, Common, Elvish

Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 13 (3d8) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 127 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 8,400 XP (16,800 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

Legendary Resistance (2/Day). If the devourer fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The devourer makes two Greatsword attacks and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 13 (3d8) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +9, range 120 ft., one creature. *Hit:* 23 (4d8 + 5) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 17 Dexterity saving throw**, taking 21 (6d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 14 (4d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 17 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one Humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 17 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 16 Dexterity saving throw** or take 9 (1d10 + 4) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (**escape DC 16**).

CELESTIAL DEVOURER MAGNUS

Large celestial, Lawful Evil

Armour Class 18 (natural armour)

Hit Points 152 (16d10 + 64)

Speed 40 ft., fly 120 ft. (mythic state only)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	19 (+4)	20 (+5)	21 (+5)	22 (+6)

Saving Throws Con +9, Wis +10, Cha +11

Skills Perception +10

Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened

Senses darkvision 120 ft., passive Perception 30

Languages Celestial, Common, Elvish

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Angelic Weapons. The devourer's weapon attacks are magical. When the devourer hits with any weapon, the weapon deals an extra 22 (5d8) radiant damage (included in the attack).

Feast of Kings (Recharges after a Short or Long Rest). If the devourer would be reduced to 0 hit points, his current hit point total instead resets to 152 hit points, his Decaying Blast recharges, he regains any expended uses of Legendary Resistance, and he can now use the options in the "Mythic Actions" section for 1 hour. In addition, the devourer's body morphs as a flurry of appendages erupts from his back to form grotesque wings. The devourer gains a flying speed of 120 feet. Award a party 15,000 XP (30,000 XP total) for defeating the devourer after he uses Feast of Kings.

Healing Weakness. Whenever a spell or other magical effect would restore hit points to the devourer, he doesn't regain hit points and instead takes necrotic damage equal to the number of hit points that would have been restored.

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

ACTIONS

Multiattack. The devourer makes two Greatsword attacks, and a Wing Strike attack if his Feast of Kings trait has been activated within the last hour.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 22 (5d8) radiant damage.

Divine Grasp. *Ranged Spell Attack:* +11, range 120 ft., one creature. *Hit:* 24 (4d8 + 6) radiant damage, and the target can't regain hit points until the start of the devourer's next turn.

Decaying Blast (Recharge 5-6). The devourer unleashes a blast of necrotic energy. Each creature within 30 feet of the devourer must make a **DC 19 Dexterity saving throw**, taking 28 (8d6) necrotic damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

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

Divine Sight. The devourer's eyes flash with golden light, and he gains truesight out to 60 feet until the end of his next turn.

Celestial Feast (Costs 2 Actions). The devourer pulls a piece of blood-covered, sparkling meat from a hidden pocket, consumes it, and regains 21 (6d6) hit points. The devourer then chooses one creature that he can see. The targeted creature is instantly bathed in a scintillating light and is freed from any curse, disease, poison, blindness, or deafness.

Royal Reach (Costs 2 Actions). The devourer uses Divine Grasp.

Teleport (Costs 2 Actions). The devourer magically teleports in a flash of light, along with any equipment he is wearing or carrying, up to 60 feet to an unoccupied space he can see. Each creature within 10 feet of the devourer before he teleported must succeed on a **DC 19 Constitution saving throw** or be **blinded** until the start of its next turn.

MYTHIC ACTIONS

If the devourer's Feast of Kings trait has activated in the last hour, he can use the options below as legendary actions.

Convert (Costs 2 Actions). The devourer targets one Humanoid he can see within 30 feet of him and ropes of golden light shoot out of his wings' hands. If the target can see the devourer, the target must succeed on a **DC 19 Charisma saving throw** or be **charmed** by the devourer for the next 24 hours. A creature charmed in this way is under the complete control of the devourer. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Each time the devourer or his allies do anything harmful to the target, it can repeat the saving throw, ending the effect on a success. The effect ends early if the devourer is destroyed, is on a different plane of existence than the target, takes a bonus action to end the effect, or if another creature fails a saving throw against this action.

