

APPENDIX C - CREATURES

BONEMONGER

Little is known about astral hermits thanks to their propensity to set up shop in hard-to-reach locations. They are far-travelling aberrations, each developing extremely specific obsessions such as light, words, or bones. Astral hermits study their area of interest in meticulous detail, using it as a medium through which to learn more of the world.

Corporeal Forms. A male astral hermit is made up of two bodies: his heart and his hearth. An astral hermit's hearth is a maze-like construction at the centre of which is a portal to the Astral Plane. The astral hermit's heart is how it presents himself to the world. Usually, this is in a form that is inviting to creatures of that plane, a tactic which ensures plentiful trade.

Reproduction. Male and female astral hermits lead two very different existences. A male astral hermit's hearth is his bower, and his heart can never travel further than a few hundred feet from it. The abundance and richness of its treasures (which to the common person may appear as worthless

relics) help to impress females of the species, which flit through the Astral Plane searching for portals into the hearth's of other hermits. When a union is formed, eggs are produced and jettisoned into the astral expanse.

Crafters and Enchanters. Astral hermits are innately magical beings, able to imbue items or creatures with enchantments shaped by their subject of obsession. Unable to travel far from their hearths, astral hermits create reputations of skill with enchanting and use that as the currency with which they trade for relics that further fuel their obsession.

Bonemonger. The bonemonger's obsession is bones. Fossilised, inscribed, splintered, or fresh, the bonemonger can read the history of every bone that passes him, learning much of the creatures to which they once belonged. The bonemonger has also learnt to animate these bones with his necromantic magic, allowing them to act as guards, workers, and scouts. The bonemonger chooses the form of a tiny white rabbit as his heart, an unassuming form that is nevertheless extremely deadly when threatened.



BONEMONGER FEMUR

Tiny aberration, neutral

Armour Class 20 (natural armour)

Hit Points 246 (29d4 + 174)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	23 (+6)	16 (+3)	22 (+6)	19 (+4)

Saving Throws Dex +11, Wis +12

Skills Insight +18, Perception +12

Senses darkvision 120 ft., tremorsense through bonemonger's lair, passive Perception 22

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 19 (22,000 XP)

Proficiency Bonus +6

Go for the Throat. The bonemonger deals an extra 21 (6d6) damage when it hits a target with a bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 20). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistances (3/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 246 hit points, it gains 100 temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 41,000 XP (63,000 XP total) for defeating the bonemonger after its Osteomancer activates.



A BONEMONGER'S LAIR

The bonemonger's lair is its hearth, a nacre-coated spiral, folding in on itself and distorting gravity so that down is always towards its centre, and the area around this structure. Bones adorn every surface, and can be animated to prevent intrusion by unfriendly folks.

ACTIONS

Multiattack. The bonemonger one bite attack and uses Mi.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature succeed on a **DC 20 Constitution saving throw** or take 13 (3d8) thunder damage and 13 (3d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger on 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 bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 20 Strength saving throw**, taking 21 (6d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **wight** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the options below as legendary actions.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **90-foot cone** or **30-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 20 Dexterity saving throw**, taking 52 (15d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

The area around a Bonemonger's lair becomes distorted by its aberrant magic, often mixing with the background magic of the plane on which it finds itself. The bonemonger's predilection for anything osseous leads to a lair that animates bones in a variety of ways. Often mingling of magic results in the spontaneous formation of *zones of retributive truth*, areas that punish those who lie or fail to answer questions in a timely manner.

BONEMONGER PHALANGE

Tiny aberration, neutral

Armour Class 14 (natural armour)

Hit Points 88 (16d4 + 48)

Speed 40 ft.

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

Saving Throws Dex +4, Wis +5

Skills Insight +7, Perception +5

Senses darkvision 120 ft., tremorsense through bonemonger's lair, passive Perception 15

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Go for the Throat. The bonemonger deals an extra 7 (2d6) damage when it hits a target with a bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 13). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistances (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 88 hit points, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the option in the "Mythic Actions" section for 1 hour. Award a party an additional 1,800 XP (2,900 XP total) for defeating the bonemonger after its Osteomancer activates.



ACTIONS

Multiattack. The bonemonger one bite attack and uses Mi.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature succeed on a **DC 13 Constitution saving throw** or take 4 (1d8) thunder damage and 4 (1d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger on can take 2 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 bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 13 Strength saving throw**, taking 7 (2d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **skeleton** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the option below as legendary actions.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 13 Dexterity saving throw**, taking 10 (3d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

REGIONAL EFFECTS

The area within 6 miles of the bonemonger's lair has the following properties:

Osteomancy. Bones never really settle and always seem to be in different positions than when observed a moment ago. Sometimes, entire severed limbs might drag themselves around with no apparent goal.

Veritae Mucoformus. Zones of retributive truth spontaneously form. They are anywhere from 5 to 500 feet in radius and are often delineated by the growth of the rare *Veritae mucoformus* fungus.

Odd Folk. The bonemonger is a trader, giving gifts of magical items and strange powers in return for interesting bones. Creatures that have recently travelled to him often carry these odd boons.

