

5E

AB
ABYSSAL BREWS



WICK WALKER

Raised by the prayers and rituals of long forgotten orders, this wax elemental serves only one.

WICK WALKER

Long forgotten orders and ancient places of worship dot the landscapes of the natural world. Shrines to things that may have long been forgotten are nothing new to adventurers. Often delving into these places for long lost riches is one of their favorite activities, but it is not without danger. In these ancient places of worship and ritual, so powerful are the old magics that they can sometimes breathe life to the candles used in their ceremonies. When wax takes form and stalks the halls of these holy and unholy locations, it is called a Wick Walker.

Wick Walkers typically form in ancient places of worship such as long forgotten churches, shrines, or monasteries. These creatures are living manifestations made of wax that was magically imbued as part of rites that were held in these old halls. As they are born of the rituals that take part within these places of worship, their alignment and who they serve often aligns directly with the peoples who used to worship in the site. This means their temperament can range

from tolerant and peaceful to vengeance driven madness depending on the deities that were previously honored at the site where they formed. No two Wick Walkers are exactly the same the ritual they eventually lead to their creation is rarely the same.

Rarely are Wick Walkers formed intentionally. They are often a byproduct of intense worship in a place over a long period of time, especially when many candles are involved in the process. While some worshipers are initially fearful of the creatures, they have come to be seen as a blessing amongst those that understand them. Singular in their purpose, to serve the deities whose worship brought them to life, they are often seen as fervent protectors of the shrines and monasteries where they have sprung to life. Few have been successful in trying to manufacture them on their own, as it seems that the touch of life that brings them into being is something beyond mortal comprehension.

Born of Prayer. Wick Walkers often spring to life as part of other rituals that take place where they are born. Sometimes they are rites of passage for young members,

WICK WALKER

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 127 (17d10+34)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	10 (+0)	9 (-1)	7 (-2)

Skills Athletics +5

Damage Resistances Non-magical bludgeoning, piercing, and slashing

Condition Immunities Charmed, Exhaustion, Grappled, Paralyzed, Poisoned, Prone, Restrained

Senses blindsight 30 ft., darkvision 60 ft., Passive Perception 9

Languages Any determined by the language that brought it to life.

Challenge 4 (1,100 XP)

Amorphous. The Wick Walker can move through a space as narrow as 1 inch wide without squeezing.

Burning Retaliation. Creatures that hit the Wick Walker with a melee weapon attack take 2 (1d4) fire damage as bubbling wax drips on them.

Dripping Wax. Creatures that start their turn within 10 feet of the Wick Walker have their base movement speed lowered by 10 feet until the end of their turn.

Actions

Multiattack. Wick Walker makes two Chain Whip attacks.

Chain Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus 3 (1d6) Fire damage if the creature is within 5 feet of the Wick Walker.

Bonus Actions

Chain Hook (Recharge 3-6). The Wick Walker throws its chain hook towards a creature that it can see within 30 feet of it. The creature must succeed on a DC 15 Dexterity Saving Throw or be pulled 10 feet towards the Wick Walker.

Reactions

Sticky Wax (3/Day). When the Wick Walker is hit by a melee weapon attack, it can twist its chandelier shield and try to ensnare the weapon that struck it. It makes a contested Athletics (STR) roll against the creature that hit it. If the Wick Walker succeeds, it rips the weapon from the creature's hand. A creature can use an action to grab the weapon from the shield with a successful DC 15 Strength (Athletics) check.

in which case they will defend those who were passing to a higher part of life. Some are born from protective or vengeful prayers and in which case, their desire will be to protect or avenge the order that created them.

Difficult to Discern. Often unclear in their creation, these creatures can be terrifying at first to those who come across them. They can often understand the languages that were used to create them, but without the ability to speak, it can be hard to discern what may or may not anger a Wick Walker. Some have been known to be quite tolerant, while others lash out in anger the moment someone intrudes on their homes.

Left to Wander. Many Wick Walkers are the last living thing in their long forgotten homes. Their typical lifespan outlasts even elves and the spark that fuels them burns on for what could be eternity. It is not uncommon to find these creatures as the lone sentinels standing guard of places that have otherwise been forgotten by time and society.

TACTICS

As the personalities and personal directives of Wick Walkers is extremely variable, it can be difficult to say how they would go about any enemy. Determine beforehand if they would be hostile, potentially hostile, or friendly to your party when they enter.

- The best place to set an encounter with a Wick Walker would be an old place of worship. You should even say that they have a specific holy symbol embedded in them as part of the ritual that brought them to life. Give clues to your party that they seem tied to the place and if they understand the religious nature of the place, make it easier to get along.
- Dripping Wax, Burning Retaliation, and Sticky Wax make Wick Walkers especially dangerous to melee combatants. They'll have to get creative.

SUGGESTED PAIRINGS

Wick Walkers are often at home in long lost monasteries and places of worship. Think what else might be in places like that.

- Often times other creatures may seal away Wick Walkers and take up the rest of the ruins for themselves. Orcs, goblins, kobolds, and others would be capable of that.
- Think about other animated or autonomous guards that might be present or perhaps ghosts of long dead worshipers within the place.



LUMINAIRE

Shield, Rare

What looks to have once been a hanging chandelier, has been ripped from whatever mechanism had previously kept it aloft. Now, a leather strap has been attached to the back turning this object into a makeshift shield that is constantly pouring light from it. When held, illusory wax drips from it, but disappears shortly after coming into contact with another surface. It seems the chandelier has been enchanted with some form of everburning magic to keep the appearance of fire where there is none.

When you are wielding this shield, it shines bright light for 30 feet and dim light for an additional 30 feet beyond that. You can use one action to speak a command word to douse the flames or to reignite them.

Twice per day, when you are hit, but not critically hit by a melee weapon attack, you can use your reaction to cause wax to pour from the shield and attempt to ensnarl the weapon that struck you. Make a contested Strength (Athletics) check against the creature that struck you. You have a +1 bonus on this check due to the sticky nature of the wax. On a success, you rip the weapon from their hand, leaving it stuck in the wax of the shield. Uses of this ability reset daily at dawn.

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