Wing Strike (Costs 2 Actions). The devourer beats his wings. Each Medium or smaller creature within 10 feet of the devourer must succeed on a **DC 19 Dexterity saving throw** or take 13 (2d6 + 6) bludgeoning damage. The devourer can choose one creature that fails this saving throw to become **grappled** by it (escape DC 18).

PITCROWS

Denizens of the Hells, pitcrows are capricious and opportunistic scavengers. With feathers of crimson so deep it is often mistaken for black, these large corvids are as likely to help a wandering adventurer as they are to report that adventurer to the local authorities. In fact, most pitcrows will often do both, for double the reward.

Scouts & Cleaners. When a pitcrow can be bribed, coaxed, or coerced into working with others, they often find themselves in scouting roles. Single crows might stake out a building, crossroads, or grave, reporting their observations to a clandestine employer in exchange for choice scraps or jewellery. A demon lord or archdevil might enlist a whole murder to scout battlefields or harry routed enemies. Whatever the case, pitcrows do not seek to put themselves in danger and can always be found plucking at the viscera of corpses after a meeting of devils and demons.

PITCROW

Tiny Fiend, Lawful Evil

Armour Class 12 (natural armour)

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +3, Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 13

Languages Infernal

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Flyby. The pitcrow doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The pitcrow can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 12 Wisdom (Insight)** check.

Pack Tactics. The pitcrow has **advantage** on an attack roll against a creature if at least one of the pitcrow's allies is within **5 feet** of the creature and the ally isn't incapacitated.

ACTIONS

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

Vicious Mockery. *Saving Throw:* **DC 12 Wisdom**, range 60 ft., one creature that can hear the pitcrow. *Failure:* 5 (2d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

MURDER OF PITCROWS

Huge swarm of Tiny Fiends, Lawful Evil

Armour Class 12 (natural armour)

Hit Points 112 (15d12 + 15)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	11 (+0)

Skills Insight +4, Perception +4

Damage Resistances bludgeoning, cold, fire, lightning, piercing, slashing

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

Senses passive Perception 14

Languages Infernal

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Flyby. The murder doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The murder can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful **DC 13 Wisdom (Insight)** check.

Pack Tactics. The murder has **advantage** on an attack roll against a creature if at least one of the murder's allies is within **5 feet** of the creature and the ally isn't incapacitated.

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

ACTIONS

Multiattack. The murder makes two Swarm of Beaks attacks or it can use Vicious Mockery six times. If it has half its hit points or fewer, it can use Vicious Mockery three times, instead of six.

Swarm of Beaks. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) piercing damage, or 13 (3d8) piercing damage if the murder has half its hit points or fewer.

Vicious Mockery. *Saving Throw:* **DC 13 Wisdom**, range 60 ft., one creature that can hear the murder. *Failure:* 7 (3d4) psychic damage and the creature has **disadvantage** on the next attack roll it makes before the end of its next turn.

Self-Policing. Despite their selfish tendencies, pitcrow communities can grow surprisingly large and exhibit a kind of mass self-governance. Any individual found exploiting the common good is immediately ostracised and assaulted. Defecate too close to the communal blood pool? Get pecked to death. Exhibit a communicable disease? Get pecked to death. Produce more offspring than you can protect? *They* get pecked to death.

NON-PLAYER CHARACTERS

RANGER

Medium Humanoid (Any Race), Any Alignment

Armour Class 16 (studded leather)

Hit Points 149 (23d8 + 46)

Speed 30 ft. (40 ft. with *longstrider*)

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

Saving Throws Str +5, Dex +7

Skills Animal Handling +6, Perception +6, Stealth +7, Survival +5

Senses passive Perception 16

Languages any two languages

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Land's Stride. Moving through nonmagical difficult terrain costs the ranger no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Spellcasting. The ranger is a 6th-level spellcaster and can cast the following spells, using Wisdom as its spellcasting ability (**spell save DC 14, +6** to hit with spell attacks):

2/day each: *cure wounds*, *locate animals or plants*, *longstrider*, *spike growth*^c

1/day each: *conjure animals*^c, *wind wall*^c

*See Appendix B; **bold** indicates combat spell; ^c indicates concentration.