If the bonemonger dies, the bones cease to move of their own accord and the zones of retributive truth fade over the course of **1d10** days. Enchantments the bonemonger has imbued into items and people persists.

BONEMONGER ULNA

Small aberration, neutral

Armour Class 17 (natural armour)

Hit Points 150 (20d4 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	21 (+5)	14 (+2)	19 (+4)	17 (+3)

Saving Throws Dex +9, Wis +8

Skills Insight +12, Perception +8

Senses darkvision 120 ft., tremorsense through bonemonger's lair, passive Perception 18

Languages Common, Deep Speech, Undercommon, telepathy 120 ft.

Challenge 11 (7,200 XP)

Proficiency Bonus +4

Go for the Throat. The bonemonger deals an extra 10 (3d6) damage when it hits a target with a bite attack and has advantage on the attack roll.

Insightful Telepathy. The bonemonger is constantly under the effects of the *detect thoughts* spell (save DC 17). As a bonus action, it can probe deeper into the mind of any creature it can detect in its lair. If the creature fails its saving throw, the bonemonger has **advantage** on attack rolls against that creature until the start of the bonemonger's next turn.

Legendary Resistances (2/Day). If the bonemonger fails a saving throw, it can choose to succeed instead.

Osteomancer (Recharges after a Short or Long Rest). If the bonemonger would be reduced to 0 hit points, its current hit point total instead resets to 150 hit points, it gains 60 temporary hit points as bones coalesce around it, and it regains any expended uses of Legendary Resistance. Additionally, the bonemonger can now use the options in the "Mythic Actions" section for 1 hour. Award a party an additional 13,000 XP (20,200 XP total) for defeating the bonemonger after its Osteomancer activates.



ACTIONS

Multiattack. The bonemonger one bite attack and uses Mi.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Mi. The bonemonger proclaims "Mi!" at one creature it can see that can hear it within **90 feet** of it. The creature succeed on a **DC 17 Constitution saving throw** or take 9 (2d8) thunder damage and 9 (2d8) psychic damage, and become **frightened** of the bonemonger until the end of the bonemonger's next turn.

LEGENDARY ACTIONS

The bonemonger on 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 bonemonger regains spent legendary actions at the start of its turn.

Grasping Bones. The bonemonger targets a surface within **60 feet** of it, causing a skeletal limb to burst out and grasp at a creature within **5 feet** of the surface. The creature must make a **DC 17 Strength saving throw**, taking 10 (3d6) slashing damage and becoming **restrained** until the end of the bonemonger's next turn on a failure, or taking half as much damage and not being restrained on a success.

Springstrike. The bonemonger moves up to half its speed without provoking opportunity attacks and then makes one attack with its bite.

Animate Bones (Costs 2 Actions). The bonemonger animates bones it can see with **90 feet** of it, creating a **minotaur skeleton** that follows the bonemonger's telepathic commands.

MYTHIC ACTIONS

If the bonemonger's Osteomancer trait has activated in the last hour, it can use the options below as legendary actions.

Bare the Throat. The bonemonger uses its Grasping Bones and Springstrike legendary action options.

Bonetide (Costs 2 Actions). A wave of animated bones ripples out from the bonemonger in either a **60-foot cone** or **20-foot-radius sphere** (bonemonger's choice). Each other creature in the area must make a **DC 17 Dexterity saving throw**, taking 28 (8d6) slashing damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success.

LAIR ACTION

While the bonemonger lives, he can invoke the ambient magic of his lair to take lair actions on initiative count 20 (losing initiative ties). The saving throw DCs and damage of the lair actions depend on the level at which you run the adventure, as shown in the Level-Based Lair Action Statistics table.

LEVEL-BASED LAIR ACTION STATISTICS

Adventure Level	VDC	VDam	VDist
4th	12	3 (1d6)	20 feet
10th	15	10 (3d6)	40 feet
16th	17	21 (6d6)	60 feet

Bone Carapace. Up to three creatures of the bonemonger's choice that are in his lair become encased in articulating bone armour, gaining temporary hit points equal to half the Vdam (minimum of 2). These temporary hit points are lost after **1 hour**.

Probing Question. The bonemonger asks one creature in his lair that can hear him an insightful and thought-provoking question. If the creature doesn't answer the question truthfully and out loud within 6 seconds (the end of its next turn, if in combat) the creature is flung up to a number of feet equal to the VDist in a direction of the bonemonger's choice. Examples of possible questions:

- ◊ What is your greatest fear?
- ◊ Who do you admire most and why?
- ◊ Do you have any biases for or against certain people?

- ◊ What is the biggest mistake you have ever made?
- ◊ What item in your possession do you care most about and why?
- ◊ How do you feel about keeping secrets from the rest of the party?

Tanglebones. Bones of all descriptions—spines, claws, and jaws—emerge from the floor, walls, and ceiling of the bonemonger's lair. Until initiative count 20 on the following round, all surfaces in the lair become difficult terrain for creatures of the bonemonger's choice. In addition, each creature of the bonemonger's choice that is in contact with a surface when this lair action occurs must make a Strength saving throw or become grappled by the bones (**escape DC equals VDC**), which have a reach of **5 feet**.