ACTIONS

Multiattack. The ranger makes three attacks with its Shortsword or two attacks with its Longbow.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Volley. The ranger makes a separate Longbow attack against each creature of its choice within **10 feet** of a point it can see within the weapon's range.

Whirlwind. The ranger makes a separate Shortsword attack against each creature of its choice within its reach.

BONUS ACTIONS

Hunter's Mark (1/Short or Long Rest). The ranger chooses one creature it can see within **90 feet** and mystically marks it as its quarry for **1 hour**. For the duration, the ranger deals an extra 3 (1d6) damage to the target whenever it hits it with a weapon attack, and the ranger has **advantage** on any **Wisdom (Perception)** or **Wisdom (Survival)** check it makes to find the creature. If the target drops to 0 hit points before this effect ends, the ranger can use a bonus action on a subsequent turn to mark a new creature.

SORCERER

Medium Humanoid (Any Race), Any Alignment

Armour Class 11 (14 with *mage armor*)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Con +4, Cha +5

Skills Arcana +2, Deception +5, Persuasion +5

Senses passive Perception 10

Languages any two languages

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Metamagic. The sorcerer has **7** sorcery points and regains all expended sorcery points when it finishes a long rest. It can spend these points in the following ways:

Quicken Spell. When the sorcerer casts a spell that has a casting time of 1 action, it can spend **2** sorcery points to change the casting time to 1 bonus action for this casting.

Twinned Spell. When the sorcerer casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip).

Spellcasting. The sorcerer is a 7th-level spellcaster and can cast the following spells, using Charisma as its spellcasting ability (**spell save DC 13, +5** to hit with spell attacks):

At will: *can'trip*^{*}, *light*, *magnetobolt*^{*}, *message*, *shocking grasp*

2/day each: *mage armor*, *misty step*, *haste*^c, *magnetite shard*^{*}

1/day: *blinding radiance*^{c*}

*See Appendix B; **bold** indicates combat spell; ^c indicates concentration.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Magnetobolt. *Ranged Spell Attack:* +5 to hit, range 90 ft., one target. *Hit:* 7 (2d6) force damage and the creature must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d8) lightning damage and the creature can't take reactions until the start of its next turn. The sorcerer has **advantage** on the attack roll if the target is wearing armour made of metal.





METAMORPHOSIS
 PREREQUISITE: BECOME COMPANION
 "Change is coming. Will you choose..."

SWIPE I
 PREREQUISITE: —
 "It's not stealing..."

GRAPPLE I
 PREREQUISITE: —
 "It can't keep its hands to itself..."

GROWTH
 PREREQUISITE: —
 "Greaaat... more fingers."

CALLOUSED
 PREREQUISITE: —
 "Its bumps have bumps..."

MAGIC I
 PREREQUISITE: —
 "I'm sensing a theme to these spells..."



SWIPE II
 PREREQUISITE: SWIPE I
 "...it's a five-finger discount!"

GRAPPLE II
 PREREQUISITE: GRAPPLE I
 "...so I hope you're not ticklish."

HAND WAVE
 PREREQUISITE: —
 "Also known as a sthandpede."

MAGIC II
 PREREQUISITE: MAGIC I
 "...but I can't quite put my finger on it."

**FAMILIAR:
 HANDIPEDE**

DIVINE WRATH
 PREREQUISITE: METAMORPHOSIS
 "...a righteous left hand?"

DIVINE PROTECTION
 PREREQUISITE: METAMORPHOSIS
 "...a reliable right hand?"

1

3

5

9

13

17

"Unsettling as they may be, I wholeheartedly recommend that every tavern in the land get one of these helpful little guys. All those tightly-screwed jars aren't going to open themselves!"

— Heliana, Pickle Appreciator

Type: Celestial
Creature Component: Any celestial devourer
Bonus Tamer Improvement: Metamorphosis and +2 Hit Dice

With a disturbing appearance, handipedes are quite far removed from their celestial origins, relying more on their unusual hand-based magic than

any sort of holy powers. However, a small spark of the divine hides within each of them, ready to bloom when the handipede reaches its full potential.

Some of the handipede's improvements allow it to cast spells. If any of the handipede's traits or actions require a spell attack or a saving throw, use the calculations below.

Save DC = 8 + the tamer's proficiency bonus + the handipede's Charisma modifier

Spell Attack Modifier = the tamer's proficiency bonus + the handipede's Charisma modifier

MONSTER TRAINER

In addition to the improvements you can normally give your companions, you can choose to grant the handipede the following improvements using your Monster Trainer feature:

METAMORPHOSIS

Prerequisite: Become a tamer's companion

Type: Active (companion)

As an action, the handipede can change from its centipede form into a moth form, or vice-versa. While in centipede form, it gains the following benefits:

- Its burrowing speed is increased to **15 feet**.
- It gains tremorsense out to a range of **10 feet**.

While in moth form, it gains the following benefits:

- It gains a flying speed of **30 feet**, its walking and climbing speeds are reduced to **10 feet**, and it loses its burrowing speed.
- Its Sceptre attack is replaced by a Slap attack that functions similarly.

Once the handipede's tamer reaches 5th level in the tamer class, the handipede can change forms as a bonus action instead of an action.

SWIPE I

Prerequisite: 3rd-level tamer

Type: Passive (companion), Active (action)

The handipede gains proficiency in the Sleight of Hand skill. As an action, it can attempt to steal an item of its size or smaller that is being carried or held by a creature within **5 feet** of it, making a **Dexterity (Sleight of Hand)** check contested by the target's choice of a **Dexterity (Acrobatics)** or **Strength (Athletics)** check. If the target is holding the item, the handipede has **disadvantage** on the check. On a success, the handipede steals the item, and the target can't make opportunity attacks against it until the end of the turn.

If the handipede can cast *mage hand*, it can use the spectral hand to make the above check, using its Charisma modifier instead of Dexterity.

GRAPPLE I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The handipede gains proficiency in the Athletics skill, and it can grapple creatures up to two sizes larger than it.

If the handipede can cast *mage hand*, it can use the spectral hand to grapple a creature, using its Charisma modifier instead of Strength. The hand has a 5-foot reach and can't drag a grappled creature.

GROWTH

Prerequisite: 5th-level tamer

Type: Passive (companion)

The handipede's size increases to Small, its Hit Die size increases to a **d6** (its hit point maximum consequently increases by **1** for each of its Hit Dice), and the damage die of its Sceptre and Slap attacks increases to a **d6**.

CALLOUSED

Prerequisite: 5th-level tamer

Type: Passive (companion)

The handipede gains a **+2 bonus** to its AC while it isn't wearing armour.

MAGIC I

Prerequisite: 5th-level tamer

Type: Active (action), Passive (companion)

The handipede can cast the *mage hand* and *shocking grasp* cantrips at will, requiring no material or verbal components. In addition, it casts all cantrips as a 5th-level caster, and the damage of its Chill Touch attack increases to **2d8**.

SWIPE II

Prerequisite: 9th-level tamer, Swipe I

Type: Passive (companion)

The handipede's proficiency bonus is doubled for any Sleight of Hand checks it makes. When it succeeds on Swipe's contested **Dexterity (Sleight of Hand)** check to steal an item from a creature that has a Spellcasting trait, it can choose to steal some of the target's magical energy instead. The creature loses one spell slot or one use of a spell of a level equal to or lower than half the handipede's proficiency bonus, and the handipede's tamer regains one spell slot of the same level. After the handipede has stolen magical energy in this way, it can't do so again until its tamer finishes a long rest.

GRAPPLE II

Prerequisite: 9th-level tamer, Grapple I

Type: Passive (companion)

The handipede's proficiency bonus is doubled for any Athletics checks it makes. When the handipede successfully grapples a creature, it can immediately

cast the *hideous laughter* spell on that creature (no action or concentration required), conjuring dozens of spectral fingers that crawl all over the creature's body and tickle it mercilessly. When the spell is cast in this way, it also affects creatures with an Intelligence score of 4 or less and ends early if the target is no longer grappled by the handipede.

After the handipede casts this spell in this way, it can't do so again until its tamer finishes a long rest.

MAGIC II

Prerequisite: 13th-level tamer, Magic I

Type: Active (action), Passive (companion)

The handipede casts its cantrips as an 11th-level caster, and the damage of its Chill Touch attack increases to **3d8**. In addition, it can cast the *vampiric touch* spell, requiring no material or verbal components. If the handipede is recalled into its vessel, it stops concentrating on any spell. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

When the handipede's tamer reaches 17th level in the tamer class, the handipede casts its cantrips as a 17th-level caster, and the damage of its Chill Touch

attack increases to **4d8**. In addition, it can cast the *arcane hand* spell, requiring no material components or verbal components. Once it casts this spell, it can't do so again until its tamer finishes a long rest.

HAND WAVE

Prerequisite: 13th-level tamer

Type: Active (action)

As an action, the handipede can conjure a wave of spectral hands that washes over a 20-foot cube centred on a point within **30 feet** of it, forcing each creature of its choice in the area to make a **Strength saving throw**. On a failed save, a creature takes **6d8** force damage and suffers one of the effects described below (tamer's choice for all creatures). On a successful save, a creature takes half as much damage and suffers no additional effects.

- The creature is knocked **prone**.
- The creature is pushed horizontally up to **20 feet** in a single direction of the tamer's choice.
- The creature is **grappled** by spectral hands until the end of its next turn.
- One Medium or smaller object that is being held or carried by the creature is taken and dropped in an unoccupied space within the area.

In addition, the handipede can rearrange any number of Medium or smaller objects in the area that aren't being held or carried, but can't drop or deposit them on a creature. Once the handipede has used this action, it can't do so again until its tamer finishes a long rest.

DIVINE PROTECTION

Prerequisite: 17th-level tamer, Metamorphosis

Type: Passive (companion)

While in its moth form, the handipede embodies the tranquillity and dignity of angels, and other creatures find it difficult to attack it. The handipede is always under the effects of the *sanctuary* spell. If it makes an attack or uses a spell or ability that affects an enemy creature, the effects of the spell are suppressed until the start of its next turn.

DIVINE WRATH

Prerequisite: 17th-level tamer, Metamorphosis

Type: Active (bonus action)

While in its centipede form, the handipede is akin to a fierce paladin fighting evil in the name of their cause. When the handipede uses its action to cast a cantrip, it can make a Sceptre attack as a bonus action. The attack deals an extra **1d6** radiant damage on a hit.

HANDIPEDE

Tiny Celestial, Unaligned

Armour Class 12 (natural armour)

Hit Points 4 (1d4 + 2)

Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Damage Resistances radiant

Senses darkvision 30 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Busy Hands. The handipede loves to touch new things and often feels the impulse to do so even when it is inappropriate or inconvenient.

Sign Language. The handipede can communicate simple ideas by using hand signs and gestures.

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

ACTIONS

Chill Touch. *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 4 (**1d8**) necrotic damage, and the target can't regain hit points until the start of the handipede's next turn. If the target is undead, it has **disadvantage** on attack rolls against the handipede until the end of the handipede's next turn.

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



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